

TM

BATTLETECH

TECHNICAL
READOUT

3

1

4

5

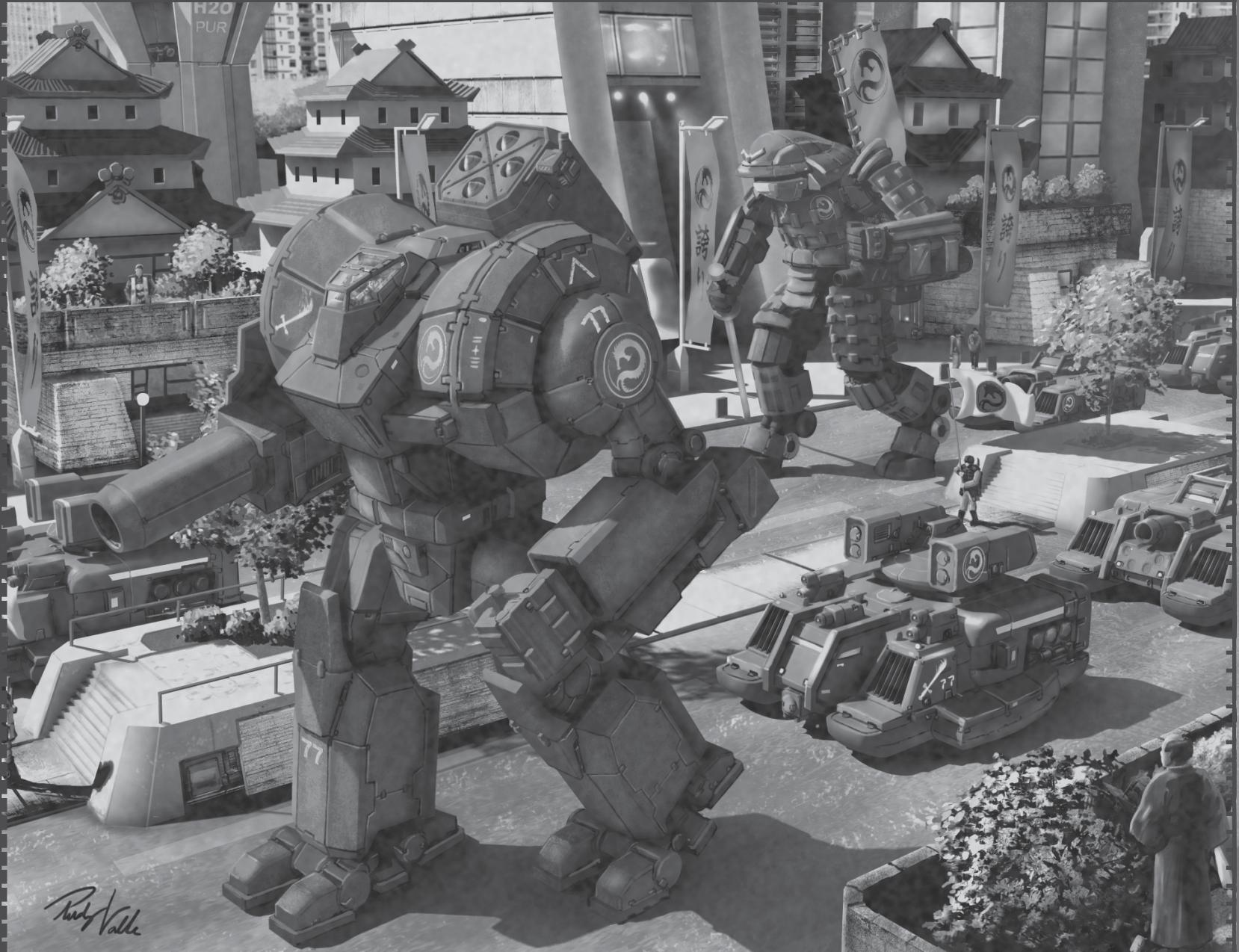


TECHNICAL READOUT 3145

The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war.

Technical Readout: 3145 introduces the wave of new battle armor, vehicle, 'Mech, and aerospace units appearing across the Inner Sphere in the Dark Age era. Featuring new and matured technology, and presented in this series of faction-specific PDFs, these combat units will add excitement and variety to any game table.

For use with *BattleTech*, *Total Warfare*, *Tactical Operations*, and *Strategic Operations*.



DRACONIS COMBINE

CREDITS

Writing

Ben H. Rome

Product Development

Jason Schmetzter

Development Assistance

Herbert A. Beas II

Product Editing

Jason Schmetzter

BattleTech Line Developer

Herb A. Beas II

Assistant Line Developer

Ben H. Rome

Production Staff

Art Director

Brent Evans

Assistant Art Director

Ray Arrastia

Cover Art

Rudy Valle

Cover Design

Ray Arrastia

Layout

Ray Arrastia

Roy Carl

Illustrations

Chris Daranouvong

Stephen Huda

Justin Nelson

Matt Plog

Unit Stats and Record Sheets

Sebastian Brocks

Craig Erne

Brent Evans

Joshua Franklin

William Gauthier

Keith Hann

Johannes Heidler

Aaron Polleyea

Jan Prowell

Luke Robertson

Mike Timbers

Chris Wheeler

Matt Wilsbacher

Proofers and Fact Checkers

Rich Cencarik, Stephen Frabartolo, William Gauthier, Johann Haderer, Johannes Heidler, Iain Macleod, Jason Paulley, Jan Prowell, Andreas Rudolph, Eric Salzmann, Mike Timbers, Elliotte C. Want, Chris Wheeler, Matt Wilsbacher, Patrick Wynne

©2013 The Topps Company Inc. All Rights Reserved. BattleTech Technical Readout: 3145 (Draconis Combine), Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/ or trademarks of The Topps Company Inc. in the United States and/ or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.



INTRODUCTION

It is said across the Combine, "The Dragon sometimes sleeps—but he never forgets."

The peace that befell the Inner Sphere after the Jihad always sat hard on Kuritan sensibilities. As a nation, they had embraced the warrior ethos of *bushido* for centuries. Even with the consent of the coordinator and his government, reform was likely impossible, but the Dragon bided its time.

The short Second Combine-Dominion War released some of the pressure that was building in the Draconis Combine Mustered Soldiery, but not even pacification duties against the Nova Cats, who suffered greatly in the wake of the war, were enough. For many Combine samurai, the failure of the peace in the wake of the Blackout must have been a welcome event. The DCMS leapt into action, claiming many of the former Republic worlds nearest it, reclaiming once again its Dieron Military District.

The DCMS did not rest on its laurels after that, of course. Negotiations in the late 3130s brought the famous mercenary Wolf's Dragoons back into Combine employ after a century. The Dragoons, anxious to prove themselves the equal of their ancestors, quickly conquered the disputed area of space known as the Draconis Reach. Warlord Toranaga, *Gunji-no-Kanrei* to Coordinator Yori Kurita, had even greater plans, but fate intervened: the Nova Cats, restless always, rose up in rebellion.

The Nova Cat rebellion, granted the veneer of legitimacy by their possession of the last heirs of Hohiro Kurita, attacked quickly and furiously and enjoyed early victories. Warlord Katana Tormark of Dieron threw her district's support behind them. For much of 3142, the Nova Cats likely felt hope for victory, but by the end of the year the tide turned and the DCMS crushed the Nova Cats. The Clan was erased, its warriors killed and its civilian castes sterilized and cast into the Unproductives. Katana Tormark disappeared into a dungeon, and Toranaga turned his attention back to his first goal: the Federated Suns.

The Combine invasion of the Federated Suns succeeded as no other offensive had since the First Succession War. In short order the DCMS eliminated a sizable percentage of the AFFS and deprived the realm of its first prince. The march capital at Robinson fell soon after, and DCMS regiments pushed the border nearer New Avalon every day.

As the Combine consolidates its gains and tries to rush resupply forward, Combine manufacturers are increasing output to supply them. New machines, weapons and ammunition flow from the core of the Combine to the Suns border and across, and Procurement Department officers are working hard to integrate captured Suns infrastructure to the Combine's economic engine.

The Dragon has sharp talons. Its soldiers are riding high on a series of victories that have given the DCMS an institutional hubris that might be exploited. If Toranaga is able to keep his military in line, not even the AFFS may be able to stop it, but if he cannot—if the famous Combine urge for personal glory overrides the needs of the nation—even the apparently-unstoppable tide of the DCMS may be halted.

—Paladin Janella Lakewood

12 October 3145

GAME NOTES

Technical Readout: 3145 (Draconis Combine) covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare* (TW) and *TechManual* (TM) rulebooks present the core game and construction rules for *BattleTech* (BT), otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (TO) is the first in the "staging" advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (SO) is the second "staging" advanced rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

Interstellar Operations (IO) is the third and final "staging" advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (Draconis Combine)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

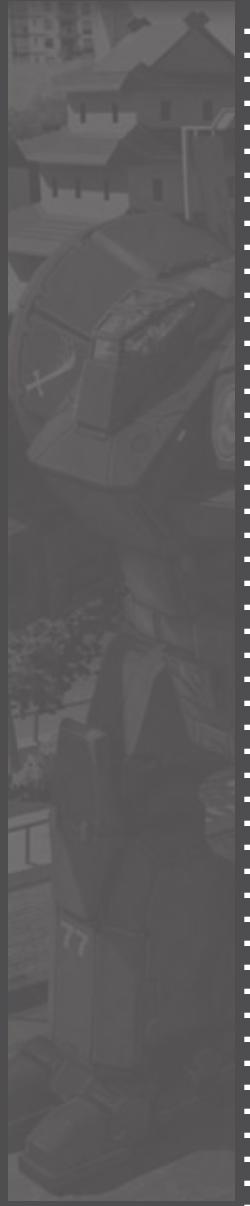
Advanced: Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (Draconis Combine)* may have one or more listed positive and/or negative Design Quirks (see p. 193, SO and p. 204, TRO: Prototypes). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

KISHI BATTLE ARMOR



Spawned from testing of the Nova Cat's Thunderbird series, the Kishi has become the DCMS' new primary battle armor suit.

CAPABILITIES

Kishi armor is easily maintained—a bonus for the Combine's Procurement Department—and does not require larger-sized body types to comfortably operate. Its standard weapon configuration gives the Kishi an edge in close-combat situations, ideal for urban deployments. The Kishi's interior incorporates a lining of compact memory foam that provides comfort for troopers on long operations away from their firebase.

DEPLOYMENT

The first noted use of the Kishi was in 3106 during a raid on Lima. Four squads of Kishis were dropped on top of a technology facility in Decatur to support a DEST operation. As the DEST soldiers ripped through the building to loot a suspected MIIO database, the Kishi squads set up a perimeter. A company of Second Robinson Rangers responded to the assault and ran into the teeth of the Combine defense. One squad made short work of the arriving tanks, ripping open engine and ammunition panels with their claws. Using the tight alleys and elevated sidewalks to their advantage, the DCMS troopers held off six Ranger light 'Mechs long enough for the DEST agents to exfiltrate with the stolen intelligence.

Impressed with the armor's capabilities, the DCMS assigned incoming suits to all of its frontline regiments stationed along the Davion border. Most infantry commanders were quick to adapt to the change and began new training regimens to take advantage of the Kishi's improved movement and weapon dynamics.

The Kishi's role in safeguarding Warlord Toranaga's life during an attempted assassination on Kaznejoy in 3129 sealed its acceptance within the DCMS. By the time of the Combine's advance into the Republic, Kishi suits were a common sight in all of the Combine's premier line regiments. The Fifth Sword of Light contains the most, utilizing twenty squads scattered through its three regiments.

On Mauckport, four squads of Kishis seized the Tri-Area Spaceport command center. Infiltrated alongside a Dragoons' Spectre squad two weeks before the Fifth's arrival, the advance scouts mustered in a cargo hangar operated by Hachiman-Taro. The owner, Thomas Reginald-Smythe, was a prominent Federated Suns business mogul. He was also a deep cover agent for the Order of the Five Pillars. Within hours of the rest of the regiment's arrival, the spaceport was under Combine control. The battle armor troopers repulsed a Davion counterstrike by luring the garrison command into a section of tarmac near several empty DropShips, then detonated the underground fuel lines.

NOTABLE UNITS

Kuroi Ribon: The Black Ribbons are the most experienced battle armor troops in the Fifth Sword of Light, having fought in more than thirty engagements since the start of the invasion of the Federated Suns. The four troopers were nominated for the Bushido Blade after their successes on Palmyra, where they suffered no casualties during their deployment. Operating behind enemy lines, the *Kuroi Ribon* disrupted Davion communications, sabotaged supply trains, and instigated false operations designed to distract and redirect AFFS troops from the Combine battle lines. They are the only DCMS infantry to be involved in conflict on every continent of the planet.

Chu-sa Lorei Stuttgar: Though the only female infantry commander in the Ryuken-go, the *chu-sa* is noted primarily for her role in the death of Duke Corwin Sandoval. Stuttgar was in command of the reconnaissance squad that infiltrated Bueller in the days before its fall. The *chu-sa* and her team broke into a provincial municipal facility, which netted them detailed plans of the city's underground auxiliary transport network. Using the tunnels and intercepted Davion transmissions, Stuttgar and her team monitored Sandoval's position. When the Ryuken-go arrived a few days later, they were able to zero in on the duke and force the showdown that ended Sandoval's life.

KISHI BATTLE ARMOR

Type: Kishi

Manufacturer: Ishikawajima-Harima Battle Armor Industries

Primary Factory: Luthien

Equipment Rating: F/X-X-F

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

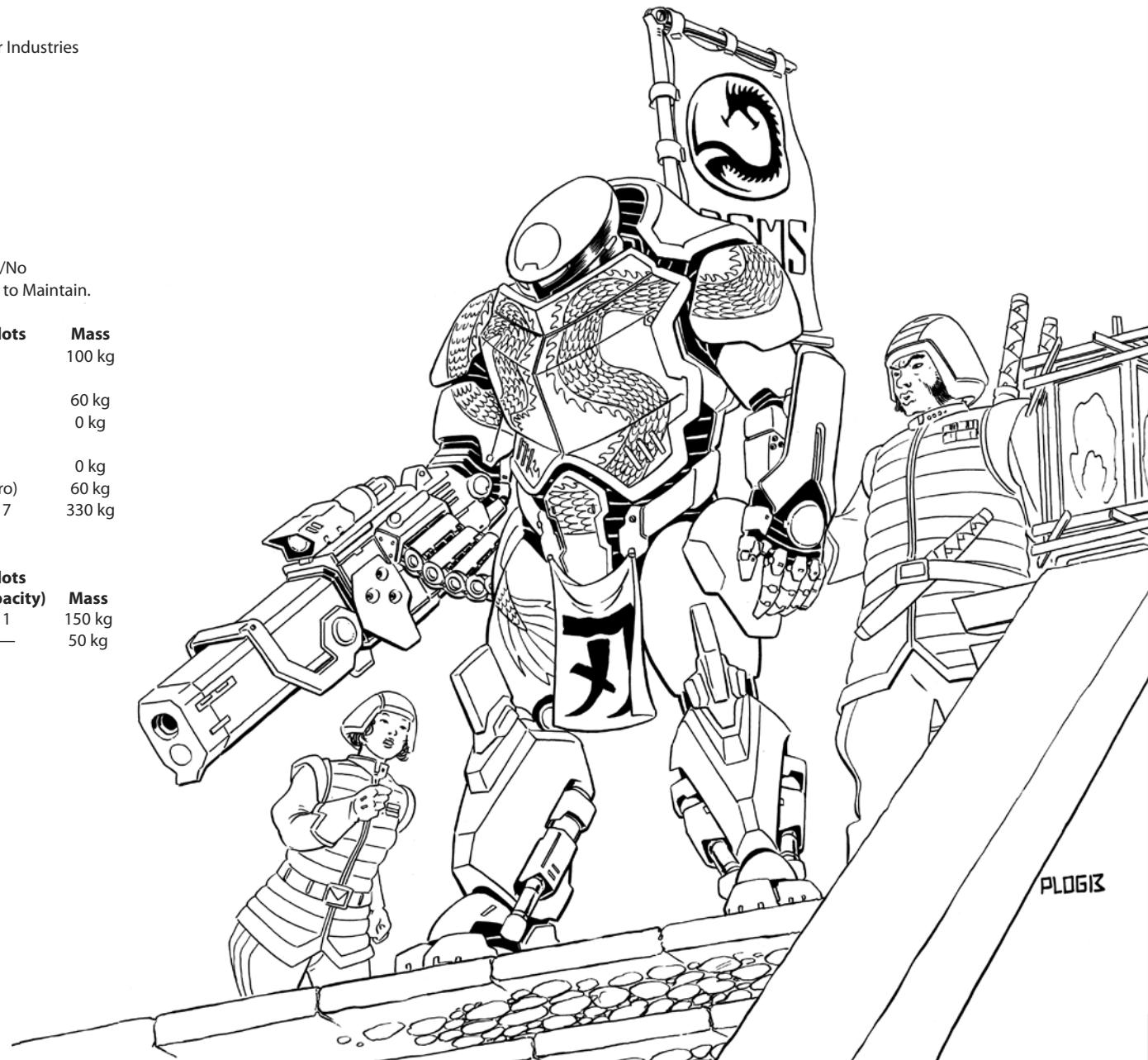
38

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

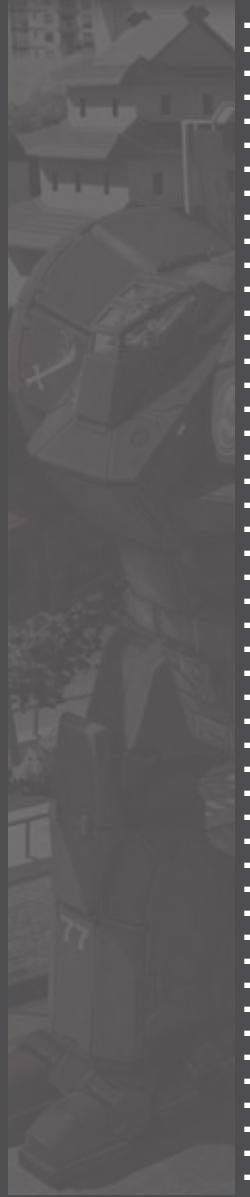
Notes: Features the following Design Quirks: Easy to Maintain.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	4	60 kg
Jump MP:	1	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Heavy Battle Claw (Vibro)	60 kg
Armor:	Reflective	7
Armor Value:	6 + 1 (Trooper)	330 kg

Weapons and Equipment	Location	Slots	(Capacity)	Mass
Heavy Machine Gun (50)	RA	1	—	150 kg
Mechanical Jump Booster	—	—	—	50 kg



ONI BATTLE ARMOR



As ugly as its namesake, the Oni—ogre—is a battlesuit typically assigned to DCMS garrison forces or units out of favor with the Procurement Department. Its looks are not important in the heat of battle, where the suit's true beauty shines through. Unfortunately, in a warrior culture steeped in tradition and appearances, performance is often ignored for more the more nebulous traits of honor and prestige.

CAPABILITIES

Originally developed as the replacement for the Raiden, the Oni is of average build and specifications: it masters no specialty save that of standard battlefield performance. Useless in large engagements, the Oni's success comes primarily from defensive formations and desperation tactics. The Oni's movement profile is no better nor worse than most armor units fielded in the thirty-second century and continually fails to impress all but the most rigid of the Combine's infantry commanders. Only its reliance on heavy armor plating makes the Oni a continued presence within the DCMS militia regiments.

DEPLOYMENT

The Oni's first recorded battlefield action was during the Combine's push to reclaim most of its old Dieron Military District holdings. Assigned to militia and infantry units that secured the Combine's rear area firebases, the suit performed as expected: a solid line of defense against enemy aggression. Tactical analysts noted that locations fielding the Oni boasted a higher survivability rate amongst its defenders. Such mind-numbing use of statistics no doubt fed the DCMS bureaucratic monolith; within a year, Oni suits were being distributed to every planetary garrison within the New Samarkand and reconstituted Dieron Military Districts.

During the final days of fighting on Misery in 3139, the Ryuken-go assigned its three squads of Oni to back up five field gun teams. These forces were part of a planned pincer movement designed to crush a battalion of the Tenth Avalon Hussars once and for all. As the Davions pushed their way out of the closing Kuritan trap, the bulk of the Hussars' command company stumbled into the Ryuken infantry. The Oni squads formed a half-moon battle line around the vulnerable gun crews. The armored infantry kept the heavier Hussars 'Mechs in place long enough for the gun crews to inflict massive damage and redirected the flow of the Davion retreat straight into a company of Kurita assault 'Mechs. The Hussars limped off the field and shortly afterward departed Misery, ceding the world to the Draconis Combine.

VARIANTS

Four configurations of the suit exist due to its modular weapons mount. Technically, infantry commanders may request particular models based on their unit's fighting style. As always, such flexibility exists mostly on paper as the Procurement Department assigns whatever suit variants they believe is necessary, regardless of a unit's request. Fortunately, the Oni provides opportunities for creative supply officers to increase their network of contacts and trade with other Combine units in the area.

Currently, the gray market for Oni suits is experiencing a glut of compact Narcs, forcing many militia commands to experiment with alternative defensive tactics.

NOTABLE UNIT

Chu-i Kyle Rogmusson: Commander of the Kabah Dirtstompers in the Nineteenth Pesht Regulars, Rogmusson is one of the few ardent supporters of the Oni. Fortunately for the *chu-i*, Procurement granted his request for two companies of the suit despite the fact the Dirtstompers only have a handful of qualified battle armor troopers. Rogmusson, a veteran of the Second Combine-Dominion War, has taken it upon himself to train his infantry to utilize the surplus armor. A recent pirate raid on Sawyer, where the Dirtstompers are garrisoned, provided the *chu-i* with many opportunities to conduct live-fire training exercises.

Sho-sa (ret.) Johannes "Torch" Heidler: Best known as the volunteer test pilot of the Oni prototype, Heidler was a staunch supporter of the battle armor. The retired infantry officer had extensively tested the Thunderbird suits after their acquisition from Clan Nova Cat; his voluminous notes from that project were invaluable. The Oni's fire resistant armor spawned from Heidler's own recommendations, though technicians were initially reluctant to make such an extensive modification. The *sho-sa* doused his Oni in volatile fuel, turned a nearby flamer on himself, and then proceeded to run the testing course while alight. When finished, the suit suffered only scorching and Heidler had no more than a pulled calf muscle due to a strenuous climb.

ONI BATTLE ARMOR

Type: Oni

Manufacturer: Luthien Armor Works

Primary Factory: Luthien, Savinsville

Equipment Rating: F/X-X-F

Tech Base: Mixed Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

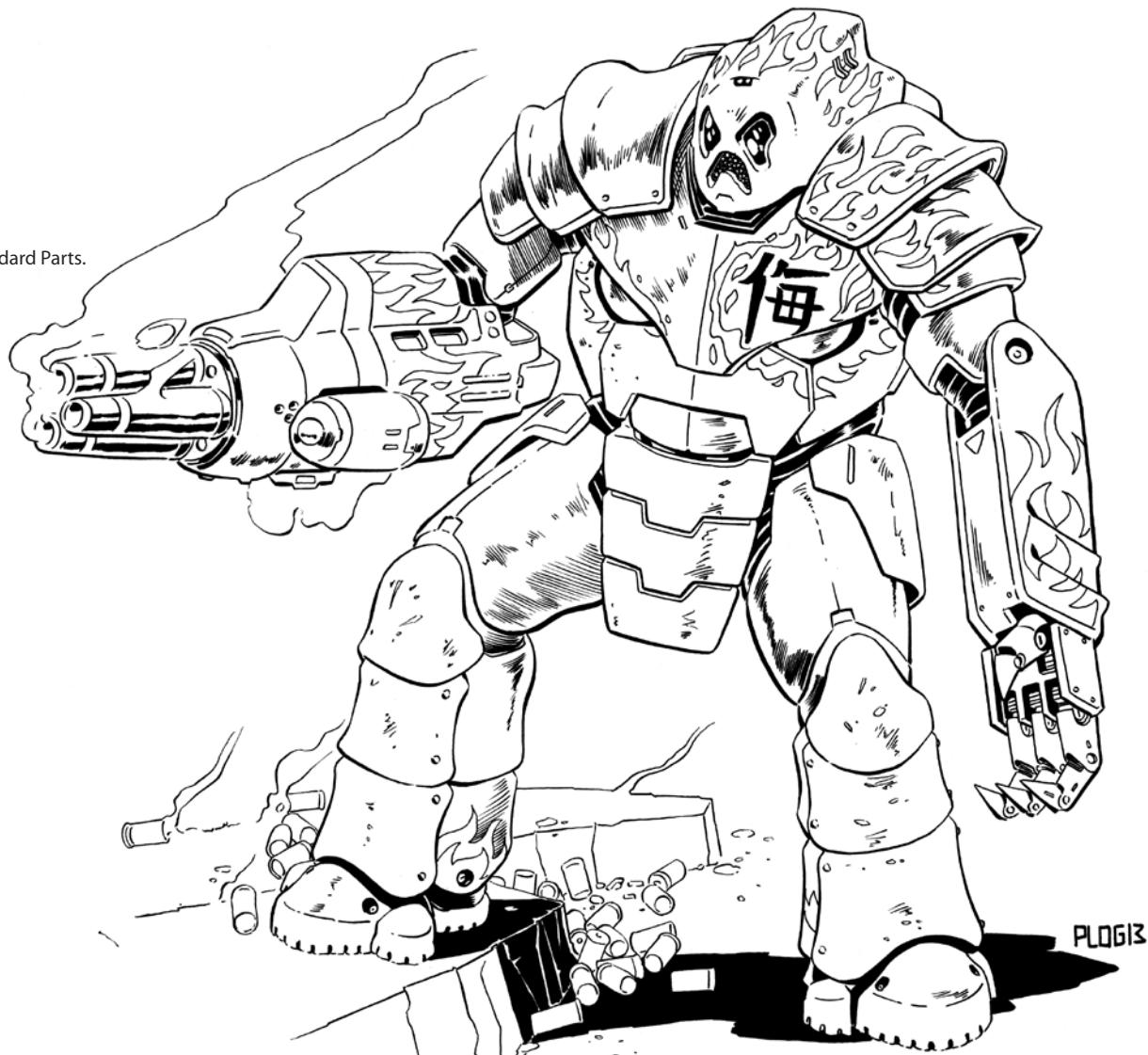
51 [Bearhunter]
74 [MRR]
64 [PPC]
57 [Narc]

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

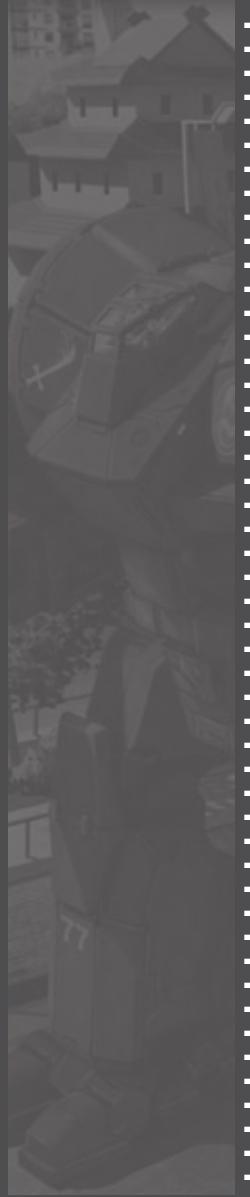
Notes: Features the following Design Quirks: Fast Reload, Non-Standard Parts.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Heavy Battle Claw (Vibro)	60 kg
Armor:	Fire-Resistant (C)	5
Armor Value:	10 + 1 (Trooper)	300 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Bearhunter Superheavy AC (20) (C)	—	2	150 kg
Medium Recoilless Rifle (20)	—	2	250 kg
Support PPC (14)	—	2	250 kg
Compact Narc (4 Shots)	—	2	190 kg
ECM Suite	Body	1	100 kg
Extended Life Support	Body	1	25 kg



ZOU HEAVY BATTLE ARMOR



The Zou (elephant) is part of the Combine's third generation of battle armor. Built to fulfill the High Command's request for a command-and-control unit to assist with strategic coordination, the Zou has been a success since its debut in 3113.

CAPABILITIES

The Zou was intended as the next assault suit for DCMS garrison forces, a companion to older Kanazuchis. New armor fabrication made the suit's wearer more likely to survive beam assaults, a welcome development for veterans of the Second Combine-Dominion War.

The Zou came into its own when C³ technology was adapted for the suit, giving the DCMS a heavier ground unit for commanders to utilize in effective combined-arms operations. The heavy armor plates give staying power; when combined with a hardened observation post, the Zou is impossible to dig out as it calls down artillery and long-range counter fire.

DEPLOYMENT

The Zou was not widely deployed in the DCMS until the 3130s, when the High Command began preparations for the assault on the Republic. With the Kanazuchi in limited supply, there was a gaping need in the DCMS infantry. Zous soon replaced all heavy battle armor units in the Sword of Light and the New Samarkand Regulars regiments.

Operating as support units for lighter squads of Kishis, Zous are now a common sight

along the Davion border. Their C³ capabilities made them essential during the assault on Palmyra. The Seventh New Samarkand Regulars used a squad of Zous as a central observation post, anchoring their left flank as they moved through the Yorkville Pass in pursuit of the Fifth Ceti Hussars. The Fifth attempted to split off two companies in order to flank their pursuers. A mixed company utilizing a squad of Zous, Pegasus hovertanks, *Avatar* OmniMechs, and a *Tai-sho* spotted the Fifth's maneuver.

The *Avatars* raced ahead and dropped the Zous amid several outcroppings, then pulled back out of sensor range. The Hussars raced past the infantry position and found themselves the victim of highly accurate long-range fire from the *Avatars*. The resultant confusion gave the infantry an opportunity to hammer the rear of the Hussars formation, downing a *Champion* and blowing the leg off a retreating *Dart*. The Regulars pressed their range advantage, turning the Hussars flanking attempt and cutting down four more 'Mechs as the Davions retreated to their main body.

VARIANTS

The original Zou, mounting a deadly but power-hungry laser, remains a staple among regimental commands assigned to low-combat areas. Zous with C³ integration are the most popular version found in the DCMS' more active combat units, its high cost not a factor—an unusual situation for the cost-conscious Procurement Department.

NOTABLE UNITS

Sho-ko Martina Orletti: A squad leader of the 252nd Infantry in the Sixteenth Galedon Regulars, Orletti was brought up on insubordination charges after her actions during the Combine's assault on Rowe. Orletti led her squad deep into the heart of Kirstie hours before the initial assault on the city. Her squad was to seize the highest ground to establish an artillery observer post. The *sho-ko* cleared Marconi Tower using the building's fire alarm system, forcing inhabitants to vacate the premises. Her actions alerted the local garrison to the impending attack, a situation considered unacceptable by her superiors.

The White Zou: Not a warrior but a particular suit of battle armor in the stores of the Fourth Dieron Regulars, the White Zou is considered a mascot of sorts by the regiment. Since the suit's arrival in 3127, the Fourth has lost every battle the suit has participated in. The soldiers of the Fourth firmly believe the curse can be broken if the armor is destroyed in combat; often, the trooper assigned the White Zou finds himself assigned nearly impossible tasks. Despite intense combat, the White Zou and its trooper survive—and the regiment fails on the field of battle.

ZOU HEAVY BATTLE ARMOR

Type: Zou

Manufacturer: Ishikawajima-Harima Battle Armor Industries

Primary Factory: Luthien

Equipment Rating: F/X-X-F

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

73 (Standard)

56 (C³)

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

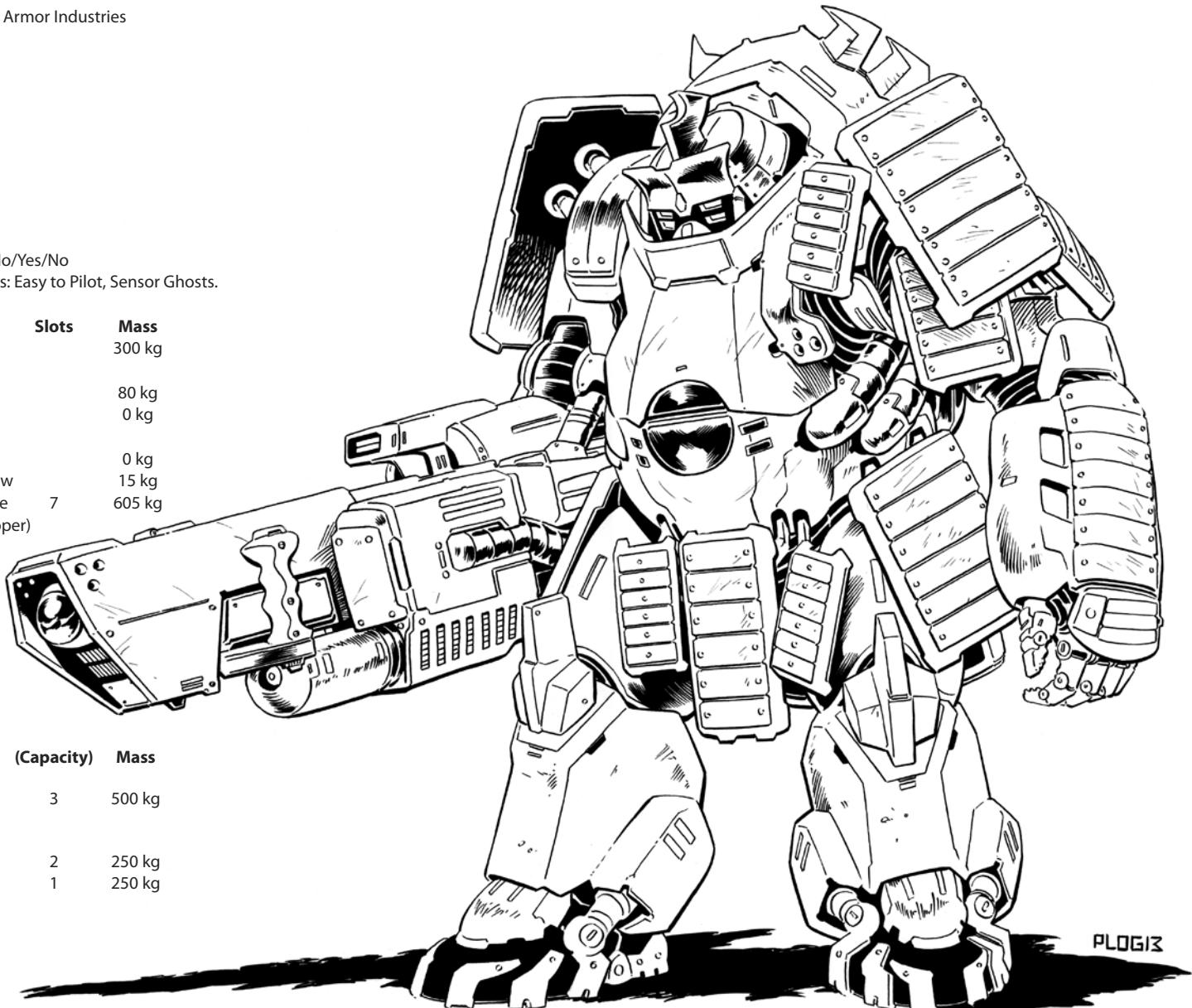
Notes: Features the following Design Quirks: Easy to Pilot, Sensor Ghosts.

Equipment

	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	2	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Battle Claw	15 kg
Armor:	Reflective	605 kg
Armor Value:	7	
	11 + 1 (Trooper)	

Weapons and Equipment

	Slots	Location	(Capacity)	Mass
Standard				
Medium Laser (30)	RA		3	500 kg
C ³				
Medium Recoilless Rifle (20)	RA		2	250 kg
BA C ³ System	Body		1	250 kg



SALADIN MK II HCV

Mass: 35 tons

Movement Type: Hover

Power Plant: Omni 175 Fusion

Cruising Speed: 108 kph

Maximum Speed: 162 kph

Armor: ProtecTech 19 Heavy Ferro-Fibrous

Armament:

1 Magna Flarestar Snub-Nose

Particle Projection Cannon

1 Guided Technologies 2nd Generation

Streak SRM 4 Launcher

Manufacturer: Scarborough Manufacturers

Primary Factories: Al Na'ir, Algedi

Communications System: Scarborough Talky 2

Targeting and Tracking System: Scarborough Tracky 2

As the Combine's military production went into high gear during the successful campaign to reclaim the lost worlds of the Dieron Military District, many venerable vehicles went through a complete redesign. The most successful were those produced by Scarborough Manufacturers: the Saladin, Saracen, and Scimitar hover combat vehicles.

CAPABILITIES

The new Saladin is better armed, armored, and faster than its predecessor. Scarborough crammed as much new technology in their Mark II upgrade as possible. The result is a capable harasser with staying power to conduct multiple strike missions, sowing confusion along the enemy's flank.

DEPLOYMENT

The Saladin found instant success in the Draconis Reach campaign. The DCMS shipped the bulk of Scarborough's initial production to

the Ryuken-go, with a portion given to Gamma Regiment of Wolf's Dragoons at under-market prices. The Ryuken put their new Saladins to immediate use on Marlowe's Rift, using a full company of the hovertank as a reaction force against Davion guerrillas. A Federated Suns patrol was not prepared for the small tank's speed, losing three medium 'Mechs in less than five minutes.

As the Draconis Reach campaign progressed, Dragoon pilots became intrigued with the boasting by Ryuken crews on their battle successes. Fielding their own platoon of Saladins—backed up with a platoon each of Scimitars and Saracens—the Dragoons employed similar harasser tactics on Thestria. The Dragoons found, as the Ryuken had already discovered, that these new upgraded tanks were extremely valuable in pursuit and harasser roles.

A joint raid in advance of the actual invasion on Wapakoneta had both harasser companies assigned, and a friendly rivalry developed. A contest that incorporated kills, inflicted damage, average speeds, and time-to-target spurred the mercenaries and DCMS crews to incredible success. *Chu-sa* Kercheval, pleased with the progress on Wapakoneta, reassigned the rest of his operational force to other combat theaters.

VARIANTS

One variant has been introduced, incorporating two ripple-fire rocket launchers and a C³ electronic suite. The command circuit technology turns this BC³ version into a deadly spotting unit for C³-linked companies. The Eighth Sword of Light has found great success using this version in its command company.

NOTABLE UNITS

Red Lotus: The lone Saladin Mk II assigned to the Ryuken-*nana*, Red Lotus and its crew distinguished themselves during the capture of Robinson. Utilizing its speed, Red Lotus constantly maneuvered around the scout elements of the Robinson Battle Academy Training Battalion. The Davions believed they were facing at least two recon platoons of vehicles and worked themselves into confusion trying to intercept the tank. Sufficiently pulled out of position, the Training Battalion was ill-prepared for the Ryuken's brutal frontal assault that ultimately destroyed the Davion unit.

Snarl: The first Saladin Mk II acquired by the Dragoons, Snarl and its crew earned a reputation for reckless frontal assaults. Commanded by Sergeant Ralph McCort, the crew often remained behind the rest of the platoon as it worried an enemy's flank. Snarl would rapidly close as the enemy reacted to the rest of the platoon. In one incident, McCort rammed the leg of an opposing *Quickdraw* when it evaded Snarl's PPC fire. The leg snapped at the hip, dropping the Davion 'Mech. As the Davion pilot continued to fire, McCort spun Snarl around and rammed the *Quickdraw* again—this time in the head. The maneuver killed the enemy pilot and left a sizeable dent in the Saladin's front armor. The crew has since refused to replace their battlefield badge of honor.

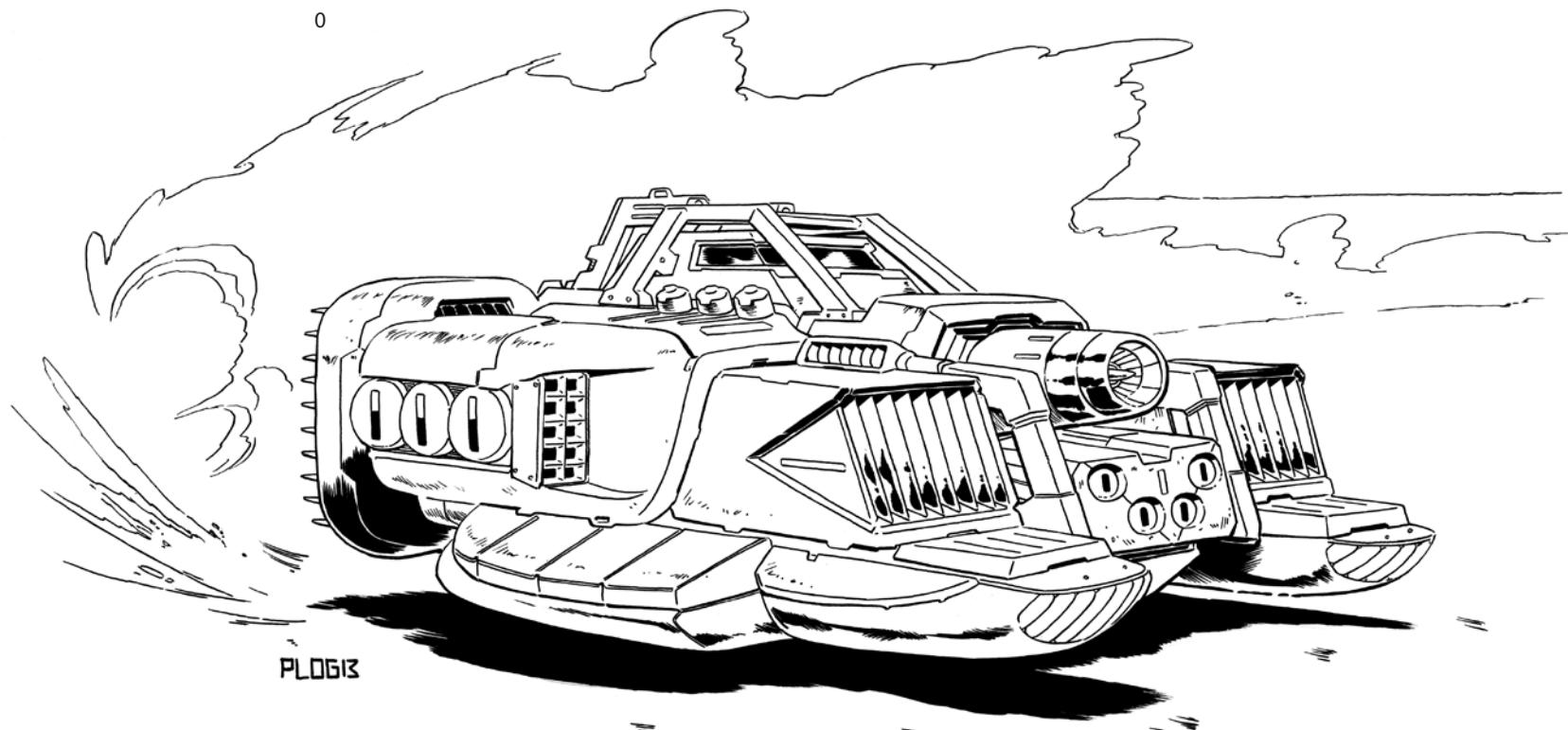
SALADIN MK II HCV

Type: Saladin Mk II
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35
Battle Value: 862

Equipment

Internal Structure:	3.5
Engine:	175
Type:	Fusion
Cruise MP:	10
Flank MP:	15
Heat Sinks:	10
Control Equipment:	2
Lift Equipment:	3.5
Power Amplifier:	0

Equipment		Mass		Armor	
Turret:		109		Value	
		Front	45		
		R/L Side	23/23		
		Rear	18		
Weapons and Ammo		Location	Tonnage		
Snub-Nose PPC		Front	6		
Streak SRM 4		Front	3		
Ammo (Streak) 25		Body	1		



PLOG13

SARACEN MK II HCV



COMBAT
VEHICLES

Mass: 35 tons

Movement Type: Hover

Power Plant: Omni 175 Fusion

Cruising Speed: 108 kph

Maximum Speed: 162 kph

Armor: ProtecTech 19 Heavy Ferro-Fibrous

Armament:

1 Doombud 7-Tube Multi-Missile Launcher

2 Diverse Optics Extended-Range

Medium Lasers

Manufacturer: Scarborough Manufacturers

Primary Factories: Al Na'ir, Algedi

Communications System: Scarborough Talky 2

Targeting and Tracking System: Scarborough
Tracky 2

One of the trio of upgraded hover tanks produced by Scarborough, the Saracen found instant success and acclaim among the various regiments of the Ryuken. With several battlefield successes behind it, the Saracen is quickly becoming the premier support hover tank for the Combine's mixed recon companies.

CAPABILITIES

Considered the missile support to the Saladin's harasser platform, the Saracen underwent a similar upgrade process. Heavier armor provides enough protection for a few extra seconds on the battlefield, giving Saracen crews time for one or two more volleys with its multi-mode launcher. These extra moments can spell the difference between victory and defeat for the Combine battle line.

DEPLOYMENT

The Saracen made its debut during the Draconis Reach campaign. Utilized by the Ryuken-go and Wolf's Dragoons, the Saracen found positions amidst most recon platoons and several infantry companies. A common tactic was to position the tank behind a low hill near a fixed observation post or forward patrol line and wait for fellow Saladins and Scimitars to engage the enemy. As the hover tanks raced back, the Saracens would dart out and hammer the pursuers with missiles while attempting a flanking maneuver. Using their variable missile loads to effect, the Saracens distracted the enemy long enough for their mates to turn around and add their firepower to the fray. The maneuver worked well against the poorly trained Davion militia.

The High Command was pleased with the Saracens' performance and reliability during the campaign. Scarborough increased production to meet the sudden demand and retooled their Algedi facility to handle the overflow. Saracens and Scimitars flooded the ranks of the rebuilt Dieron Regulars regiments and several reconnaissance companies among the Ryuken, New Samarkand and Galedon Regulars, and the Arkab Legions.

VARIANTS

Scarborough began producing a C³ variant in 3140 at the DCMS' request. Networked Scarborough hover tanks are now a common sight among the Combine task force overrunning the Federated Suns border.

NOTABLE UNITS

Gandy Dancer: Attached to a recon lance in the Ryuken-*roku*, the Gandy Dancer and her crew are noted for their crazy maneuvers and uncanny shooting. During a recent battle on Rowe, the Dancer was running point through the small lake town of Kikimongo when it was ambushed by three Vedettes belonging to the Second New Ivaarsen Chasseurs. *Gunsho* Ellie Nuberg ran the Dancer along the lakeshore in a sideways skid as *Hojuhei* Tad Uchiko targeted two of the enemy tanks. His well-aimed laser shots were followed up with perfectly placed missile salvos, breaching the fuel cells on both tanks. Nuberg then used the city's public boat slip to vault back into town. Skidding around another corner, the Dancer caught the last Vedette from behind.

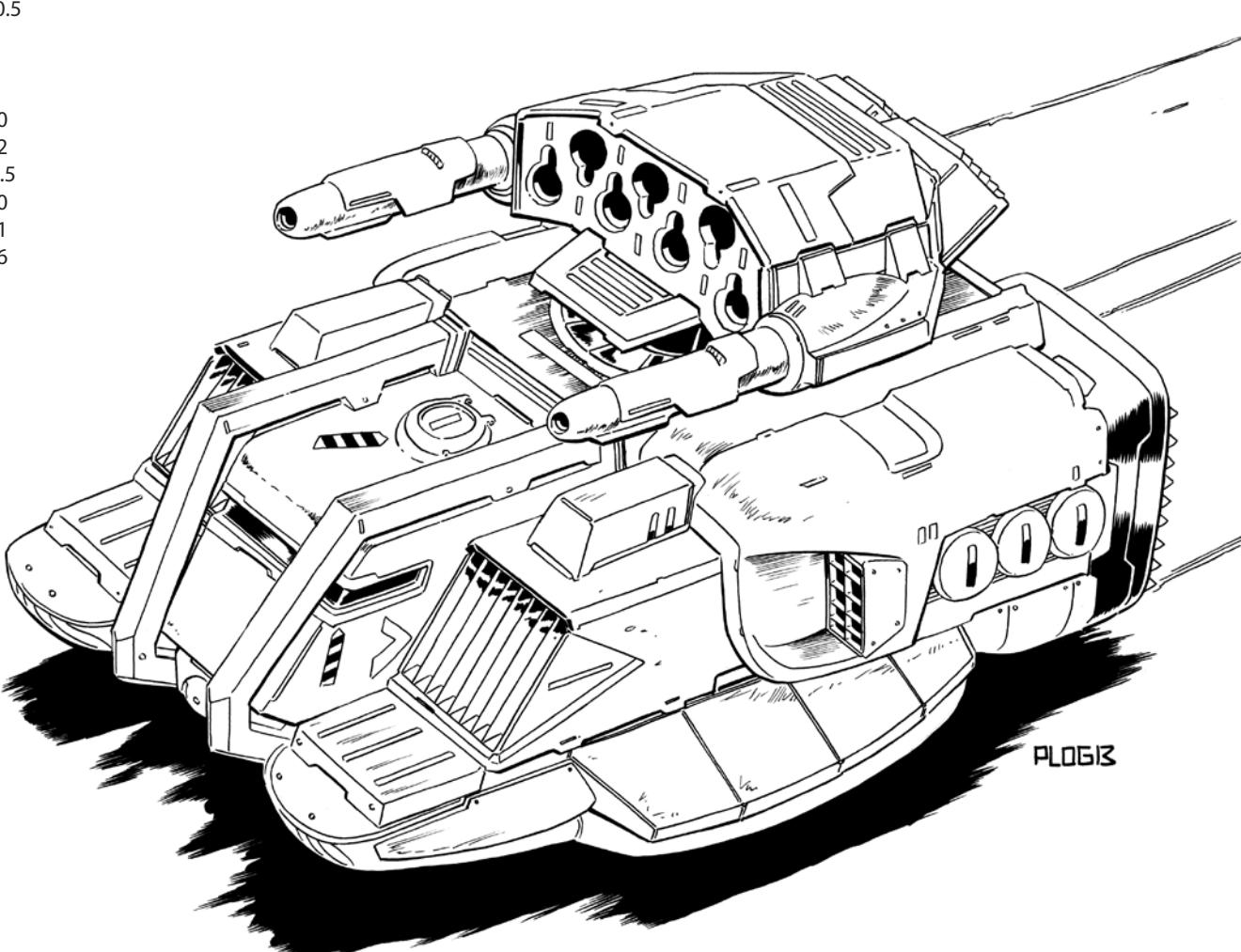
Purple Lightning: One of the first Saracen upgrades shipped to the independent world of Mundrabilla in the former Free Worlds League, Purple Lightning became a favorite of the local militia. Anchoring the regiment's small support platoon with a pair of J. Edgars and a Condor, the Saracen Mk II is the first "new" war machine on the militia's rolls in more than fifty years. Purple Lightning has logged more kilometers in visits to area towns than it has in actual training. The purple-striped tank has become a symbol of the government's commitment to increase the militia's defenses to protect its citizens from increased pirate activity and the predations of the nearby Duchy of Tamarind-Abbey.

SARACEN MK II HCV

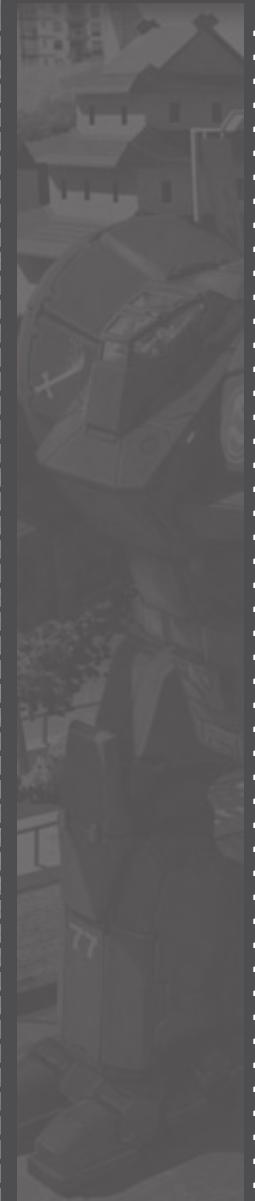
Type: Saracen Mk II
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35
Battle Value: 837

Equipment

Internal Structure:	175	Mass
Engine:		3.5
Type:	Fusion	10.5
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Turret:		1
Armor Factor (Heavy Ferro):	119	6
		Armor Value
Front	28	
R/L Side	22/22	
Rear	21	
Turret	26	



SCIMITAR MK II HCV



COMBAT VEHICLES

Mass: 35 tons

Movement Type: Hover

Power Plant: Omni 175 Fusion

Cruising Speed: 108 kph

Maximum Speed: 162 kph

Armor: StarGuard II

Armament:

1 Holly SRM 4 Launcher

1 Diverse Optics 10X Extended-Range
Small Laser

4 Diverse Optics 10 Small Lasers
2 Johnston Miniguns

Manufacturer: Scarborough Manufacturers

Primary Factories: Al Na'ir, Algedi

Communications System: Scarborough Talky
2 with Guardian ECM Suite

Targeting and Tracking System: Scarborough
Tracky 2

The Scimitar was upgraded at the turn of the thirty-second century by order of the Republic Military and was well-received by Republic forces. When the Combine retook Al Na'ir in 3135, Scarborough shifted its production to the DCMS and expanded its capacity on Algedi to meet demand.

CAPABILITIES

The Scimitar was reimagined as a close-combat vehicle platform capable of repositioning quickly along a battle line to support infantry and artillery groups. As fast as its sister tanks, the Saracen and Saladin, the Scimitar's lighter armor makes it vulnerable to sustained counter fire. The DCMS uses it primarily as a battle armor support tank, or assigns it to garrison forces stationed in restricted terrain.

DEPLOYMENT

The Combine faced large numbers of Scimitars in its 3135 offensive that claimed several Republic worlds. On Biham, the Second Triarii Protectors used them exclusively as recon units and harassers. Capable of maneuvering around the tight mountain passes, the Republic Scimitars harried the 'Mechs of the invading Second Sword of Light. Their strike-and-fade tactics, along with liberal use of infernos, held the Second's advance long enough for the Republic to reposition its artillery. As the Sworders exited the pass, they came under withering artillery fire. The DCMS pulled back and repositioned, giving the Protectors enough time to withdraw and reinforce their lines around Hughesville.

Scimitars were a crucial part of the Combine's buildup in preparation for their invasion of the Federated Suns. While most Saracens and Saladins were assigned to recon and strike platoons, Scimitars were shunted into support positions in DCMS infantry regiments. On several occasions in the thrust toward Robinson, these hovertanks were welcome support for mechanized platoons. Their speed gave them a critical advantage in moving through the tight urban environments where suspected Davion bunkers and supply dumps were located.

VARIANTS

The DCMS authorized two variants for production after 3135. Both incorporate a light PPC and advanced electronics suites. One provides defensive electronic countermeasures to break up enemy targeting systems; the other utilizes C³ components to better network with other recon and harasser units.

NOTABLE UNITS

Whirling Dervish: This Republic hovertank gained notoriety during the battles for Biham. Its crew put the Scimitar through near-impossible maneuvers as it conducted long-range reconnaissance for Republic forces. In one instance, the tank accelerated up a steep hillside and launched from the peak, dropping into the midst of a DCMS artillery company. The Dervish crushed a field gun on its descent. Suffering damage to its lift fans, the Derivish then tore through the company's ammunition stores, careening through the ensuing explosions. The tank and its crew were captured later after crashing while side-slipping through an intersection and firing on an approaching *Panther*. The crew was "honored" for their bravery with a private seppuku ceremony.

Black Cat: Assigned to the garrison force on Irece, the Black Cat and her crew escaped the initial attack by the Combine in 3142, disappearing into the Spine Wastes. After four weeks, a DCMS strike lance cornered the Black Cat in a box canyon. With nowhere else to go, the Cat fought back like a cornered animal, taking down a *Locust* before ramming headlong into a Demon tank. Two crew members survived the fiery explosion but were left to die on the canyon floor. Rumors persist that the canyon is haunted by "unclean spirits" that manifest as a rabid black cat.

SCIMITAR MK II HCV

Type: Scimitar Mk II

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 35

Battle Value: 631

Equipment

Internal Structure:

Engine: 175

Type: Fusion

Cruise MP: 10

Flank MP: 15

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor: 104

Armor Value

Front 31

R/L Side 21/21

Rear 14

Turret 17

Weapons and Ammo

SRM 4

Ammo (SRM) 25

ER Small Laser

4 Small Lasers

2 Machine Guns

Ammo (MG) 100

Guardian ECM Suite

Location

Turret

Body

Front

Front

Front

Body

Front

Tonnage

2

1

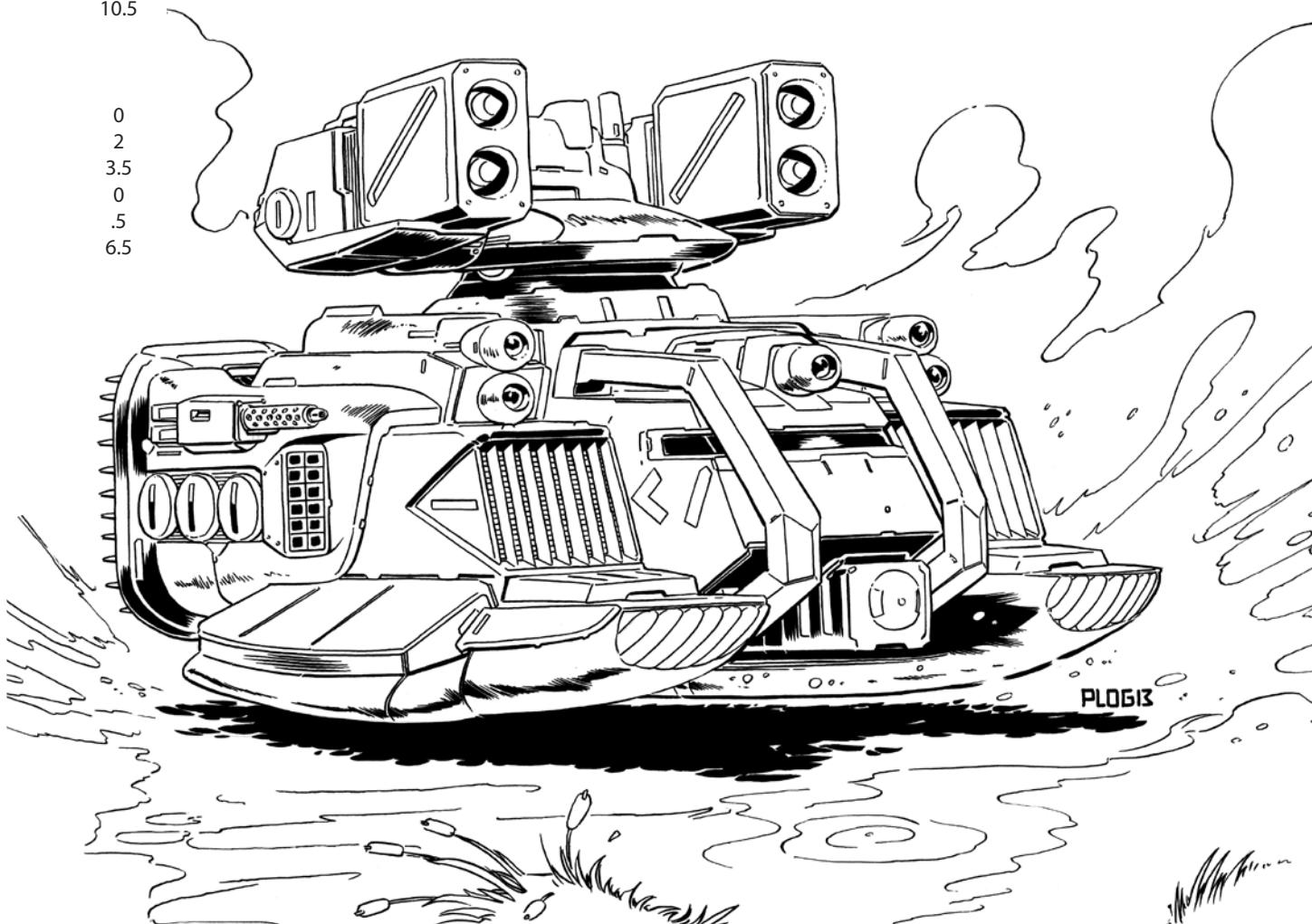
.5

2

1

.5

1.5



SHILLELAGH MISSILE TANK

Mass: 40 tons

Movement Type: Tracked

Power Plant: Nissan 200 Fuel Cell

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: StarSlab/2

Armament:

3 Shigunga 5-Tube Multi-Missile Launcher

2 Sperry Browning Light Machine Guns

Manufacturer: Buda Imperial Vehicles

Primary Factories: Luthien

Communications System: Sipher CommSys 2

Targeting and Tracking System: Rat's Eyes

Originally prototyped during the Second Succession War, the Shillelagh Missile Tank was shelved after it flipped over while attempting to cross an infantry trench. The tank was too top heavy and failed to handle even moderate inclines unless traveling in a straight line to the crest.

CAPABILITIES

In acquiescence to Stone's disarmament plan, the Combine's military manufacturing industry scaled back production. Unwilling to strip its already weakened military, the DCMS quietly tasked several commercial industries to produce cheap, light vehicles for its militia garrisons. In turn, current militia equipment would be reassigned to rebuilding regiments. Production numbers would therefore look low as the Combine inflated its military strength.

To accomplish this, the DCMS pulled out plans from failed ventures reaching back to the days of the Star League. The Shillelagh proved to be a cheap, cost-effective tank using surplus electronics and weapons. Its weaknesses—stiff control rods and suspension, older-generation targeting systems, and horrendous fuel economy—were ignored and the tank went into production shortly after the Second Combine-Dominion War.

DEPLOYMENT

Most Shillelaghs are assigned to planetary militia regiments bordering the Periphery, though crews are loath to give up their Pegasus, Condors, and other medium tanks.

The Procurement Department has also "misshipped" several platoons of the missile tank to the Ghost regiments. The tankers of these yakuza-staffed regiments have taken the insult in stride and adapted to the Shillelagh's quirks. The tanks are used as anchoring units for harasser teams, often moved into position along anticipated enemy routes and hidden in heavy forest, brush, or rocky terrain. The Eleventh Ghost used their two platoons of Shillelaghs to surprise a pursuing strike lance of Davion Light Guards on Brookeland, peppering the 'Mechs with waves of missiles from a flank position. Laying down a heavy smoke screen, the Shillelaghs maintained their fire as a platoon of Saladins sped into the fray from behind their position. The Guards lost half their lance in the ensuing melee, at the cost of all of the Shillelaghs.

VARIANTS

The original Shillelagh prototypes mounted older missile and machine gun technology with lighter armor distribution. Though touted to be easy to maintain, its reliability was low due to its long list of inadequacies and technological inconsistencies.

NOTABLE UNITS

Death Blossom: Attached to the 421st Infantry Regiment of the Harthill Planetary Garrison, Death Blossom is one of two Shillelaghs that replaced the unit's platoon of Partisan tanks. The tank received its nickname after a pirate raid in 3107. Due to ammunition shortages,

Blossom could only carry inferno rounds. Four platoons and the Blossom crossed through the Camden Swamp Forest and launched a midnight attack on the pirates' temporary firebase. The Shillelagh's crew opened up on the camp, emptying both magazines in a matter of minutes and covering the area in liquid fire. The accompanying infantry didn't fire a shot. In the morning, the garrison found the entire camp had burned to the ground.

Model A-5-22z: The first prototype of the Shillelagh made its debut on New Samarkand to much fanfare. Touted as the next generation tank of the DCMS, the assembled bureaucrats were hardly impressed with the blocky machine. The tank, which mounted one extra crewmember near the engine compartment in order to keep an eye on the undersized engine, accelerated to top speed without a problem. Its first obstacle was traversing a standard infantry trench. A-5-22z lurched into the trench without issue. As the tank climbed the opposite side, the driver spun it to the right to avoid an antitank berm. Due to its overweight turret and poor armor distribution, the tank slowly toppled through the turn and landed on its side.

The incident was chalked up as driver error. The next day, A-5-22z completed the first half of the course without incident. While racing up a hill, the driver executed a series of evasive maneuvers. The tight turns, combined with its overbalanced load, caused it to tip and roll down the hill. One crewman was killed—attributed to the tight confines inside the machine—and the project scrapped.

SHILLELAGH MISSILE TANK

Type: Shillelagh

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 40

Battle Value: 669

Equipment

Internal Structure:

Engine:	200	Mass
Type:	Fuel Cell	4

4

Mass

Cruise MP:	5
Flank MP:	8

10.5

Heat Sinks:

1

0

Control Equipment:

2

0

Lift Equipment:

0

0

Power Amplifier:

0

0

Turret:

1

1

Armor Factor:

128

8

Armor
Value

Front

30

R/L Side

24/24

Rear

15

Turret

35

Weapons and Ammo

3 MML 5

Ammo (MML) 96/80

2 Light Machine Guns

Ammo (Light MG) 100

Location

Turret

Body

Front

Body

Tonnage

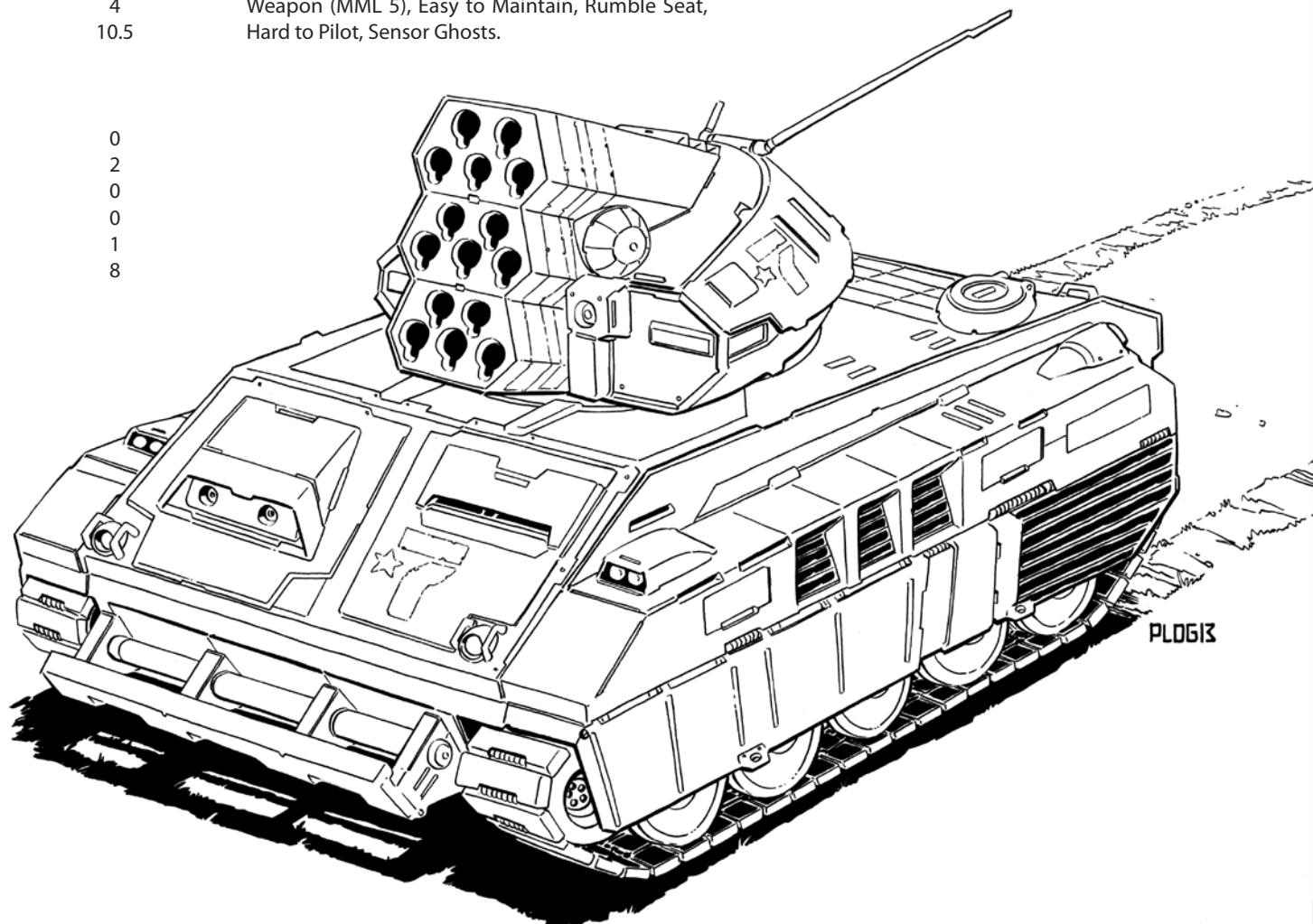
9

4

1

.5

Notes: Features the following Design Quirks: Accurate Weapon (MML 5), Easy to Maintain, Rumble Seat, Hard to Pilot, Sensor Ghosts.



CIZIN

Mass: 45 tons

Movement Type: Hover

Power Plant: Consolidated 215 XL Fusion

Cruising Speed: 108 kph

Maximum Speed: 162 kph

Armor: Alpha Compound Ferro-Fibrous

Armament:

4 Series 2d Extended-Range

Medium Lasers

2 Pattern D-II SRM 2 Launchers

Manufacturer: LAW-Barcella Beta, Clan Sea

Fox IndustriPlex-C

Primary Factories: Irece, Itabaiana

Communications System: Omicron 5000

Targeting and Tracking System: Build 4 CAT
TTS with Advanced Targeting Computer

A hovertank developed by Clan Nova Cat during the late 3090s, the Cizin's specifications and production rights were transferred to Clan Sea Fox in 3107. In exchange, the Nova Cats—and by extension, the Combine—received much-needed resources for enclaves relocated on Meinacos and Savinsville. The Nova Cats put the Cizin into limited production when the DCMS authorized a modest expansion to the Clan's touman in the 3120s.

CAPABILITIES

Built for speed, the Cizin met Nova Cat standards for their combined-arms striker Stars and Binaries. A Cizin Point can drop a medium-class BattleMech after a few minutes of combat with little damage in return. Its turrets are modular in production, allowing technicians to replace the entire component in under an hour. The tank can swiftly return to duty while the technician teams repair damage to the turret.

Named for the Mayan god of death, Cizins must utilize their speed to strike. Though properly armored, a slow-moving Cizin can survive only a few heavy strikes from a determined MechWarrior.

DEPLOYMENT

Cizins became a mainstay of Clan Nova Cat combined-arms Stars. Points would range out far afield, calling out targets and attempting to pull them back toward the main body. The Fury Star of Alpha Galaxy's Ninth Cluster was particularly adept at this. During the Clan's final days on Irece, they sniped at a First Sword of Light *Hatamoto-chi* until the samurai turned and pursued them. The Cizins pulled back far enough for two *Shadow Cat IIs* to pounce on the assault 'Mech. Though neither Cizin survived the encounter, the *Hatamoto* took enough damage from the Nova Cat 'Mechs to force it from the field.

After the Clan touman's destruction, the Cizin facilities were claimed by the Combine and given to Luthien Armor Works. The megalithic military manufacturer proceeded to dismantle the factory and examine its workings in detail. In early 3145, the LAW facility on Luthien added a new production wing at Guthrie Island, and new Cizins have been shipping to all of the DCMS regiments involved in the Federated Suns campaign.

VARIANTS

A long-range support variant of the hovertank has been spotted among the Galedon Regulars regiments. This version utilizes a longer-range laser and a larger advanced technology missile rack to provide cover for fast attack lances. These units have also been noted using electronic countermeasures to disrupt targeting telemetry from opposing AFFS forces.

NOTABLE UNITS

Helmer Screamer: The command tank of disgraced Jade Falcon warrior Anatoly Helmer, the Screamer has been the terror of Malibu. The Star Commander has led the planet's tiny garrison force for more than a decade. Known primarily for his high-pitched voice and tendency to scream orders and obscenities into the battle net, Helmer is also an abusive trainer of the Falcon *solahma* under his command. His actions, though questionable against more standard military training doctrine, have proven successful. Malibu has suffered five separate Trials by Clan Hell's Horses, and the Falcons have lost none of them. Helmer wields his combined-arms Cluster with impunity and his victories have shamed every Horse Cluster that has challenged the world.

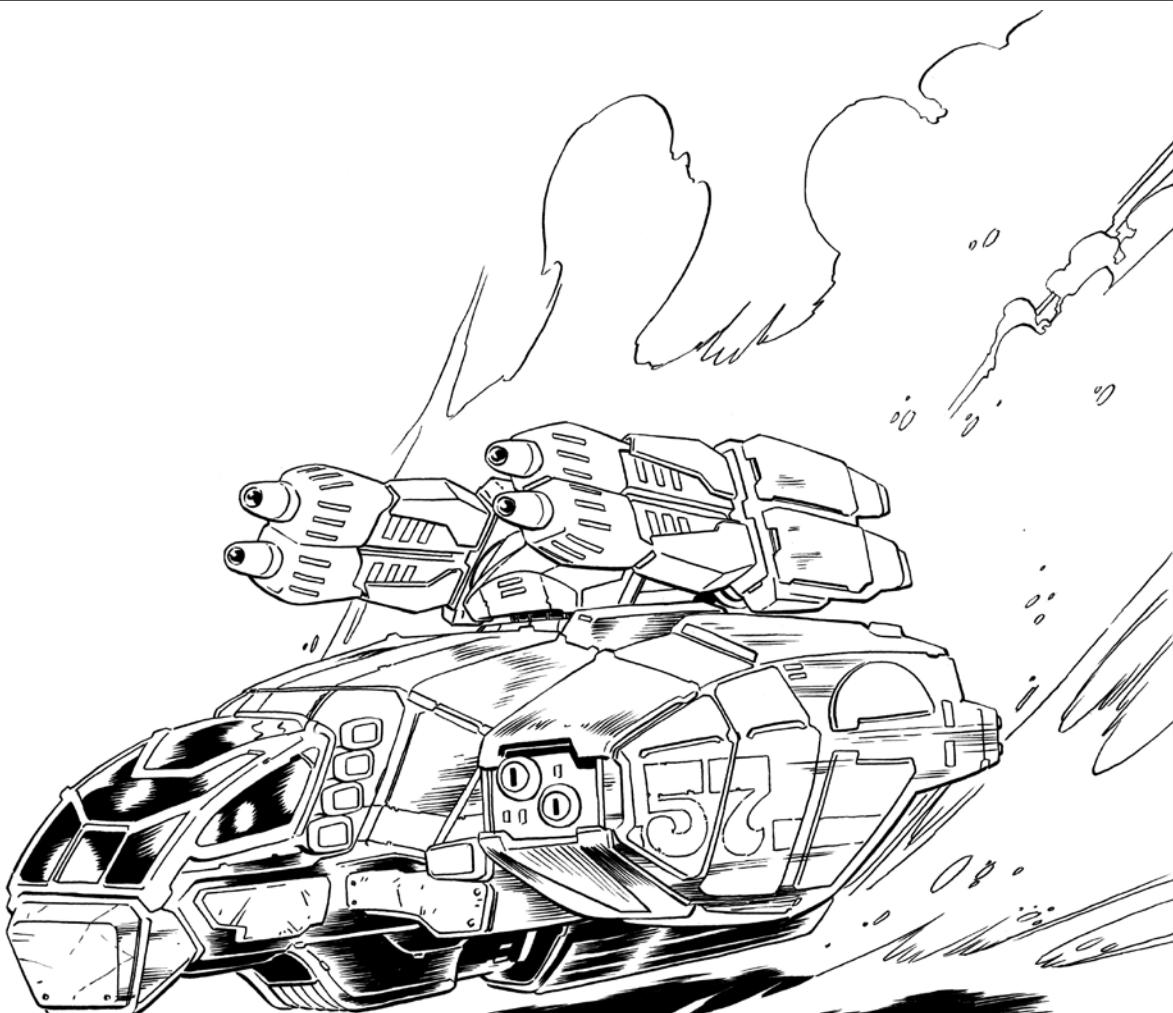
Dagger: Commanded by *Shujin* Derric Osterfield, this new Cizin variant only recently deployed with the Sixteenth Galedon Regulars. During the conquest of McGhee, the Dagger and her crew discovered a recon lance from the Fourth Robinson Rangers. The enemy began to pull back as the Dagger jammed their communications. Determined to not let the Davions escape, Osterfield charged into the middle of the enemy formation rather than snipe from cover. The move caught their opponent by surprise. Osterfield rammed a Goblin, flipping it over, and shattered a Demon's rear assembly with a full missile salvo. Osterfield's quick action kept the Davions from learning of the Sixteenth's movements, allowing them to capture Clatterbuck City the next day.

Type: Cizin
 Technology Base: Clan
 Movement Type: Hover
 Tonnage: 45
 Battle Value: 1,762

Equipment

	Mass	
Internal Structure:	4.5	
Engine:	215	
Type:	XL Fusion	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	9	
Control Equipment:	20	
Lift Equipment:	10	
Power Amplifier:	2.5	
Turret:	4.5	
Armor Factor (Ferro):	0	
Type:	0	
Front	134	
R/L Side	7	
Rear	Armor	
Turret	Value	
Front	45	
R/L Side	25/25	
Rear	18	
Turret	21	
Weapons and Ammo	Location	Tonnage
4 ER Medium Lasers	Turret	4
2 SRM 2	Front	1
Ammo (SRM) 50	Body	1
Targeting Computer	Body	1

Notes: Features the following Design Quirks: Battle Computer, Fast Reload, Bad Reputation, Poor Performance, Non-Standard Parts.



PLOG13

KAMAKIRI ATTACK VTOL

Mass: 55 tons

Movement Type: VTOL

Power Plant: DAV 155 XL Fusion

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Armor: StarGuard Aurora Reflective

Armament:

- 1 Tiegart Particle Projection Cannon
- 2 Telos ThunderShot Thunderbolt 10 Missile Launchers

Manufacturer: Yan Manufacturing

Primary Factories: New Samarkand

Communications System: Scuti Dualcom

Targeting and Tracking System: Radcom T11

With their burgeoning success in the military aerospace market, Yan Manufacturing presented a new VTOL prototype to the DCMS just before the turn of the century. The “praying mantis” attack craft mounted two advanced Thunderbolt launchers acquired in a heroic journey through the Combine’s bureaucratic Procurement Department. The first test flight lasted only two minutes before DCMS representatives approved a long-term contract for the Kamakiri.

CAPABILITIES

The appeal of the Kamakiri is its utilization of two powerful missile launchers. The VTOL can deliver a devastating strike from distance while using speeds equal to many of the Combine’s reconnaissance and strike platforms. Such powerful capabilities gave many new Combine officers cause to consider a new airstrike paradigm for their more conventional regiments and militias.

Yan Manufacturing altered the Kamakiri’s armor at the request of several DCMS advisors. The result fails to provide additional resistance against standard flak batteries, but improves survival rates from energy weapon platforms.

DEPLOYMENT

The Kamakiri proved to be essential during the Combine’s invasion of Sakhara V. A company of the VTOLs had been assigned to the Seventh Ghost just before the operation. The Seventh Ghost outnumbered the Sakhara Academy Training Battalion by two-to-one odds, yet failed to crush the cadets. *Tai-sa* Morigu Oksana made several critical errors, resulting in the SATB surrounding the Ghost’s primary forward position. Oksana lost all of his infantry and a third of the Ghost’s ‘Mech regiment before he died from a massive heart attack. *Chu-sa* Takeji Yoshizawa took command and ordered the Kamakiri company readied for battle. With Ghost aerospace flying cover, the Kamakiris circled behind the training battalion’s position, firing waves of Thunderbolts. Faced with the sudden onslaught, the green AFFS force broke and ran as the Kamakiris hunted the stragglers down. When their ammunition was spent, the Ghost pilots sniped with their PPCs and called in accurate strike coordinates for the orbiting aerospace fighters. Barely a third of the Sakhara battalion’s counter-assault force made it back to the academy, where they were wiped out a day later.

The First Arkab used several Kamakiris in their seizure of Ashio during the Combine’s invasion of the Republic. Rather than assigning the VTOLs into flights, Legion commanders added a Kamakiri to each ‘Mech lance. Ostensibly to provide real-time reconnaissance, the Kamakiris often added heavy support fire and strike attacks in lance operations. Legion MechWarriors began calling the buzzing VTOLs “little buddies” as they were constantly present. On several occasions, a reactionary missile strike saved the life of an Arkab warrior as Republic forces frequently employed ambush and fade strikes. The surprise appearance of a Kamakiri caught two Knights off-guard, allowing Arkab ‘Mechs to disable the Republic machines and take the Knights prisoner.

VARIANTS

One version has been seen operating solely within the Ryuken regiments. These Shi Kamakiri (death mantis) mount a massive improved heavy Gauss rifle under the centerline. A flight of Shi Kamakiri smashed a Davion raid on Mokane a few months prior—the VTOLs accounted for six ‘Mech kills, including an *Atlas III*.

NOTABLE UNITS

Tai-i Kyle Arakaki: Commander of the Kamakiri company of the Seventh Ghost, Arakaki accounted for four ‘Mech kills during the rout on Sakhara V. The *tai-i*’s tactics earned him recognition from *Tai-sa* Yoshizawa, who recommended the pilot for the Bushido Blade. Arakaki’s company is now the first unit off the Seventh’s DropShips, providing air cover and tactical reconnaissance as the regiment debarks. The *tai-i* is clamoring for a flight of the Shi Kamakiri variant, a motion the *tai-sa* is favorably considering.

Gunsho Mita Kinjo: The only female Kamakiri pilot with the Arkab Legion, Kinjo has faced typical DCMS attitudes toward women as well as the harsher cultural norms of the Arkabs. Kinjo proved herself on Ashio, when she flew her Kamakiri at exceptional speeds through a shallow gully in order to get behind Knight Erin McCann. The Republic Knight occupied a fortified position along a hillside and was using her Rifleman’s long range weapons to deadly effect. The sniping Knight held two Arkab lances at bay along the approach to a major Republic firebase. Kinjo’s reckless piloting put her Kamakiri in position behind the Rifleman, and with two accurate salvos, ripped McCann’s ‘Mech apart. Her bravado earned the respect of her fellow Arkabs.

KAMAKIRI ATTACK VTOL

Type: Kamakiri
 Technology Base: Inner Sphere
 Movement Type: VTOL
 Tonnage: 55
 Battle Value: 1,378

Equipment

	Mass
Internal Structure:	11
Engine:	155
Type:	XL Fusion
Cruise MP:	7
Flank MP:	11
Heat Sinks:	10
Control Equipment:	3
Lift Equipment:	5.5
Power Amplifier:	0

Equipment

Turret:	Mass	Front	36
Armor Factor (Reflective):	112	R/L Side	28/28
		Rear	18
		Rotor	2
Armor Value			

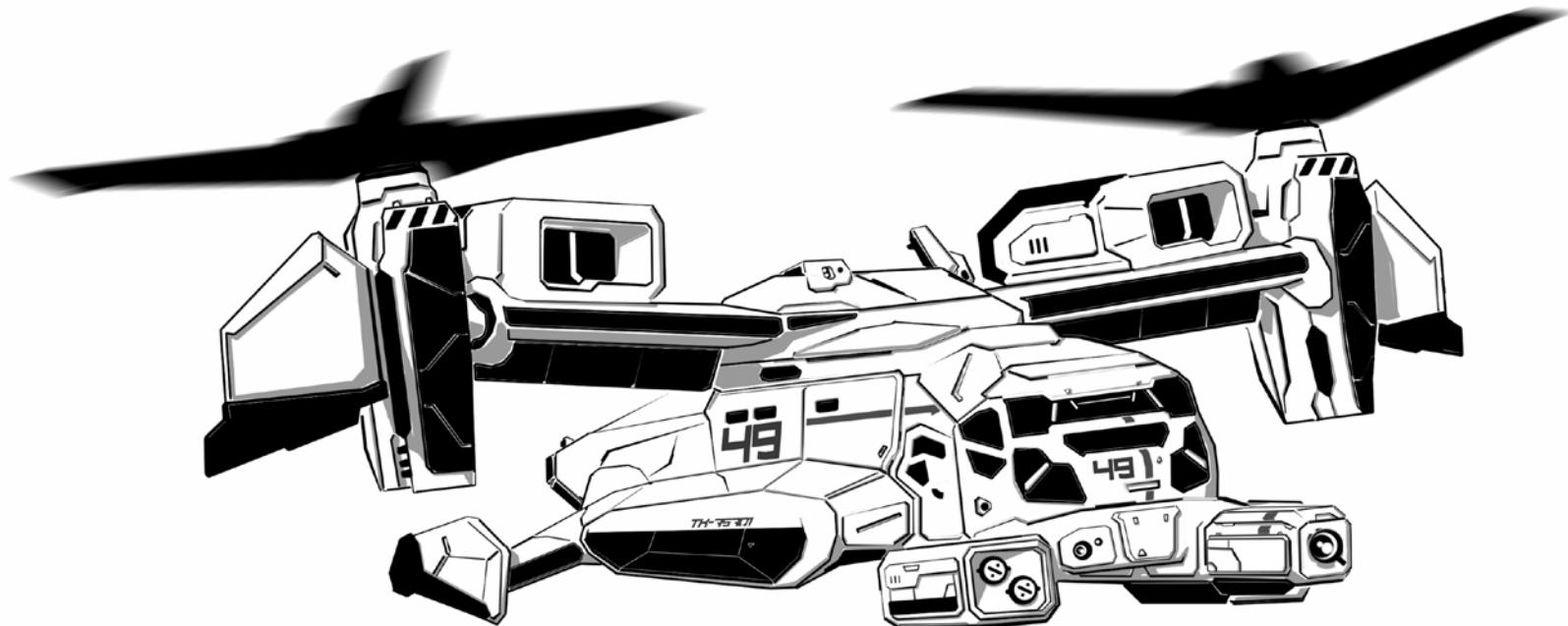
Mass

PPC	Front	7
2 Thunderbolt 10	Front	14
Ammo (Thunderbolt) 18	Body	3

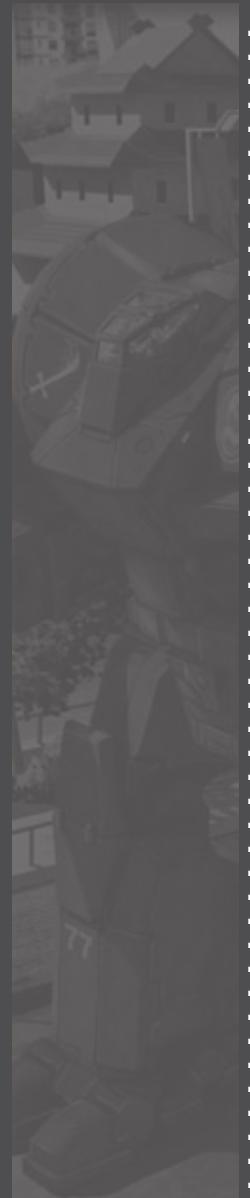
Weapons and Ammo

Location	Tonnage
Front	7
Front	14
Body	3

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual Rotors), Hard to Pilot.



SEKHMET ASSAULT VEHICLE



COMBAT VEHICLES

Mass: 65 tons

Movement Type: Tracked

Power Plant: Consolidated 260 XL Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Armor: Alpha Compound Ferro-Fibrous

Armament:

2 Kolibri Delta Series Large Pulse Lasers

2 Mk.22 Type III SRM 6 Launchers

2 Tau-II Anti-Personnel Gauss Rifles

Manufacturer: LAW Barcella-Beta

Primary Factories: Irece

Communications System: Build 1685/6 Tacticom

Targeting and Tracking System: Series XXVIII

IWS

In the aftermath of the Second Combine-Dominion War the Nova Cats were forced into cultural preservation districts in the Irece Prefecture—little more than ghettos. This slight to the Clan would grow to blossom in their rebellion against the Combine in 3141, and the seeds of that discontent can be found in the Sekhmet Assault Vehicle and its role in the Clan *touman*.

CAPABILITIES

Despite its name the Sekhmet is clearly no assault vehicle. Most analysts believe the name was intended to mislead the Combine's Internal Security Force as to the obviously defensive vehicle's purpose. While its paired lasers are powerful, its lack of turret-mounted secondary weapons and its slow speed make it a poor attack tank. During the Combine counterattacks that erased the Nova Cats, however, the tank showed its true colors.

DEPLOYMENT

The Sekhmet appeared in almost every Nova Cat garrison Cluster, though its creators offered it for sale to any who would purchase

it. After thirty years of production, Sekhmets made their way into almost every Inner Sphere army and fought in almost every conflict since the Blackout.

During the Cats' failed rebellion against the Combine, a number of Sekhmets were given to the forces of the Dieron Military District who supported them. On Rukbat, where Warlord Tormark's forces stood against a Combine counterattack, the tanks made a name for themselves. All of the dozen Sekhmets sent to Rukbat were deployed in a single company and assigned to bulwark the Dieron defenses. Time and again the tanks combined their laser fire to savage assault DCMS 'Mech lances. It wasn't until the DCMS brought forward a lance of captured *Wendigos* that the Sekhmets were overcome, unable to stand against the reflective-armored OmniMechs.

During the invasion of the Federated Suns the DCMS put the Sekhmet to good use. During the conquest of Franklin by a mercenary battalion contracted to the DCMS, a company of Sekhmets was sent along as part of the DCMS pacification force. Several times while battling the Franklin militia, the mercenaries maneuvered the militia into attacking them, while they hid the Sekhmets in hull-down revetments and chewed the advancing militia forces. It wasn't until militia irregulars began targeting the Sekhmets for sabotage missions that they were withdrawn, but by then it was too late. Within a matter of weeks the mercenaries had crushed the nascent insurgency and secured the world for the Dragon.

A large portion of the AFFS' Sekhmets was destroyed on Palmyra, though there are reports that they took a great many DCMS tankers and infantrymen with them. Requests for purchase and new supply sources have been flying across the Federated Suns as the desperate AFFS tries to bolster its defensive ranks.

NOTABLE UNITS

Point Commander Thala: When the Combine counterattacked into the Nova Cats' gains in the former Republic worlds in the Dieron Military District, Thala and her Pointmate were caught away from the rest of their garrison Binary by a lance of the Sword of Light. The lance's *chu-i*, piloting a *Rokurokubi*, challenged Thala and her crew to single combat. Once the battle began, it was obvious that the *chu-i* had miscalculated—not even his 'Mech's speed or heavy armor protected him as he sprinted almost a full kilometer trying to close and use his sword. Thala's gunner kneecapped the 'Mech and killed the officer with her lasers—only to be killed moments later when the rest of the lance opened fire.

Chu-i Taras Calvert: *Chu-i* Calvert commanded the Sekhmet detachment on Franklin, and was decorated for his actions against the Franklin militia. He worked closely with Major Barker, commander of the mercenary battalion, to urge the militia into attacking them. His theories and tactics on forcing a defender to operate on the tactical offensive, drawing them into strong defensive positions and crushing them, have spread throughout the New Samarkand Regulars; most RAF analysts expect them to spread along the entire Davion border before long.

SEKHMET ASSAULT VEHICLE

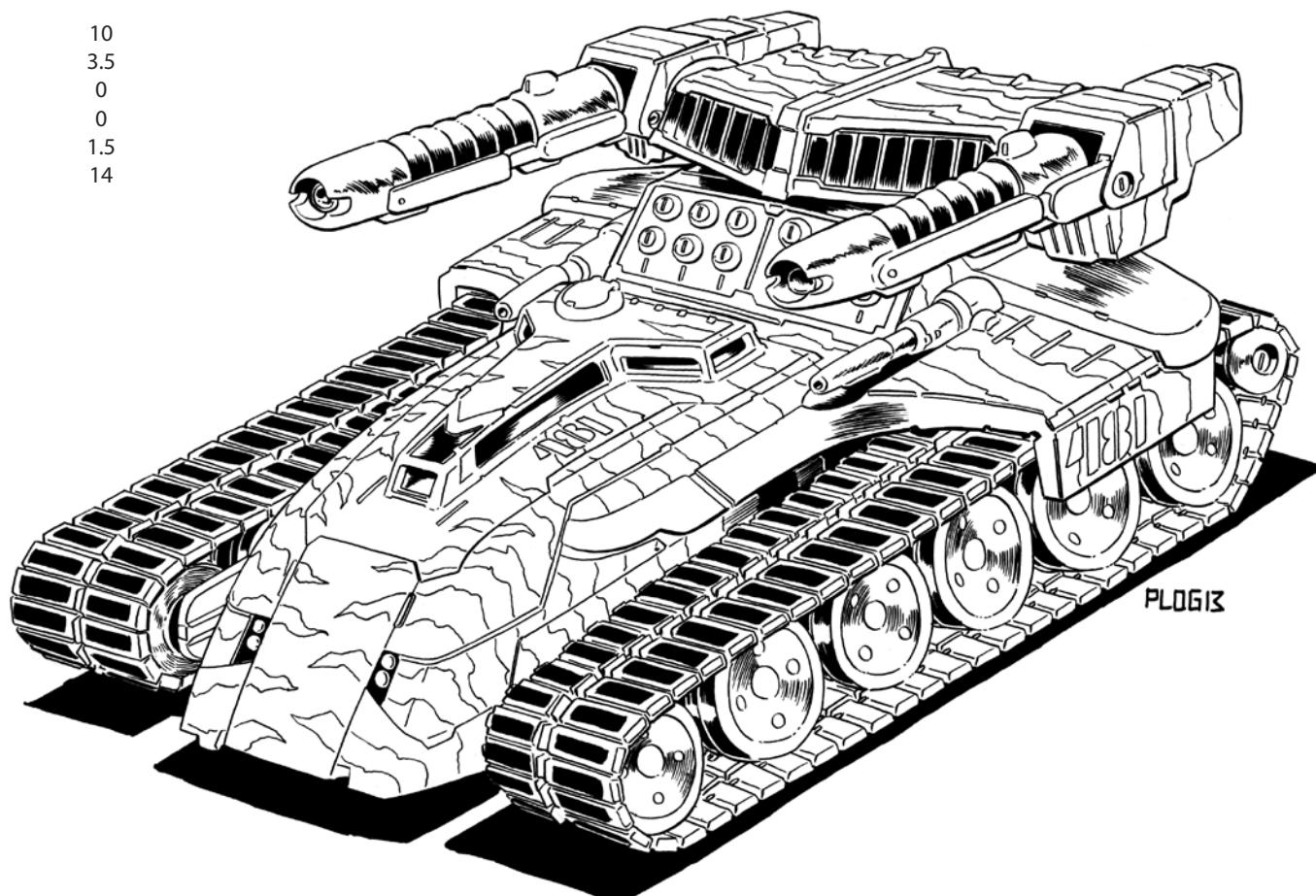
Type: Sekhmet
 Technology Base: Clan
 Movement Type: Tracked
 Tonnage: 65
 Battle Value: 1,606

Equipment

	Mass
Internal Structure:	6.5
Engine:	260
Type:	XL Fusion
Cruise MP:	4
Flank MP:	6
Heat Sinks:	20
Control Equipment:	3.5
Lift Equipment:	0
Power Amplifier:	0
Turret:	1.5
Armor Factor (Ferro):	267
Front	77
R/L Side	50/50
Rear	40
Turret	50
Armor Value	

Weapons and Ammo	Location	Tonnage
2 Large Pulse Lasers	Turret	12
2 SRM 6	Front	3
Ammo (SRM) 30	Body	2
2 AP Gauss Rifles	Front	1
Ammo (AP Gauss) 40	Body	1

Notes: Features the following Design Quirks: Power Reverse, Bad Reputation.



MAMONO IFV

Mass: 70 tons

Movement Type: Tracked

Power Plant: VOX 280 XL Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Armor: StarGuard Aurora Reflective with CASE

Armament:

1 Shigunga MRM 40 Launcher

1 Lord's Light 5 Snub-Nose
Particle Projection Cannon

1 Chosatsugai no Kunai
Anti-Missile System

2 Sperry Browning Light Machine Guns

Manufacturer: Pesht Motors

Primary Factories: Unity

Communications System: Neil 500

Targeting and Tracking System: Cirxese
BallistaCheck and CirxeseRockeCheck
with Apollo FCS

With its new emphasis on using battle armor within its combined-arms regiments, the DCMS suddenly found itself in need of a new infantry carrier. While its Hiryo WiGE platforms provide quick transportation, the Hiryo's inability to penetrate into harder combat zones made it vulnerable to defensive fire. Pesht Motors offered an alternative with the Mamono IFV.

CAPABILITIES

The Mamono is a rugged, tracked tank that can bring a full squad of battle armor or an entire platoon of standard troops into a firefight. The tank bears a striking resemblance to the Goblins and Haseks commonly found among the forces of the AFFS. The similarities end with its appearance, as the Mamono mounts better armor and a broader array of weapons. The tank has received wild acclaim from DCMS infantry regiments, but only moderate support from battle armored troopers.

DEPLOYMENT

In a raid on Pascagoula by the Fifth Galedon Regulars, three Mamonos assisted in a protracted assault on the outlying spaceport. DCMS High Command had noted a large stockpile of AFFS aerospace fighters on the planet. Working quickly to neuter the threat, the *kanrei* temporarily assigned the Lyceum militia to the Fifth for the operation.

Using a mix of Hiryos and Mamonos, the infantry were moved into position around the depot. The AFFS garrison unit used their strong defensive network to keep the Regulars pinned in place as the Davions awaited reinforcements. Three Mamonos, filled with eager Combine troops, charged into the teeth of the defensive bulwark. Showering the Davion troops with missiles and PPC fire, the IFVs seized a heavy bunker. The deployed platoons established a beachhead as the Combine exploited the breach. By the end of the day, a Davion prototype and several tons of parts and munitions were seized. After destroying more than a wing of grounded AFFS aerospace fighters, the Regulars withdrew. The AFFS was forced to find a new staging area, leaving Pascagoula as an easy mark for the Combine's upcoming campaign.

On Cimeron during the Federated Suns invasion, the Mamonos of the Twenty-second New Samarkand Regulars assisted in the takedown of the planetary capital. Loaded with squads of Oni and Kishi battle armor, the four Mamonos of the Cold Dish—the Twenty-second's tank brigade—captured the main bridge span over the Calumet River. The armored troopers deployed in and around the bridge's abutments while the platoon of IFVs formed a roadblock near the southern end. As the AFFS approached the span on their way to reinforcing Mondo Elegro, they were shelled by the Mamonos. Davions who

managed to sneak under the MRM umbrella found themselves pummeled and swarmed by the waiting Combine battle armor. As ammunition ran out, the Mamonos used their turreted particle cannons to great effect, combining fire on approaching BattleMechs and letting the remaining infantry exploit the damage. Faced with such stiff opposition, the AFFS couldn't reinforce the capital and Cimeron capitulated a short time later.

NOTABLE UNITS

Shujin Ichabod Evans: Commander of the Mamono platoon on Cimeron, Evans has taken a liking to the clunky IFV. He received praise from *Tai-sa* Lucas Tanaka during the Twenty-second's "Battle Honor Celebration." The affair is a modern regimental custom, where the command staff invites those who exemplified the Combine's *bushido* way during a recent campaign. Two additional Mamonos have been acquired by the Twenty-second and assigned to Evans' augmented platoon. The *shujin* now trains his infantry and tank crews in beachhead operations, as he expects the *tai-sa* to call upon them once again as the DCMS continues its march into Davion space.

Pillbox: One of the first Mamonos to reach the Second Amphigean LAG, Pillbox is notorious for breaking down in the midst of a firefight. The tank's entire track assemblage has been replaced three times. The tank has gone through seven different drivers. Nothing has corrected the seemingly mysterious circumstance of the tank's track falling off the guide wheels. Fortunately, Pillbox's gunnery crew has used its weapons to great effect; though immobile, the crew has never suffered a grievous injury or catastrophic hit.

MAMONO IFV

Type: Mamono

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 70

Battle Value: 1,422

Equipment

Internal Structure:

Engine: 280
Type: XL Fusion

Cruise MP: 4

Flank MP: 6

Heat Sinks: 10 0

Control Equipment: 3.5

Lift Equipment: 0

Power Amplifier: 0

Turret: 2

Armor Factor (Reflective): 160 10

Armor Value

Front 40

R/L Side 30/30

Rear 30

Turret 30

Weapons and Ammo

MRM 40
Apollo FCS
Ammo (MRM) 12
Snub-Nose PPC
Anti-Missile System
Ammo (AMS) 12
Light Machine Gun

Location

Turret
Turret
Body
Turret
Turret
Body
Right

Tonnage

12
1
2
6
.5
1
.5

Weapons and Ammo

Light Machine Gun
Ammo (Light MG) 100
Infantry Compartment
CASE
Limited Amphibious Equipment—

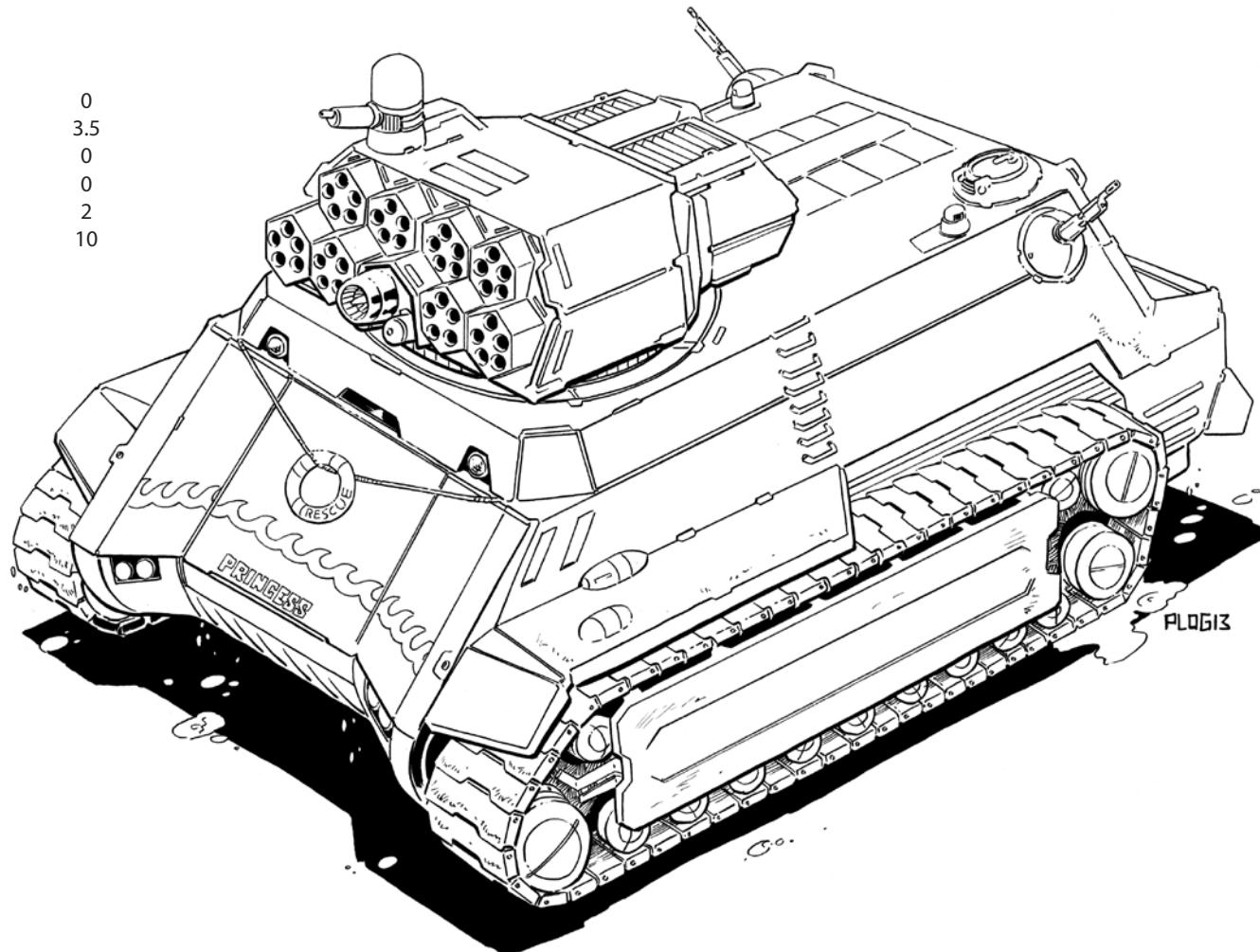
Location

Left
Body
Body
Body
—

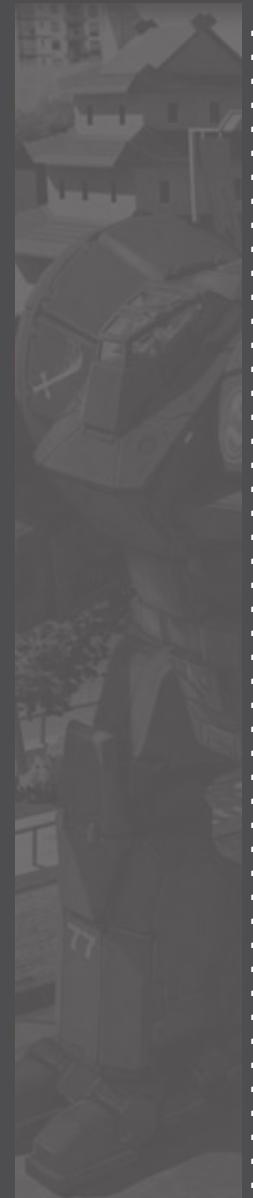
Tonnage

.5
.5
8
.5
3

Notes: Features the following Design Quirks: Poor Performance.



SM2 HEAVY ARTILLERY VEHICLE



Mass: 75 tons

Movement Type: Tracked

Power Plant: 225 ICE

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: Alpha Compound Ferro-Fibrous

Armament:

1 Type S3 Sniper Artillery Piece

3 Series XIV Heavy Machine Guns

Manufacturer: Luthien Armor Works

Primary Factories: Hyner

Communications System: Sony ABC-14

Targeting and Tracking System: Neko

Megane 9

With little experience manufacturing and using tube artillery, the SM2 was Clan Nova Cat's first concentrated attempt at filling that void. After the Second Combine-Dominion War, the Combine removed the LAW-Barcella factory from the Clan. The entire facility was transferred to Hyner. New SM2s began rolling off the assembly lines and were made available to a wider market outside the Dragon's borders.

CAPABILITIES

A nondescript support tank, the SM2 provided the Nova Cats with a mobile mid-range artillery platform. It found a niche among the Clan's *solahma* Stars, usually fielded with Elementals or Voids and Mamono IFVs. The Sniper artillery piece was chosen as the primary gun due to pressure from LAW, as the company had significant spares in storage.

DEPLOYMENT

Though built and fielded with the Clan before the outbreak of the Second Combine-Dominion War, the SM2 was not widely used. The Nova Cats, despite their presence in the

Inner Sphere for more than four decades, were still uncomfortable using combined-arms tactics. Artillery support Stars were considered anathema to the warrior aspect of the Clan. Being assigned as crew of an SM2 was a punishment reserved for those within the Clan who had minimal talent for being a warrior.

When the Combine claimed the LAW-Barcella facility, few within the Clan wept at the loss of the SM2. The military bureaucrats within the Dragon felt differently, as the production facility was meticulously rebuilt within twenty years of its dismantling. LAW-Hyner began cranking out SM2s and selling them across the Inner Sphere to all interested buyers. The tank's Clan technology made it an instant and profitable hit.

The most famous SM2s are those in service with Anton's Stompers, a mercenary unit operating out of Fletcher. Major Bryce Anton added a company of SM2s to his artillery battalion, giving the mercenaries a fast-reaction force to support his older generation Long Tom batteries. The Stompers participated on a Capellan-sponsored raid of Sonnia in 3136. The SM2s proved invaluable as they conducted a slow-paced move-and-fire operation around the main starport. The constant barrage kept the inexperienced Davion militia from intercepting the Seventh Capellan Chargers as they destroyed a large stockpile of munitions and equipment believed designated for Tikonov. It was later discovered the warehouses destroyed were filled with medicines and foodstuffs earmarked for Basalt.

VARIANTS

The Combine experimented with a Long Tom cannon version of the SM2, and produces a limited quantity of the tank. Though having

such a powerful artillery piece on the SM2's mobile platform is considered beneficial, this variant is known to have severe structural instability due to poorly-placed shock rings. There have been instances of a LT-equipped SM2 having the tube rip through its mounts due to the tremendous recoil. In typical Combine fashion, this version is available at highly reduced costs to those in need of a cheap and risky field artillery piece.

NOTABLE UNITS

Bonnie Lass: Part of McCloud's company of the famed Northwind Highlanders, the Bonnie Lass is a valuable member of the Republic unit. Viewed more as a good-luck charm than effective combat unit, the Bonnie Lass has participated in more than thirty successful deployments without a single dent, scratch or breakdown. A mechanic's dream, this SM2 has yet to wear out any of its original fittings or parts, save consumables such as fuel and ammunition. Oddly, for all its luck and seeming perfection, the targeting system is the complete opposite. Gunners assigned to the tank frequently joke that the Bonnie Lass "couldn't hit the broad side of an Essex if it was parked a centimeter in front of it."

Major Bryce Anton: This mercenary commander is considered by some to be the Inner Sphere's foremost expert on the SM2 artillery system. Rumored to be capable of breaking one down and rebuilding it while blindfolded, Anton has an affection for the design that borders on insanity. While his preoccupation with the SM2 is a bit odd, there's no doubt in any of the Stompers' employers' minds the man knows how to make the best use of this otherwise average support tank.

SM2 HEAVY ARTILLERY VEHICLE

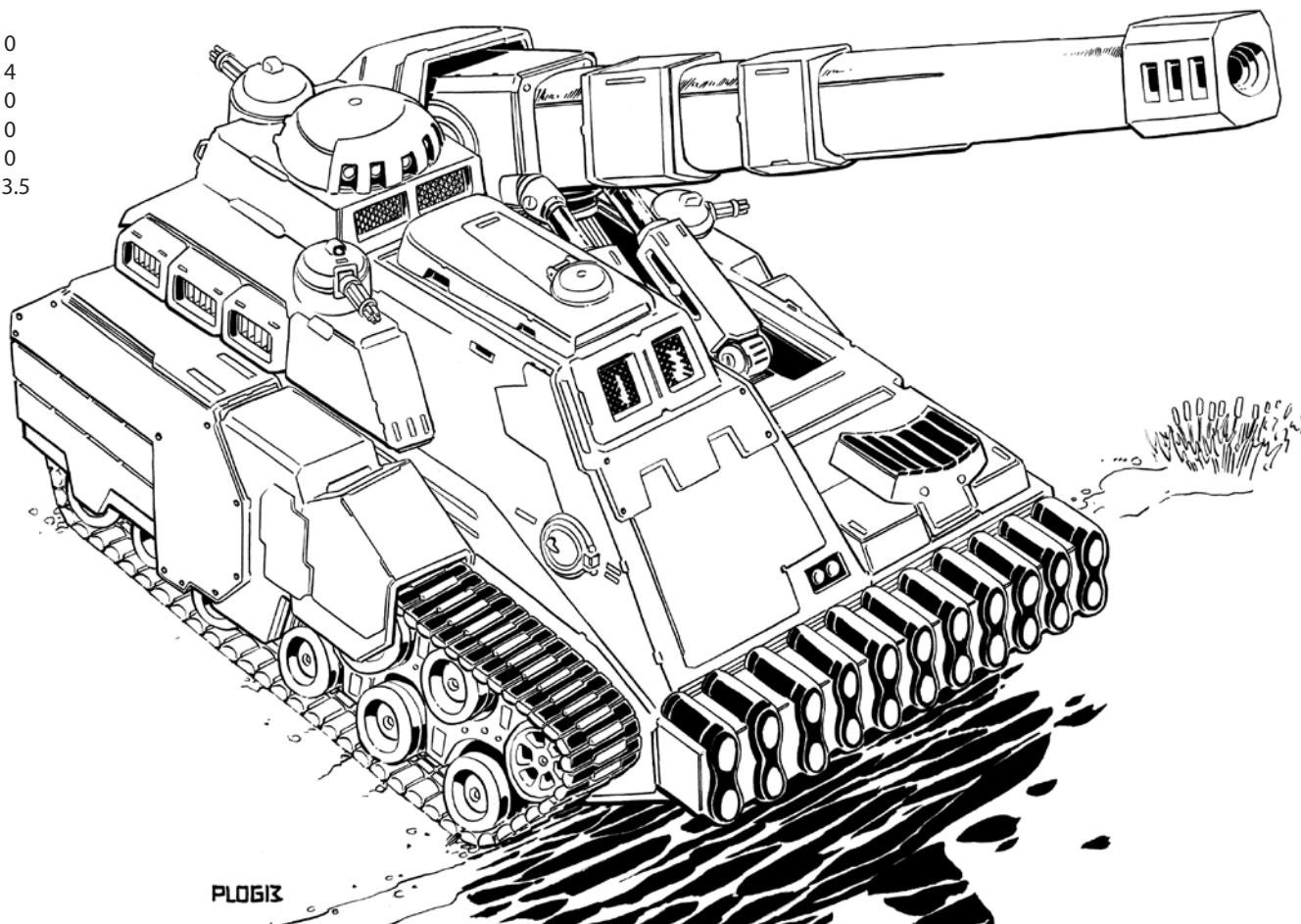
Type: **SM2**
 Technology Base: Clan (Advanced)
 Movement Type: Tracked
 Tonnage: 75
 Battle Value: 1,028

Equipment

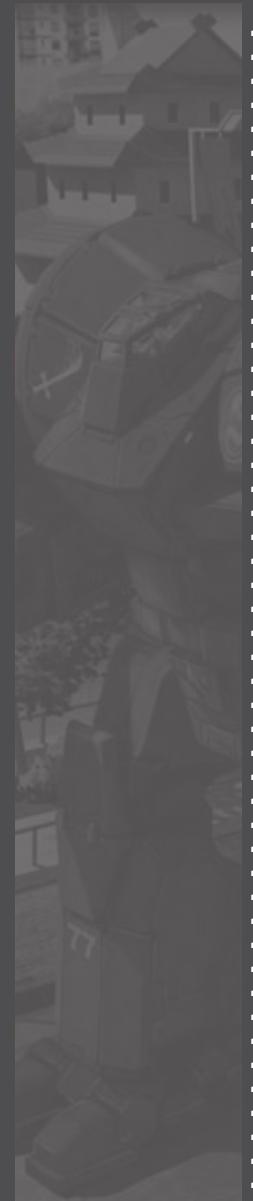
Internal Structure:	
Engine:	225
Type:	ICE
Cruise MP:	3
Flank MP:	5
Heat Sinks:	0
Control Equipment:	4
Lift Equipment:	0
Power Amplifier:	0
Turret:	0
Armor Factor (Ferro):	259
Front	65
R/L Side	65/65
Rear	64

	Weapons and Ammo	Location	Tonnage
Sniper Artillery	Front	20	
Ammo (Sniper) 50	Body	5	
Heavy Machine Gun	Right	.5	
Heavy Machine Gun	Left	.5	
Heavy Machine Gun	Rear	.5	
Ammo (Heavy MG) 50	Body	.5	
Limited Amphibious Equipment	—	3	

Notes: Features the following Design Quirks: Gas Hog, Non-standard Parts, Improved Communications.



NK-1C NARUKAMI HEAVY TANK



COMBAT VEHICLES

Mass: 90 tons

Movement Type: Tracked

Power Plant: GM 270 XL Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: New Samarkand Teppeki Hardened with CASE

Armament:

- 1 Grizzard Model 200 Gauss Rifle
- 2 Lord's Light Particle Projection Cannons
- 2 Chosatsugai no Kunai
- Anti-Missile Systems

Manufacturer: New Samarkand Metals

Primary Factories: New Samarkand

Communications System: Olmstead 3000

Targeting and Tracking System: Omicron IX

The simplicity of venerable tanks like the Demolisher and the Schrek was the key to their success. Armored vehicles are cheap enough that they can be designed to do just one thing well; close-range combat, as in the Demolisher's case, or line-of-battle interdiction, with the Schrek. When the DCMS let bids for an upgraded heavy combatant, New Samarkand Metals responded with the Narukami.

CAPABILITIES

Narukamis are long-range fighters, intended to strike first with their Gauss rifles and then let an enemy wade into their PPC basket. They are fast enough for defensive work or siege work, but many pundits have labeled them underarmored for the modern battlefield.

DEPLOYMENT

Narukamis are common in both front-line and second-line DCMS armor regiments, though attrition has made them more popular in the New Samarkand Regulars and the

Legions of Vega. Two incidents in the last decade have reinforced the Narukami's primacy.

In early 3145 a company of the Ryuken-san performed a reconnaissance raid on the Federated Suns world Sylvan. One of the worlds on the edge of the Palmyra salient, Sylvan's defenders were already on high alert and were bolstered by two companies of mercenaries. While the Ryuken moved to engage the mercenaries and the militia to test their defenses, two platoons of Narukamis protected the bowl valley the DropShips had landed in. A company of the militia, including two *Warlord* BattleMechs, stumbled onto the landing zone and attacked.

The Narukami commander had layered his tanks in three tiers, with the final line of defense within the LRM basket of the DropShips. As the militia attacked, each tier of tanks fired two volleys and tracked backward, reinforcing the lines behind them. Within two minutes the overeager militia had lost four VTOLs, three hovertanks and one of the *Warlords*. When they halted and began to retreat, the Narukamis charged forward *en masse*, holding the range long enough to disable the other *Warlord*.

In 3141, when Duke Corwin Sandoval's forces were in the initial months of their abortive invasion, a pair of Narukamis were deployed on Barlow's Folly with the Ryuken-ni. Facing the Fourth Federated Suns Lancers, these two BC³ tanks destroyed a total of six AFFS BattleMechs and a dozen hovertanks before being overrun and swarmed by AFFS battlesuits. The tanks had been left as a rearguard for the Ryuken Tachi Company, whose commander, *Tai-i* Garron Toshido, was carrying the dispossessed battalion commander in his cockpit. Though the *chusa* protested, Toshido refused to risk her, and his armor crews agreed. They volunteered to remain behind.

VARIANTS

The BC³ chassis mounts paired Gauss rifles and offers boosted C³ support. With more longer-ranged firepower and advanced targeting, it's intended for frontline sniping. The addition of a second Gauss rifle offers it more power, but the ammunition needs of the second rifle also require a larger logistical investment, which has come to hamper operations repeatedly as the DCMS outruns its supply lines in the Federated Suns.

NOTABLE UNITS

Gunsho Heihachiro Bora: Bora and his crew fought one of the Narukamis on Barlow's Folly. Along with the rest of *Tachi* Company, they were instrumental in holding the Lancers back long enough for the Ryuken battalion to embark and escape destruction. Bora and his gunner were credited with disabling the Davion commander's *Ostwar*, though the arrival of his command lance meant that they could not complete the capture. Peeled out of their tank by Lancers infantry, Bora's crew languished in POW prisons on Robinson until they were liberated.

Chu-i Nelson Tokoyama: Commander of the Narukami platoons on Sylvan, Tokoyama was decorated for his destruction and salvage of two Davion assault 'Mechs. Further, he and his crews were permanently attached to the Ryuken, who demanded that such skilled troops be retained. He and his platoons have been reinforced to a full company of twelve Narukamis, though the new platoon is built from BC³ models. Tokoyama, surprisingly in the eyes of his superiors, is arguing to have the new platoon replaced with standard Narukamis, so the entire company will have identical performance specs.

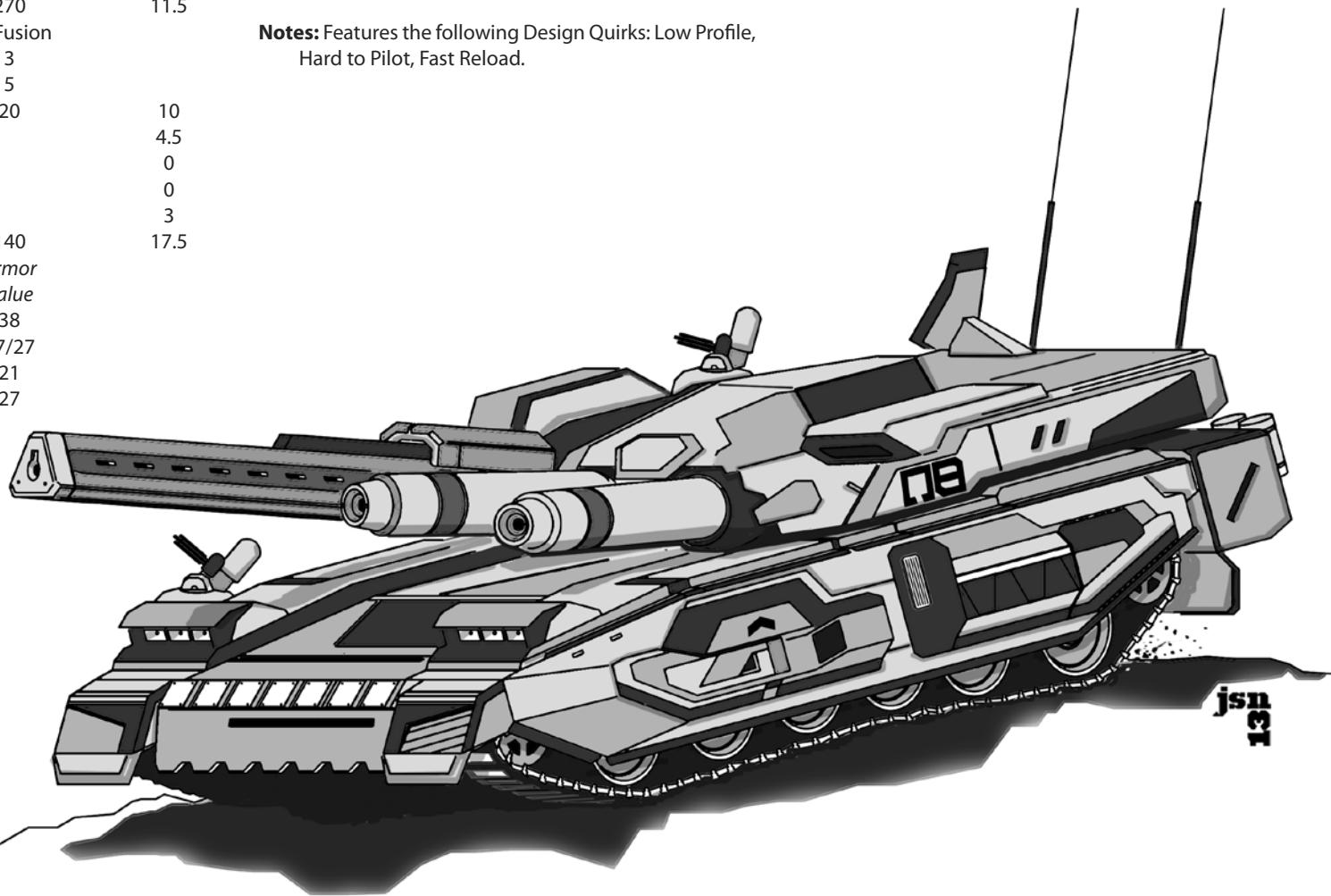
NK-1C NARUKAMI HEAVY TANK

Type: Narukami
 Technology Base: Inner Sphere (Advanced)
 Movement Type: Tracked
 Tonnage: 90
 Battle Value: 1,719

Equipment	Mass
Internal Structure:	9
Engine:	270
Type:	XL Fusion
Cruise MP:	3
Flank MP:	5
Heat Sinks:	20
Control Equipment:	4.5
Lift Equipment:	0
Power Amplifier:	0
Turret:	3
Armor Factor (Hardened):	140
Armor Value	
Front	38
R/L Side	27/27
Rear	21
Turret	27

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
Ammo (Gauss) 16	Body	2
2 PPC	Turret	14
Anti-Missile System	Turret	.5
Anti-Missile System	Front	.5
Ammo (AMS) 24	Body	2
CASE	Body	.5

Notes: Features the following Design Quirks: Low Profile, Hard to Pilot, Fast Reload.



jsn
18

PXH-11K PHOENIX HAWK L

Mass: 35 tons

Chassis: Foundation CMRFa12 Endo Steel

Power Plant: GM 210 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 55

Jump Capacity: 180 meters

Armor: Duralex Light with CASE

Armament:

1 Matabushi Stunner Tight-Stream

Electromagnetic Pulse Cannon

1 Shigunga 3-Tube Multi-Missile Launcher

1 Victory 23E Extended-Range Medium Laser

3 Sperry Browning Heavy Machine Guns

Manufacturer: Cosby BattleMech and

Myomer Research Firm

Primary Factory: Kajikazawa

Communications System: Sipher CommCon

SCU-4

Targeting & Tracking System: Matabushi

Sentinel Insulated

After the Second Combine-Dominion War, the DCMS found itself in need of a new light 'Mech platform that could replace its aging *Panther* fleet. Cosby BMR submitted a proposal that attempted to copy the success of the venerable *Phoenix Hawk*, but with a lighter chassis and cheap, commonly available weapon kits.

CAPABILITIES

Similar in appearance and weapon profiles to the medium-class 'Mech of the same name, the *Phoenix Hawk L*—also known among Kurita purists as the *Fenikkusu Taka*—has been widely accepted among the Regulars line regiments. Its armament is well suited to anti-infantry and urban operations. With a mobility curve and ease of use superior to most of the Combine's *Panthers*, the *Fenikkusu Taka* is becoming a popular addition to reconnaissance lances and highly-mobile combined-arms companies.

DEPLOYMENT

Phoenix Hawk Ls were instrumental in several engagements on Palmyra. During the Battle of Fire Valley, three *Takas* from the Seventh New Samarkand Regulars moved across the forested slopes, preventing Davion infantry from fleeing. One *Taka* tagged a Fourth Crucis Lancers Hanse MBT with its TSEMP, freezing it in place long enough for another *Taka* to hose it down with missiles and machine gun fire. Few Lancers infantry and tanks escaped the carnage in the valley, preventing reinforcements from strengthening the AFFS position at Fortuna, several kilometers away.

During the hunt for Prince Caleb Davion, a strike lance from the Fifth Sword of Light stumbled into a temporary firebase in Twomby. The depot had been established by the Twenty-seventh Avalon Hussars. The Combine 'Mechs faced an assault lance and two squads of battle armor. Choosing to fight rather than withdraw, the Sworders ranged the perimeter of the small village. *Busosenshi* Egberdt Rollins was confronted with a Hussars *Templar III*. Rollins used his *Taka*'s mobility to dance around the *Templar*'s superior firepower. Working into the Davion's rear, Rollins stabbed a TSEMP beam into the *Templar*'s damaged leg, causing it to stumble. The Dragon *Taka* pounced, planting all of its weight squarely onto the head of the Hussars 'Mech. The Davion infantry, witnesses to the ground-shaking combat, surrendered *en masse* when Rollins turned the *Taka* back toward their position.

VARIANTS

One variant has been noted in recent Combine operations on Sakhara V, Royal, and Raman. This *Phoenix Hawk L* uses a snub-nose PPC in place of its TSEMP system.

NOTABLE UNITS

Chu-i Egberdt Rollins: His heroic actions at Twomby saw Rollins promoted to lance commander. He has continued to reflect the Dragon's faith in him as his strike lance, known among the Fifth Sword as the *shiroi ken*. These "white swords" are specialized in independent strike missions. On Gambier, Rollins and his *shiroi ken* were dropped behind AFFS lines as the rest of the Fifth landed in full view of the planetary capital. As the Davions reacted to the visible threat, the *shiroi ken* worked their way through the crags and canyons of the Tidewater. Two nights after their landing, Rollins led his lance into the heart of the Demeter CMM's headquarters and wiped out the regiment's command staff after a short firefight. The remaining Davion forces began a full retreat as the Fifth Sword moved to engage; Gambier was in the Dragon's possession less than forty-eight hours later.

MechWarrior Markie Fulbright: Now stationed with the Eighth Triarii Protectors in the Republic Remnant, Fulbright's *Phoenix Hawk L* is an embodiment of her battlefield cunning. During the Combine's assault on Deneb Algedi, Fulbright found herself dispossessed as the Dragon's troops closed in. Rather than retreat with the base staff, Fulbright hid in the complex's storage area. As the DCMS made use of the base facilities—including the modest 'Mech bays—the wily Republican used the overhead ductwork to bypass Combine security. Using a technician's kit, she snuck into the cockpit of a damaged *Phoenix Hawk L* and rebooted its systems. Just before dawn, Fulbright broke out of the bay, setting fire to the base fuel dump and ammo stores, and made her way to the RAF rally point.

PXH-11K PHOENIX HAWK L

Type: Phoenix Hawk L

Technology Base: Inner Sphere (Advanced)

Tonnage: 35

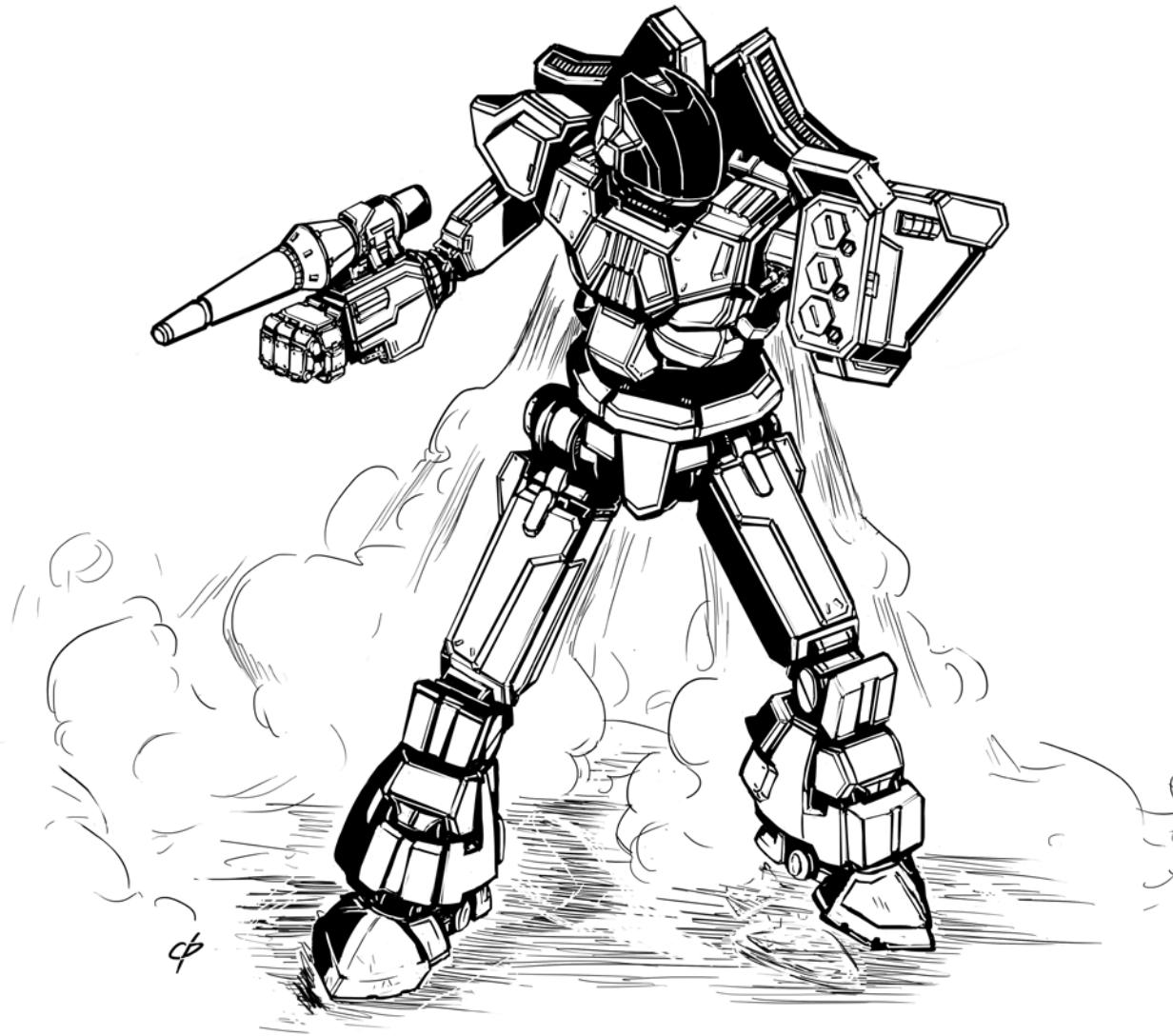
Battle Value: 1,564

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor:	104	6.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		4
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	12

Weapons and Ammo	Location	Critical	Tonnage
TSEMP	RA	5	6
ER Medium Laser	RA	1	1
Heavy Machine Gun	RA	1	1
Ammo (MML) 80/66	LT	2	2
Ammo (Heavy MG) 50	LT	1	.5
CASE	LT	1	.5
2 Heavy Machine Guns	LA	2	2
MML 3	LA	2	1.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features Full-Head Ejection System. Features the following Design Quirks: Accurate Weapon (TSEMP), Poor Sealing.



RK-4T ROKUROKUBI

Mass: 35 tons

Chassis: Luthien Class 41 Endo Steel

Power Plant: Magna 245 XL

Cruising Speed: 75 kph

Maximum Speed: 108 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Teppeki Hardened

Armament:

1 SarLon MiniCannon Light Class 5
Autocannon

Manufacturer: Luthien Armor Works

Primary Factory: Luthien, Kaznejoy

Communications System: Sipher CommSys 4

Targeting & Tracking System: Neko Megane 7

Available only since the Blackout, the Combine's *Rokurokubi* has captured the attention and vainglory of an entire generation of young Kurita samurai. A fast light striker 'Mech, it evokes the ubiquitous *Panther* that helped instill fear in the DCMS' enemies for centuries. Prominent young Kuritan MechWarriors have been known to duel for the honor of piloting the 'Mech, eager to earn their samurai reputations.

CAPABILITIES

The *Rokurokubi* was clearly meant as an offensive 'Mech tailored to the *bushido*-happy samurai of the Combine. Combining one powerful ranged weapon with an iconic sword, the 'Mech is a fearsome attacker. Its combination of speed and thick armor make it difficult to bring down before it can terrify its opponents with a four-meter sword.

DEPLOYMENT

Rokurokubis have led the invasion of the Federated Suns, nowhere more prominent than in the Sword of Light regiments. During the invasion of Gambier, elements of the Fifth Sword of Light used *Rokurokubis* to shatter the planetary militia in less than an hour of combat.

Led by *Tai-i* Kellen Taylor, two lances of the Sword of Light—including six *Rokurokubis*—caught a task force of the militia moving between firebases. Caught in the open, the militia assumed a defensive posture and tried to fight their way clear, but the Sworders moved too fast. Trusting their armor to protect them, and covered by a pair of *Dragon II* artillery 'Mechs, the six light 'Mech charged forward. Two of the militia's Sorteks were disabled in the first barrage, their skirts holed by armor-piercing ammunition. The militiamen, terrified by the seeming lack of effect of their fire against the *Rokurokubis*, were on the edge of rout even as the DCMS' 'Mechs closed. When *Tai-i* Taylor decapitated the militia commander's *Enforcer* with a blow from his sword, the task force broke and was routed.

During the assault on Robinson, the Seventh Sword of Light led the assault on Bueller. In the vanguard of the Seventh's was *Tengu* Lance, a force of four -4X model *Rokurokubis*. Led by then-*Chu-i* Alisdair Miyamoto, the *Tengus* charged a company of the Twentieth Avalon Hussars. With the rest of their company around them, the supercharged 'Mechs sprinted into the midst of the Hussars and attacked, using their swords and Clan-made PPCs to deadly effect. In two minutes of combat the four 'Mechs disabled six Davion 'Mechs and two tanks, and killed two squads of Cavalier battle armor. Reinforcements from the Hussars' reserves arrived in time to keep the *tai-i* from killing Captain Dairmad Chaines, but the hole in the Hussars' lines was already established.

VARIANTS

LAW offers two other production models; the first, and most common, replaces the autocannon with a Lord's Light 2 ER PPC. The second, more rare model uses a Clan PPC and reinforced armor to add a supercharger to an already-increased engine.

NOTABLE UNITS

***Tai-i* Alisdair Miyamoto:** Promoted after the assault on Bueller, Miyamoto now commands a special assault company in the Sword of Light. He is the odds-on favorite to win the Katana Cluster for 3145, having already been credited with eighteen Davion BattleMech kills. He prefers to close and use his 'Mech's sword, often attacking one enemy with the sword while firing his ER PPC at another nearby enemy. Rumors have been intercepted that show there is talk of withdrawing the *tai-i* to teach at the Sun Zhang MechWarrior Academy, but thus far his performance in the field has been too admirable to remove.

***Tai-i* Kellen Taylor:** Commander of the Fifth Sword of Light's recon company, *Tai-i* Taylor is one of the youngest company commanders in the Sword of Light. He earned his promotion to company command on Palmyra, when he single-handedly defeated a Davion *Thunderbolt* after his company commander was killed. This display of loyalty and skill at single combat sits well with the Sworders' *bushido* philosophy, but has marked the *tai-i* as a priority target for Davion MechWarriors all across the Combine border.

RK-4T ROKUROKUBI

Type: Rokurokubi

Technology Base: Inner Sphere (Advanced)

Tonnage: 35

Battle Value: 998

Equipment

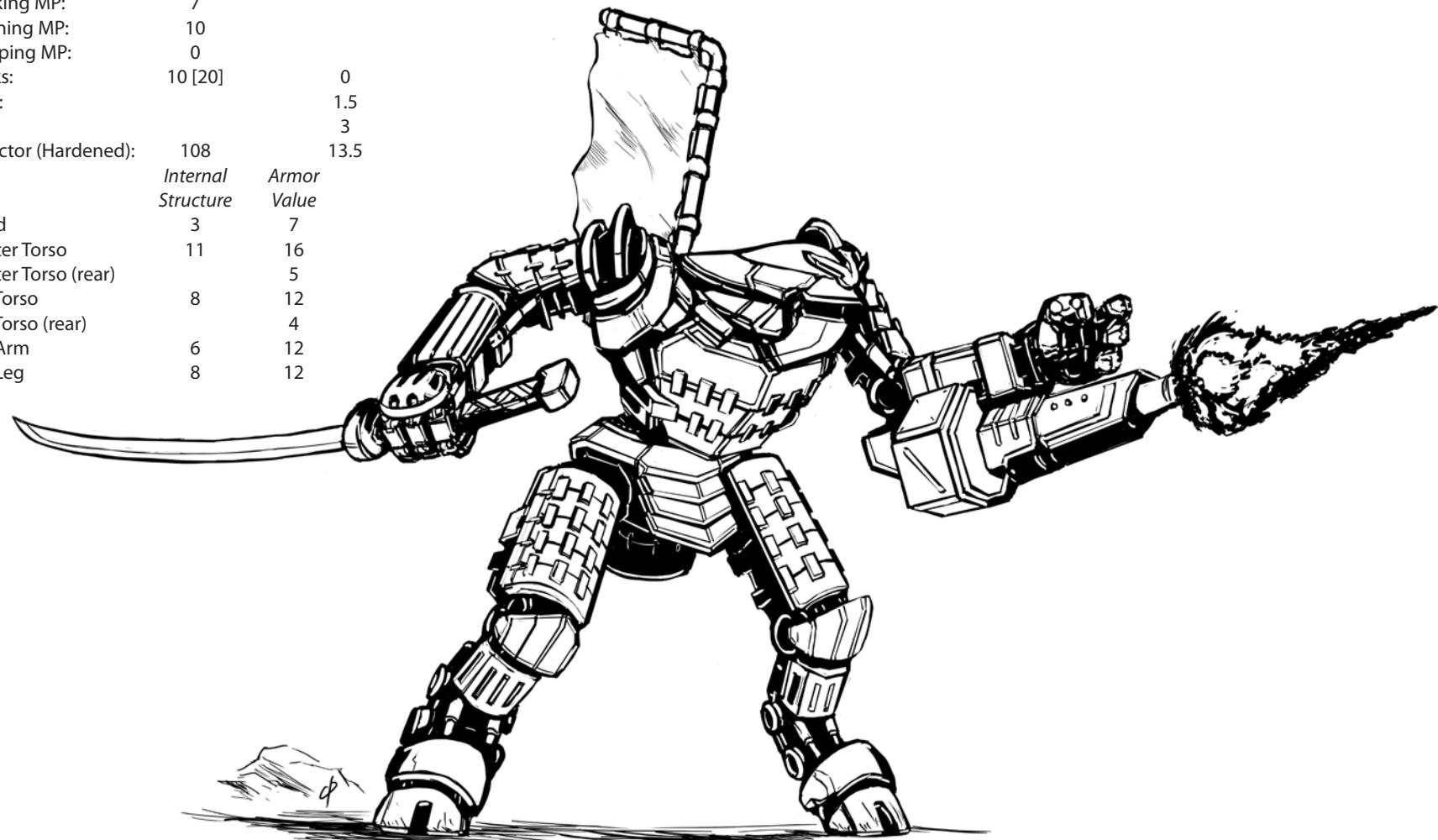
		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	10	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Hardened):	108	13.5
	Internal Structure	Armor Value
Head	3	7
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	12

Weapons and Ammo

	Location	Critical	Tonnage
Sword	RA	3	2
Light AC/5	LA	2	5
Ammo (Light AC) 40	LA	2	2

Notes: Hardened Armor reduces Running MP by 1.

Features the following Design Quirks: Protected
Actuators, No Ejection Mechanism.



AVL-10 AVALANCHE

Mass: 50 tons

Chassis: Luthien Class M Endo Steel

Power Plant: Hermes 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Icarus Standard

Jump Capacity: 150 meters

Armor: Mitchel Argon Standard

Armament:

16 tons of pod space

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher

CommCon SCU-9

Targeting & Tracking System: Matabushi

Stalker

The aftermath of the Second Combine-Dominion War left the military forces of Clan Nova Cat in heavy disrepair. The DCMS gave LAW *carte blanche* to work with the Clan to co-develop an OmniMech that would be easy to produce using available resources. The result, after three decades of false starts and reappropriated funding, was the *Avalanche*. The machine performed to DCMS standards during testing, but failed to inspire the more meticulous Clan warrior caste.

CAPABILITIES

LAW brought decades of experience mating Clan weapon platforms to Inner Sphere OmniMechs but continually failed to correct the interface problems between the Stalker targeting system and Nova Cat-produced energy weapons. After extended use, energy weapon

pods saw a sharp loss of alignment and accuracy. The cascading problems gave the *Avalanche* a poor reputation among Nova Cat warriors. Many warriors fumed that the Clan elders allowed such an inferior 'Mech within their touman, ignorant of the fact that LAW's bureaucratic power forced the issue.

DEPLOYMENT

Introduced shortly before the Combine's invasion of the Republic, the *Avalanche* was deployed with the Sword of Light and Benjamin Regulars. A lance of *Avalanches* from the Sixth Benjamin Regulars were hot-dropped onto Shinonoi to secure the primary landing zone. The lance engaged targets from long range, using their Clan technology to great effect. With the zone cleared in short order, the lance provided supporting fire as the landing force settled down and dispersed to their operational theaters. The *Avalanches* then reconfigured and moved to secure the capital from Republic forces.

The DCMS has since deployed the *Avalanche* across the rest of its regimental 'Mech forces. Those acquired from the remains of Clan Nova Cat were refurbished and sold on the mercenary market. LAW redistributed those originally intended for the Clan to its export division, where Clan Sea Fox, the Capellan Confederation, and the Free Worlds League have expressed interest. A large number of *Avalanches* were purchased by the Confederation before their invasion of the Federated Suns. The warrior houses are enamored with the solidly-built 'Mech and have used it extensively in their conquest of Capellan March worlds.

NOTABLE UNITS

Captain Roy Patrick: Commander of the small mercenary unit Bigfoot's Bruisers, Patrick has found success backstopping his people from the cockpit of his *Avalanche*. Short on funds, Patrick does not own enough pods to provide rolling configurations for his 'Mech. What the captain lacks in variety, however, he makes up for in stubborn ferocity. During one raid on the Duchy of Tamarind-Abbey world of Conakry, Patrick ran out of Thunderbolt ammunition. Unable to provide distant coverage, he charged from his rear position and threw his weight into the fray. The *Avalanche* ducked and weaved around a Duchy *Griffin* and, with no room to fire with accuracy, instead smashed both arms across the head of the enemy 'Mech. The brutal decapitation spooked the remaining Duchy forces and they withdrew, leaving the city of Stanley and its silver reserves to the Bruisers.

AVL-10 AVALANCHE

Type: Avalanche
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 1,540

Equipment

Internal Structure:

Endo Steel

Mass

2.5

Engine:

250

Mass

12.5

Walking MP:

5

Running MP:

8

Jumping MP:

5

Heat Sinks:

10 [20]

Mass

0

Gyro:

3

Cockpit:

3

Armor Factor:

160

Internal

Armor

Value

10

Head

3

Center Torso

16

Center Torso (rear)

8

R/L Torso

12

R/L Torso (rear)

7

R/L Arm

8

R/L Leg

12

21

Weight and Space Allocation

Location

Fixed

Spaces Remaining

Head

Endo Steel

0

Center Torso

1 Jump Jet

0

Right Torso

1 Endo Steel

8

Right Arm

2 Jump Jet

1 CASE

Left Torso

1 Endo Steel

7

Left Arm

3 Endo Steel

4

Right Leg

4 Endo Steel

2

Left Leg

None

2

Notes: Features the following Design Quirks: Bad Reputation.

Fixed Equipment

Location

Critical

Tonnage

CASE

RT

1

.5

Jump Jets

RT

2

1

Jump Jet

CT

1

.5

Jump Jets

LT

2

1

Weapons and Ammo

Primary Weapons Configuration

2 ER Medium Lasers

Location

RA

2

2

LRM 10

Location

RT

2

5

Ammo (LRM) 24

Location

RT

2

2

LRM 10

Location

LT

2

5

2 ER Medium Lasers

Location

LA

2

2

2 ER Medium Lasers

Location

LA

2

2

Ammo (SRM) 6

Location

RA

2

2

SRM 6

Location

RT

2

3

Ammo (SRM 6) 15

Location

RT

1

1

Ammo (SRM 4) 25

Location

RT

1

1

SRM 4

Location

RL

1

2

SRM 4

Location

LL

1

2

SRM 6

Location

LT

2

3

2 ER Medium Lasers

Location

LA

2

2

Battle Value: 1,484

Weapons and Ammo

Alternate Configuration R—Mixed

2 ER Medium Lasers (C)

Location

RA

2

2

LRM 10 (C)

Location

RT

1

2.5

Ammo (LRM) 24 (C)

Location

RT

2

2

Ammo (ATM) 40 (C)

Location

RT

2

2

ATM 3 (C)

Location

RL

2

1.5

ATM 3 (C)

Location

LL

2

1.5

LRM 10 (C)

Location

LT

1

2.5

2 ER Medium Lasers (C)

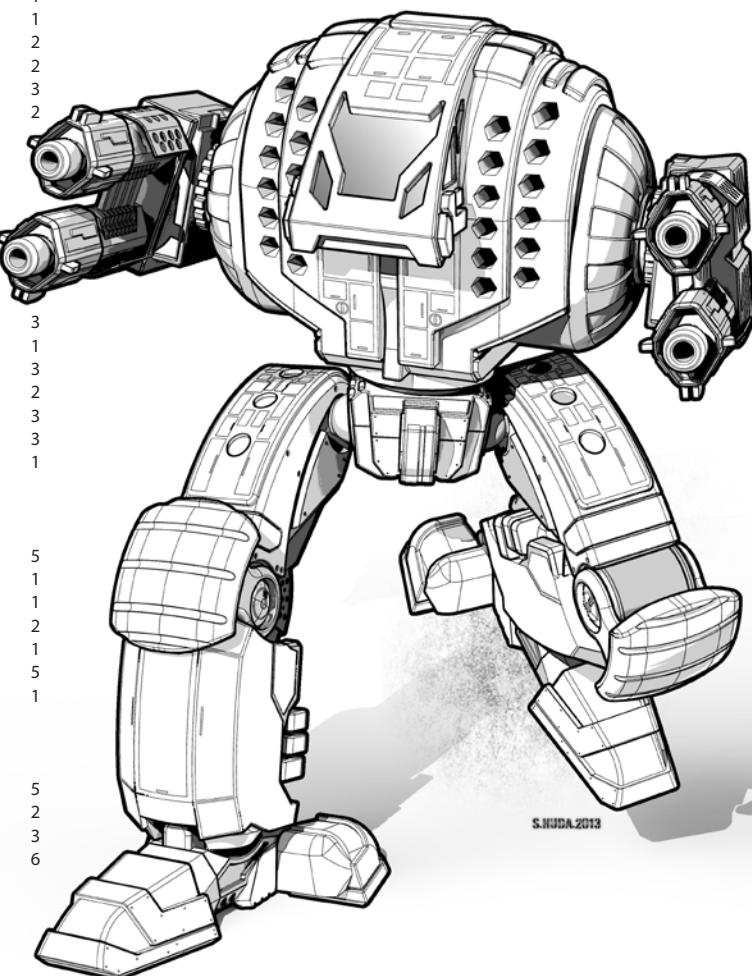
Location

LA

2

2

Battle Value: 2,043



S.HUDA.2013

WENDIGO

Mass: 50 tons

Chassis: Mynx Type Medium Endo Steel

Power Plant: Consolidated 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Gamma Special Reflective

Armament:

19.5 tons of pod space

Manufacturer: LAW-Avon Alpha

Primary Factory: Avon

Communications System: Sipher

CommCon SCU-9

Targeting & Tracking System: Build 5 CAT TTS

Produced on the heels of the *Avalanche*, the *Wendigo* was Clan Nova Cat's attempt to fix the perceived shortcomings of the Combine OmniMech. Using the *Avalanche* as their template, Clan technicians and scientists attempted to merge the desires of the warrior caste—still battered from the Second Combine-Dominion War—and the limited resources available to them. The result was a more powerful Clan OmniMech that excelled against its progenitor.

CAPABILITIES

The main difference between the *Wendigo* and the *Avalanche* is the use of Clan technology to build the base chassis. With lighter materials and a firmer structure, the *Wendigo* can mount almost twenty percent more in weapons and equipment. Reflective armor and a more central cockpit location provide extra layers of defense. The *Wendigo* was immediately accepted by the Clan's warrior caste and numerous unique configurations began appearing, catering to various fighting styles.

DEPLOYMENT

The *Wendigo* was deployed by Clan Nova Cat during the Combine's invasion of The Republic. Every Clan Galaxy had several of the versatile OmniMech deployed among its ranks. When the First and Second Amphigean arrived at Avon to crush the Nova Cat rebels, they faced several Binaries and Novas of Gamma Galaxy. Heavily laden with *Wendigos*—most taken from storage at the nearby LAW-Avon facility—Gamma moved quickly to contest the DCMS landing. Galaxy Commander Liam Nostra sought out *Sho-sa* Kyomi Arioch in an attempt to establish a Trial of Possession for Avon. The Combine officer refused Nostra's request, and his lance turned its guns on the Clan commander. Using a combination of his *Wendigo*'s jump jets, the nearby heavy forest, and knowledge of a nearby underground river, Nostra escaped the ambush.

The Galaxy Commander emerged into the midst of a brutal firefight as the First Amphigean slammed into the bulk of Nostra's assault and striker Stars, who were awaiting his return. Nostra vaulted to the top of a nearby bunker and rallied his forces as he sniped the approaching Combine 'Mechs. He dropped four heavy 'Mechs with well-placed salvos before his position was saturated by a Combine airstrike. Emboldened by their courageous leader's sacrifice, the bulk of Gamma pressed into the teeth of the Dragon's assault. Though ultimately destroyed, the Nova Cats gutted both light assault groups and partially demolished the LAW-Avon facility.

VARIANTS

An early prototype of the *Wendigo* featured more pod space and a smaller engine. The 'Mech, initially favored by Mystic Kisho Nova Cat, proved to be too slow and was riddled with technical glitches. Sacrificing weapon space for a more efficient and larger engine was deemed an acceptable trade off, and the prototype *Wendigos* were ultimately scrapped.

NOTABLE UNITS

Star Captain Bridget Hawker: After the destruction of Clan Nova Cat, the Combine offered Clan Sea Fox an opportunity to acquire some of the dead Clan's equipment. In exchange, the Sea Foxes provided information and industrial assistance on dismantling and relocating some of the Nova Cat production facilities. Star Captain Bridget Hawker was the first Sea Fox warrior to conduct a Trial of Possession for the remains of the LAW-Avon facility. Hawker's unaugmented win against *Sho-sa* Arioch gained the Foxes two Stars of *Wendigos* and several vehicles still in storage, along with additional parts and supplies for the Clan's Nykvarn facilities. Hawker chose one of the *Wendigos* as her new ride, a symbol of her fiftieth victory in service to the Clan.

Chu-i Margaret O'Connell: A *busosenshi* serving in the First Dieron Regulars, O'Connell opposed Warlord Katana Tormark's support of the Nova Cat rebellion. She was imprisoned on Dieron with several other DCMS loyalists and released in 3143 after being cleared by the ISF. When transferred to the Second Legion of Vega, her commanding officer thought it befitting to assign her the unit's sole *Wendigo*. O'Connell embraced her assignment and her stigma; she and Redemption racked up five kills during the Second's recent assault on Xhosa VII.

WENDIGO

Type: Wendigo

Technology Base: Clan (Advanced)

Tonnage: 50

Battle Value: 2,122

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit (Torso-Mounted):		4
Armor Factor (Reflective):	152	9.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	16	22
Center Torso (rear)		8
R/L Torso	12	16
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	4
Center Torso	1 Cockpit	0
	1 Life Support	
Right Torso	2 XL Engine	6
	1 Life Support	
	2 Endo Steel	
	1 Reflective	
Left Torso	2 XL Engine	6
	1 Life Support	
	2 Endo Steel	
	1 Reflective	
Right Arm	3 Reflective	5
Left Arm	3 Endo Steel	5
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Distracting.

Weapons and Ammo

Primary Weapons Configuration

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RT	1	1
Double Heat Sink	RL	2	1
LRM 10	H	1	2.5
Ammo (LRM) 12	H	1	1
Double Heat Sink	LL	2	1
Ammo (Streak) 15	LT	1	1
2 ER Medium Lasers	LA	2	2
Streak SRM 6	LA	2	3

Alternate Configuration C

Improved Heavy Large Laser	RA	3	4
Double Heat Sink	RT	2	1
Supercharger	RT	1	1
Double Heat Sink	RL	2	1
2 Improved Heavy Medium Lasers	H	4	2
Double Heat Sink	LL	2	1
ER Small Laser	LT	1	.5
Ammo (Streak) 16	LT	2	2
Streak LRM 15	LA	3	7

Battle Value: 2,548

Alternate Configuration A

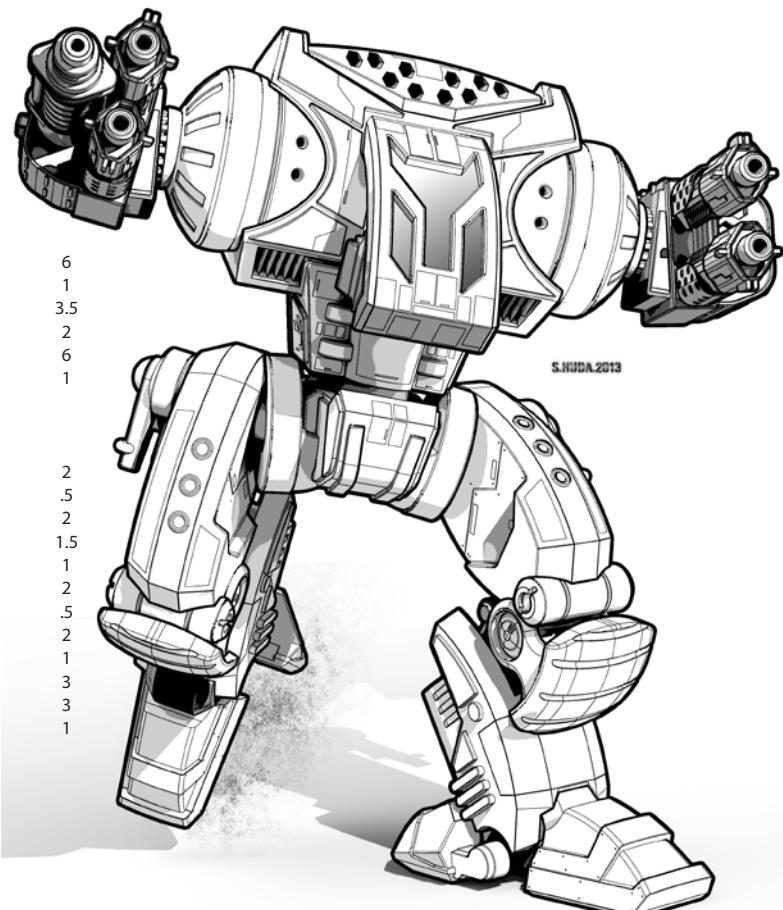
Large Pulse Laser	RA	2	6
Double Heat Sink	RT	2	1
LRM 15	H	2	3.5
Ammo (LRM) 16	H	2	2
Large Pulse Laser	LA	2	6
Double Heat Sink	LT	2	1

Battle Value: 2,072

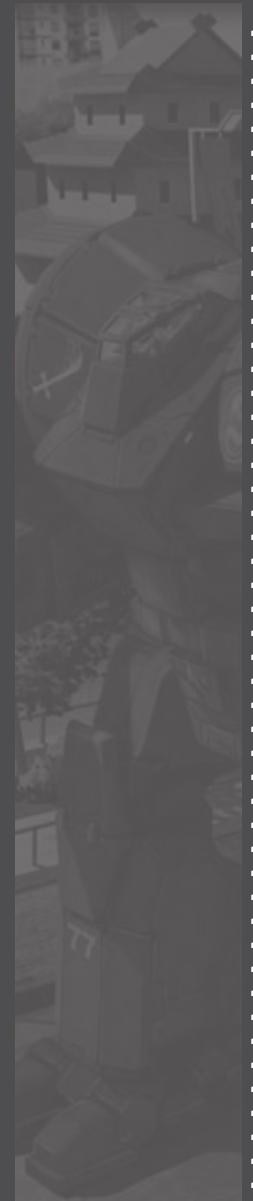
Alternate Configuration B

2 ER Medium Lasers	RA	2	2
ER Small Laser	RA	1	.5
2 Double Heat Sinks	RA	4	2
3 ER Small Lasers	H	3	1.5
ECM Suite	H	1	1
2 ER Medium Lasers	LA	2	2
ER Small Laser	LA	1	.5
2 Double Heat Sinks	LA	4	2
Improved Jump Jet	RL	2	1
Improved Jump Jets	RT	6	3
Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1

Battle Value: 2,369



EXR-2X EXHUMER



MEDIUM 'MECHS

Mass: 55 tons

Chassis: EXR Endo Steel

Power Plant: Hermes 330 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Royal Ferro-Fibrous
with CASE II

Armament:

2 Diverse Optics 30X Extended-Range
Large Lasers

2 LongFire V LRM 5 Launchers

1 Shigunga MRM 10 Launcher

Manufacturer: Independence Weaponry

Primary Factory: Quentin

Communications System: Garret T11-B

Targeting & Tracking System: Garret D2j

Heavily championed by Warlord Mitsura Sakamoto for more than a decade, the *Exhumer* entered the rolls of the Benjamin District Regulars in 3129. Sakamoto, who held several engineering degrees, firmly believed the *Exhumer* would become the DCMS's next standard BattleMech, taking the place of the *Dragon* and *Thunderbolt*.

CAPABILITIES

The *Exhumer* met very little acclaim among the rank-and-file MechWarriors of the Benjamin Military District. Its multiple missile launchers do not carry a powerful punch and suffer from continuous targeting problems due to poor integration the use of surplus Garret systems. The *Exhumer*'s loadout is best used at a distance, making its prominent battle fists an odd choice for a long-range combat machine.

DEPLOYMENT

The Second Benjamin Regulars received the first of several *Exhumers* and put them to immediate use in raiding along the Dominion and Republic borders. During one raid on Dehgolan, *Chu-i* Roberta Sato positioned her *Exhumer* on a low rise to cover the rest of her heavy reconnaissance lance as they approached a Ghost Bear position. The Bears reacted to the Dragon's presence and sent out a mixed Star of vehicles, battle armor, and a lone *Thresher*. Sato cut loose with a full salvo of missiles at the enemy 'Mech. As her force of hovertanks moved to evade the heavier Bear force, Sato watched in horror as the missiles missed their target and showered her lead *Cizin*. The *chu-i* covered her lance's withdrawal through judicious use of her lasers; the *Exhumer*'s entire targeting system needed a complete overhaul when the lance returned to Chandler.

Stories similar to Sato's experience were common in the few years after the *Exhumer*'s debut. In an attempt to save face, Warlord Sakamoto ordered a complete electronic overhaul of all *Exhumers* on active duty. He then cancelled the DCMS' remaining order and shunted them into the Dragon's small but competitive mercenary market. Despite the targeting issues, the *Exhumer* was better received among mercenary forces.

Gannon's Cannons, employed by the DCMS for a strike mission on Pike IV shortly before the Combine's invasion of Prefecture II, used an *Exhumer* to smash through a Republic fire-base. After their *Yeomen* shelled the thick ferrocrite walls, Lieutenant Mackie Derer moved his *Exhumer* forward and used its battle fists to exploit a rupture. By forcing the breach in this manner, the Cannons were able to extract their target in one piece: *Chu-sa* Yiguchi Saito, son of Pesht Military District Warlord Doppo Saito.

VARIANTS

When the *Exhumer* was brought to the mercenary market, Independence Weaponry provided an update to the maligned 'Mech. Built with short range combat in mind, smaller missile packs, pulse lasers, and a new triple myomer system, this variant proved to be highly popular.

NOTABLE UNITS

Lieutenant Mackie Derer: The oldest grandson of the unit's founder, Derer is next in line to lead the small mercenary unit known as Gannon's Cannons. After the successful mission on Pike IV, the Cannons were hired by the DCMS as an auxiliary unit to provide garrison support on the Combine's Republic acquisitions. The unit nearly disbanded after suffering major losses during a Dominion raid on Styx. Derer's *Exhumer* was one of two 'Mechs on watch the night a Second Vega Regulars Striker Star hit their command post. Using the canal that cut through the center of town, Derer got behind the Vegans and gutted their commander's *Black Hawk* from behind. Their morale shaken, the intruders withdrew long enough for the Cannons to mount up and give chase.

EXR-2X EXHUMER

Type: **Exhumer**

Technology Base: Inner Sphere

Tonnage: 55

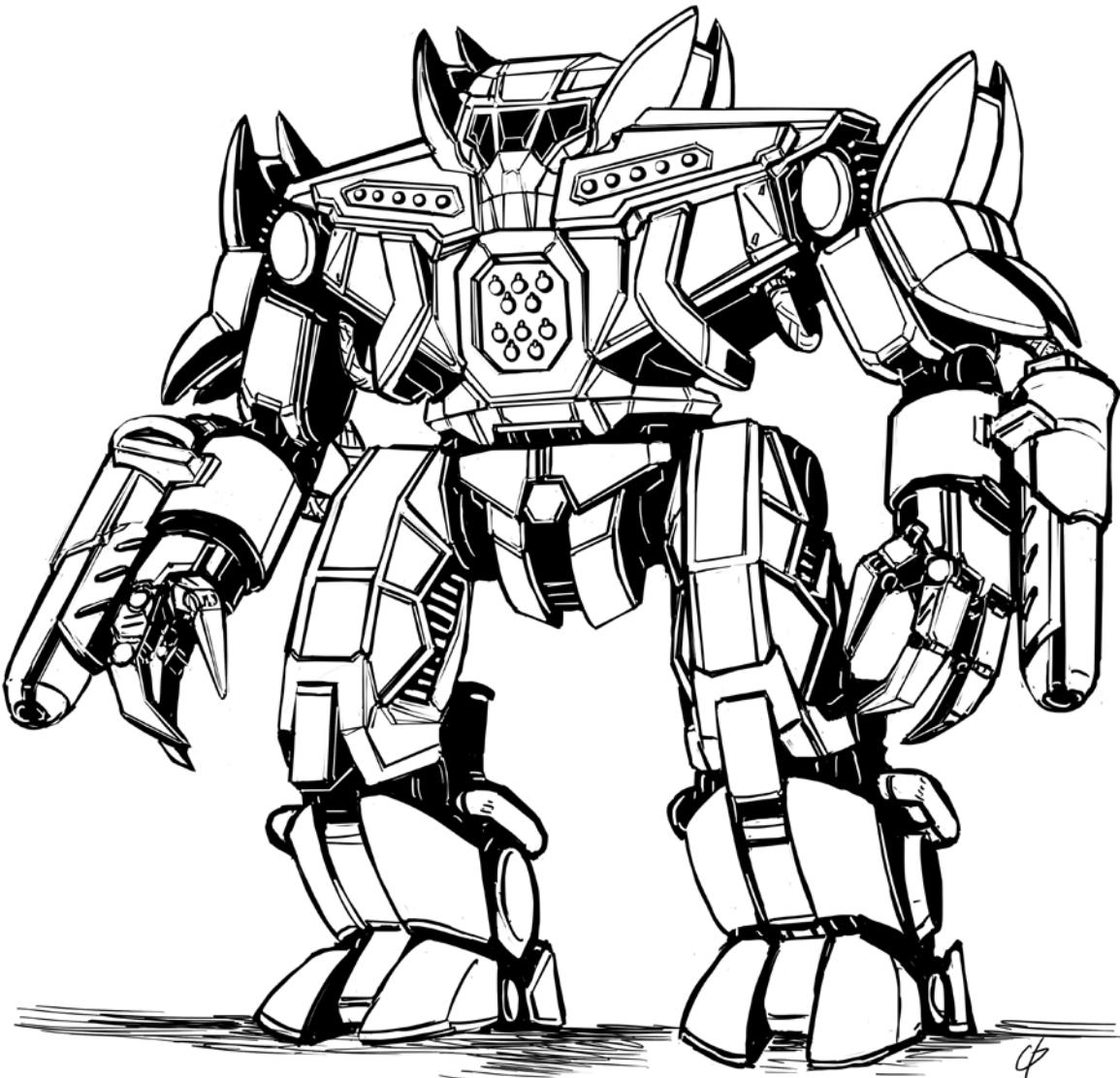
Battle Value: 1,468

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	185	10.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	26
Center Torso (rear)		10
R/L Torso	13	18
R/L Torso (rear)		8
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
LRM 5	RT	1	2
MRM 10	CT	2	3
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
Ammo (MRM) 24	LT	1	1
CASE II	LT	1	1
ER Large Laser	LA	2	5

Notes: Features the following Design Quirks: Battlefists.



HKZ-1F HITOTSUME KOZO

Mass: 55 tons

Chassis: Luthien Class 52 Endo Steel

Power Plant: Hermes 330 XL

Cruising Speed: 64 kph, 75 kph with Triple-Strength Myomer

Maximum Speed: 86 kph, 108 kph with Triple-Strength Myomer

Jump Jets: Icarus 81

Jump Capacity: 120 meters

Armor: New Samarkand Teppeki Hardened

Armament:

- 1 Lord's Light 3 Heavy Particle Projection Cannon
- 2 Diverse Optics Type 20X Extended-Range Medium Lasers

Manufacturer: Luthien Armor Works

Primary Factory: New Samarkand

Communications System: Cipher CommSys 4

Targeting & Tracking System: Neko Megane 7

As the Combine's unofficial cultural rebirth took hold, LAW engineers developed a stylized medium BattleMech for the Dragon's more aggressive samurai. Similar to the *Rokurokubi* in philosophy, it has found favor among rank-and-file DCMS MechWarriors in the decade since its debut.

CAPABILITIES

Mounting advanced myomers once found among Davion and Capellan BattleMechs, the *Hitotsume-Kozo*, or "one-eyed dwarf," uses its variable speed to quickly bring its blade into close quarters. Experienced pilots will carefully mix their energy weapon usage to build and maintain the *Hitotsume*'s heat curve, giving it a deadly blend of speed, damage, and maneuverability. When combined with lighter *Rokurokubis*, *Hitotsumes* often provide ranged cover fire as their lighter brethren charge into the fray.

DEPLOYMENT

The first *Hitotsumes* were difficult to appreciate by the average samurai because of their advanced structure and finicky heat curve. As a result, the Procurement Department believed it a dud concept and shunted them to the Ghost regiments and other less-favored units. However, some enthusiastic officers—most notably former Warlord Katana Tormark—and the yakuza-samurai embraced the *Hitotsume*. Through extensive practice and raiding operations—as well as pairing them with *Rokurokubis* and other fast, close-quarters 'Mechs—these samurai turned them into efficient killing machines.

One event on Mara typifies the savage grace shown by a competent *Hitotsume* pilot. A mixed company from the First Ghost attacked a fortified bunker network defended by the Second Robinson Strikers. The Ghost force fielded five *Hitotsumes* and a smattering of *Rokurokubis*, *Panthers*, and *Dragons*. Moving along the edge of effective range, the *Hitotsumes* blasted the distant bunker walls and eventually breached them. The *Hitotsumes* then closed at a slow pace, providing cover fire for the sprinting *Rokurokubis* and slower *Panthers*. The Combine light 'Mechs forced their way into the hillside bunker and were swarmed by Striker battle armor. The battle raged outward as the Strikers committed their 'Mechs to the defense. The Davions were caught by surprise when the five *Hitotsumes* suddenly sprinted forward and waded into the tight confines of the complex. Expertly wielding their blades and feathering their heat, the five samurai cut down the remaining Davion defenders. With the bunker breached, the way was clear for the First Ghost to fall upon the planetary capital, Terrace.

In the hands of an unfamiliar pilot, however, the *Hitotsume* is a deathtrap. *Sho-sa* Miguel Tanaka-Rheese of the Eleventh Ghost

was on patrol during the Combine's assault on Brookeland. The *sho-sa* moved out of position to investigate a sensor anomaly and found himself surrounded by a squad of Cavaliers and two Marksmen tanks. Unfamiliar with the *Hitotsume*'s temperamental heat curve and out of range of his lancemates, Tanaka-Rheese quickly overheated his 'Mech in firing on the Davion tanks. The *Hitotsume* shut down, allowing the Cavaliers to swarm his fallen BattleMech and take the *sho-sa* prisoner. Embarrassed by his obscene failure to properly wield his weapon, Tanaka-Rheese fashioned a crude dagger while in custody and committed *seppuku*.

VARIANTS

LAW has provided the DCMS with one variant of the *Hitotsume-Kozo*. Exchanging its particle cannon for a heavy ultra autocannon and upgrading its laser array, the -1P has been positively received by MechWarriors in the Ghost Regiments.

NOTABLE UNITS

Sho-sa Gerald Yamamoto: Commander of the bunker breaching operation on Mara, Yamamoto received the Bushido Blade for his actions. The *sho-sa* was responsible for two BattleMech kills that day. The *sho-sa* styles himself a brilliant strategist, along the lines of his famous ancestor Isoroku. While his strategies were helpful in the First's conquest of Mara, they were not enough to bring him more than token acknowledgement from the regimental command staff. Yamamoto believes he is due a new *Shiro*, but his arrogant attitude has done nothing to endear him to *Tai-sa* Seijun Noketsuna, who believes the *sho-sa* a "pissant noble unworthy of his heritage."

HKZ-1F HITOTSUME KOZO

Type: Hitotsume Kozo

Technology Base: Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 1,967

Equipment

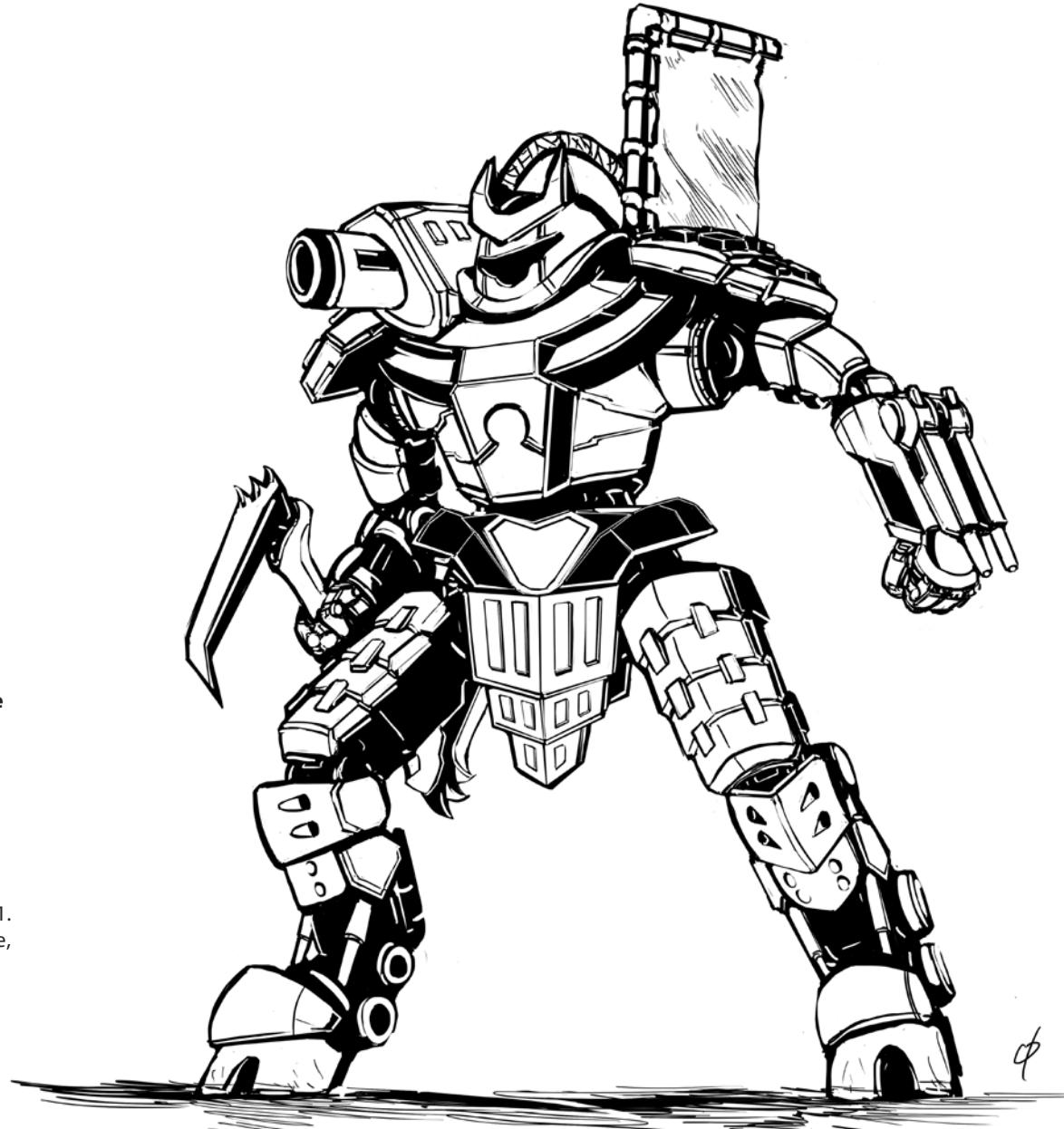
		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6 (7)	
Running MP:	8 (10)	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro (XL):		2
Cockpit:		3
Armor Factor (Hardened):	116	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	20
Center Torso (rear)		5
R/L Torso	13	13
R/L Torso (rear)		5
R/L Arm	9	10
R/L Leg	13	13

Weapons and Ammo	Location	Critical	Tonnage
Hatchet	RA	4	4
Heavy PPC	RT	4	10
2 ER Medium Lasers	LA	2	2
Triple-Strength Myomer	RA/LA	3/3	0
Jump Jets	RT	2	1
Jump Jets	LT	2	1

Notes: Hardened Armor reduces Running MP by 1.

Features the following Design Quirks: Stable, Difficult to Maintain.



DRG-11K DRAGON II

Mass: 65 tons

Chassis: Nykvarn Type 58-66SH Endo Steel

Power Plant: Magna 260

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Guardian II Light Ferro-Fibrous with CASE II

Armament:

1 Lord's Light 2 Extended-Range Particle Projection Cannon

1 Shigunga Arrow IV Artillery System

1 Diverse Optics Type 25PX Medium X-Pulse Laser

Manufacturer: Luthien Armor Works

Primary Factory: Nykvarn

Communications System: Cipher CommSys 3

Targeting & Tracking System: Eagle Eye

SY10-10

After the loss of a sizable portion of its production capacity during the Jihad, Luthien Armor Works looked to its engineering and research teams to sustain the company's value. The company's military marketing division decided a revamp of an iconic DCMS 'Mech was needed.

CAPABILITIES

The DRG-11K is notable less for its weapons arrays and more for its all-native materials. With renewed emphasis on the return to Urizen II's self-sufficiency mandates of the twenty-seventh century, no part of the 'Mech is manufactured outside of the Combine. The *Dragon II* is considered a statement of the DCMS' continued reliance on the strength of the Combine citizenry and their efforts. LAW engineers crammed as much advanced technology as they could into the 'Mech's frame to make it a powerful addition on the battlefield.

DEPLOYMENT

Dragon IIs began replacing standard *Dragons* across the DCMS, beginning with those tagged too old or with extensive repair histories. In many cases, the first *Dragon IIs* that arrived at a regimental command were claimed by ISF observers or political appointees. Veteran MechWarriors derided such pilots, scoffing at their reliance on technological doodads and tricks in order to keep pace with hardcore samurai.

Two *Dragon IIs* of the Seventh New Samarkand were instrumental in blocking a Davion counterattack outside Sawle on Palmyra. *Tai-sa* Henrietta Margolis and her adjutant, *Sho-sa* Gerber Junco, had been split from their command company during a brutal thunderstorm. Taking refuge under a nearby rock shelf, Margolis and Junco observed a silent column of heavy AFFS tanks moving along a narrow pass. The convoy, part of the First Federated Suns Lancers, was using the turbulent weather as a cover in an attempt to bypass the Ninth's position and slip into Sawle.

Outnumbered three to one, the two officers waited for the convoy to pass. When the tanks were at long range, the *Dragon IIs* moved along the top of the ravine and dropped several waves of Arrow IV missiles into the midst of the enemy. As panic took hold of the Davion convoy, Margolis used her PPC and laser to disable the lead elements as Junco targeted the rear of the line. With the enemy contained, the *tai-sa* and her aide systematically cut down the rest of the Lancer force, ending the Davion threat to the city.

On Raman, the *Dragon IIs* of the Forty-fifth Benjamin Regulars were used to shell enemy gun positions as heavier tanks moved across the bogs outside Buehlsville. With the bogs' unimpeded terrain and Combine tanks getting stuck in the morass, the gunners of the Raman

DMM easily held off the Regulars approach. Two lances of *Dragon IIs* coordinated with Combine gunships and spotter planes, dropping hundreds of artillery missiles into the DMM positions. The decimation gave the Regulars' tank companies time to move through the swamps and claim Buehlsville—and its important fuel reserves—for the Combine.

VARIANTS

The DGR-11R is a variant seen mostly in the hands of nobles or politically-connected officers of the DCMS. Upgraded with Clan technology stores seized during the Nova Cat rebellion, the -11R is slightly faster than its counterpart. These *Dragon IIs* tend to be used sparingly on the battlefield, officially because of the higher maintenance costs due to its advanced technology. Most line personnel privately comment such rare use is due more to the pilot's patronage, which is compared conversely to their bravery.

NOTABLE UNITS

Tai-sa Henrietta Margolis: Initially considered a political appointee to the command of the Seventh, Margolis has proven to be a competent and dangerous leader. When word of her victory at Sawle Pass got out—verified by her aide's battleROM feed—the Seventh's morale skyrocketed. The *kanrei* awarded the *tai-sa* the Bushido Blade for her actions.

Appointed to overall command of the Tsamma assault, Margolis' strategic thinking brought swift victory for the Combine. She personally led the bulk of the Seventh in the assault on Chapinsburg, the last AFFS stronghold on Tsamma. After the conquest, the Seventh was reassigned to Kesai IV for rest and refit, while Margolis was accepted into the Kensai Kami.

DRG-11K DRAGON II

Type: Dragon II

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

Battle Value: 1,598

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	260	13.5

Walking MP:	4	
Running MP:	6	
Jumping MP:	0	

Heat Sinks:	10 [20]	0
-------------	---------	---

Gyro (Compact):		4.5
-----------------	--	-----

Cockpit:		3
----------	--	---

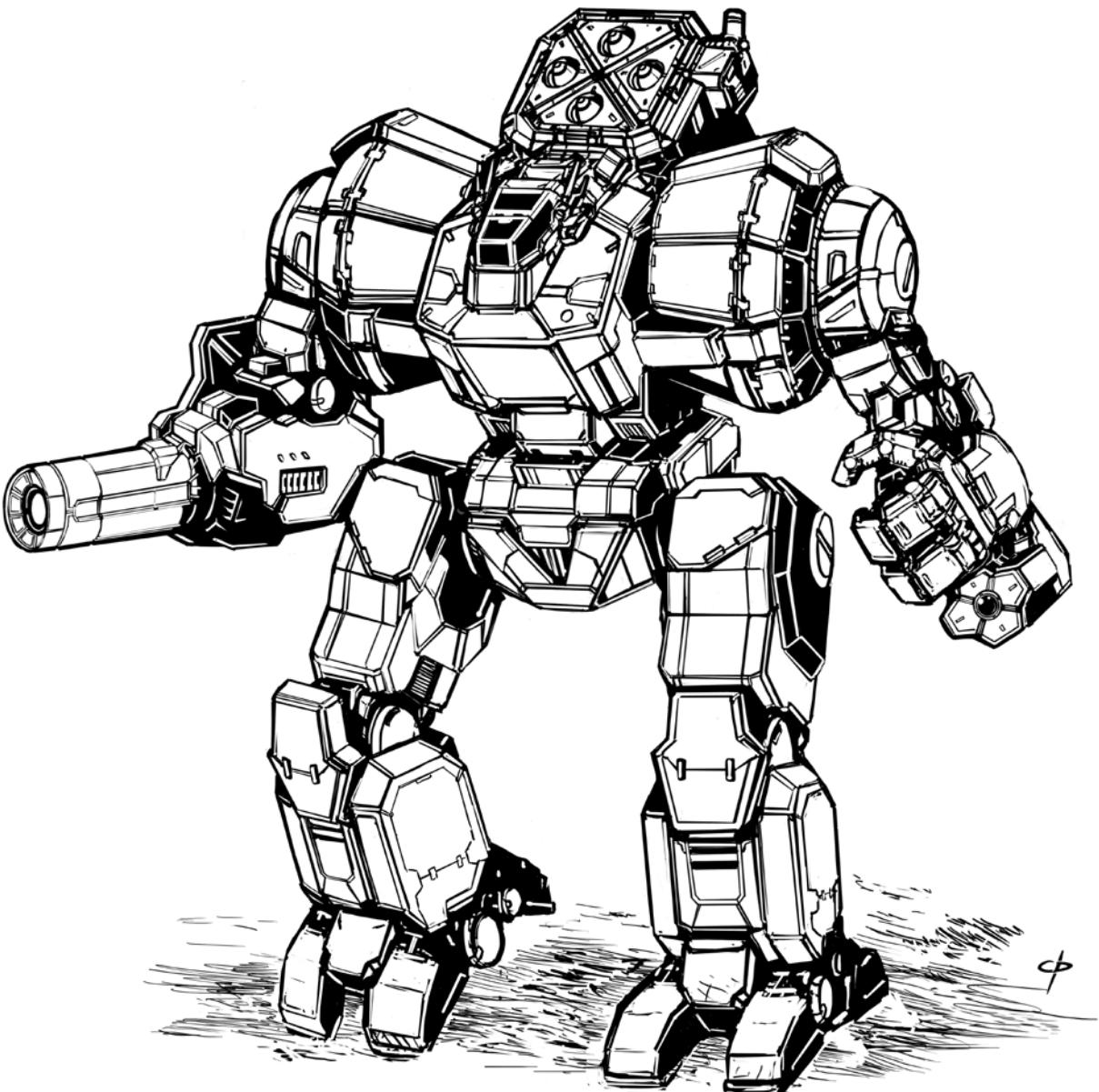
Armor Factor (Light Ferro):	211	12.5
-----------------------------	-----	------

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		12
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
Ammo (Arrow) 15	RT	3	3
CASE II	RT	1	1
Arrow IV System	CT/LT	3/12	15
Medium X-Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Stable, Poor Cooling Jacket (ER PPC).



SH-1V SHIRO

Mass: 75 tons

Chassis: Luthien Class 74-77 Endo Steel

Power Plant: Ford 375 XL

Cruising Speed: 54 kph

Maximum Speed: 75 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Teppeki Hardened

Armament:

1 Imperator LB 2-X Autocannon

4 Shigunga C Type LRM 10 Launchers

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher CommSys 4
with Guardian ECM Suite

Targeting & Tracking System: Neko Megane 7

Named after the Combine's founder, the *Shiro*'s classic look evokes samurai pride, glory, honor, and nationalism. It is the only BattleMech within the DCMS that is specifically assigned by a warlord's command staff. All *Shiro* pilots are required to have one Combine honor bestowed upon them, the most common being the Bushido Blade.

CAPABILITIES

The *Shiro* is often regarded as "an assault 'Mech disguised in a heavy 'Mech chassis." Mounting dense armor, yet still capable of maintaining pace with other heavy 'Mechs, the *Shiro* is best utilized leading from behind. Unlike the social generals of the Lyran Commonwealth, however, *Shiro* pilots are expected to advance with their troops, providing a constant symbol of the Dragon watching over its people as they bring victory to the Combine. Its quadruple Shigungas spread an impressive umbrella of ordnance that is as effective on airborne targets as they are to those on the ground.

DEPLOYMENT

Upon seeing the *Shiro* for the first time, then-*Tai-shu* Toranaga ordered that only DCMS MechWarriors of acclaim and honor could pilot such a magnificent machine. With the Combine—and the DCMS in particular—experiencing a rebirth of its cultural history, the *Shiro*'s appearance on the battlefield would be an inspiration. The first operational *Shiro* in the Ryuken, for instance, was then given to *Tai-sho* Tori Ishihara for the Ryuken-go's superb performance in the Draconis Reach campaign. Earning a *Shiro* became an obsession for many Kuritan officers, though it became standard practice for warlords to refuse one to an officer who publicly expressed such a desire.

Tai-sa Edwin Sota, commander of the Nineteenth Sun Zhang, had his *Shiro* revoked after the disastrous landings on Exeter. Brash in his approach, Sota landed his DropShips in full view of the planetary capital, hoping to cow the local populace. As the cadre paraded in full regalia to their deployment zones, the Exeter militia overwhelmed the DCMS troops. With a company of 'Mechs lost in less than an hour, the Nineteenth quickly retreated. Upon their arrival at Homam, Sota was demoted, his *Shiro* seized by the Procurement Department, and the cadre relegated to guard duty.

On Robinson, *Chu-sa* Moishe Tolkowski, second in command of the Seventh Sword of Light, stood fast on the hill approach near Bueller and rebuffed a heavy counterattack by the Twentieth Avalon Hussars. The Davion unit, recovered from the Seventh's headlong assault two days prior, attempted to blast through the DCMS line and seize the Combine DropShips. Tolkowski and his company of heavy and assault 'Mechs, low on ammunition and supplies,

closed ranks and met the Hussars rush head-on. Outnumbered nearly four-to-one by Davion light 'Mechs and vehicles, Tolkowski's troops denied the Hussars their breakout. Tolkowski's *Shiro*, depleted of missile ammunition as the battle unfolded, waded into the midst of the Davion charge. The sight of their commander's *Shiro* smashing, kicking, and stomping Davion machines inspired the Dragon's troops to unmatched courage. At the end of the day, a battalion of AFFS machines and men lay broken along the shallow pass.

VARIANTS

A special variant of the *Shiro* was built as a prototype for the Combine's new ballistic armor. The SH-2P replaced the original's autocannon for an ER-PPC. Few of these are found in the field and are considered honored gifts when awarded by the *kanrei*.

NOTABLE UNITS

Tai-sa Moishe Tolkowski: After his heroic stand outside Bueller on Robinson, Tolkowski received word of *Tai-sa* Lawrence Pinkett's death. The executive officer immediately consolidated the Seventh's troops, repositioning them alongside the Eighth Sword of Light. Twenty hours after rebuffing the Hussars counterattack, the *chu-sa* led the tip of the Combine's assault on Bueller, overrunning the reeling Davion defenders. The Eighth, impressed with the performance of their ragged comrades in the Seventh, allowed Tolkowski and his remaining Sworders the honor of raising the Kuritan flag in the courtyard of Sandoval palace after Robinson capitulated. The *kanrei* promoted *Tai-sa* Tolkowski to command of the Seventh and awarded him a new SH-2P *Shiro*.

SH-1V SHIRO

Type: Shiro

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,016

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5

Walking MP:	5
Running MP:	7
Jumping MP:	0

Heat Sinks:	10 [20]	0
Gyro (XL):		2
Cockpit:		3

Armor Factor (Hardened):	168	21
--------------------------	-----	----

	Internal Structure	Armor Value
--	-----------------------	----------------

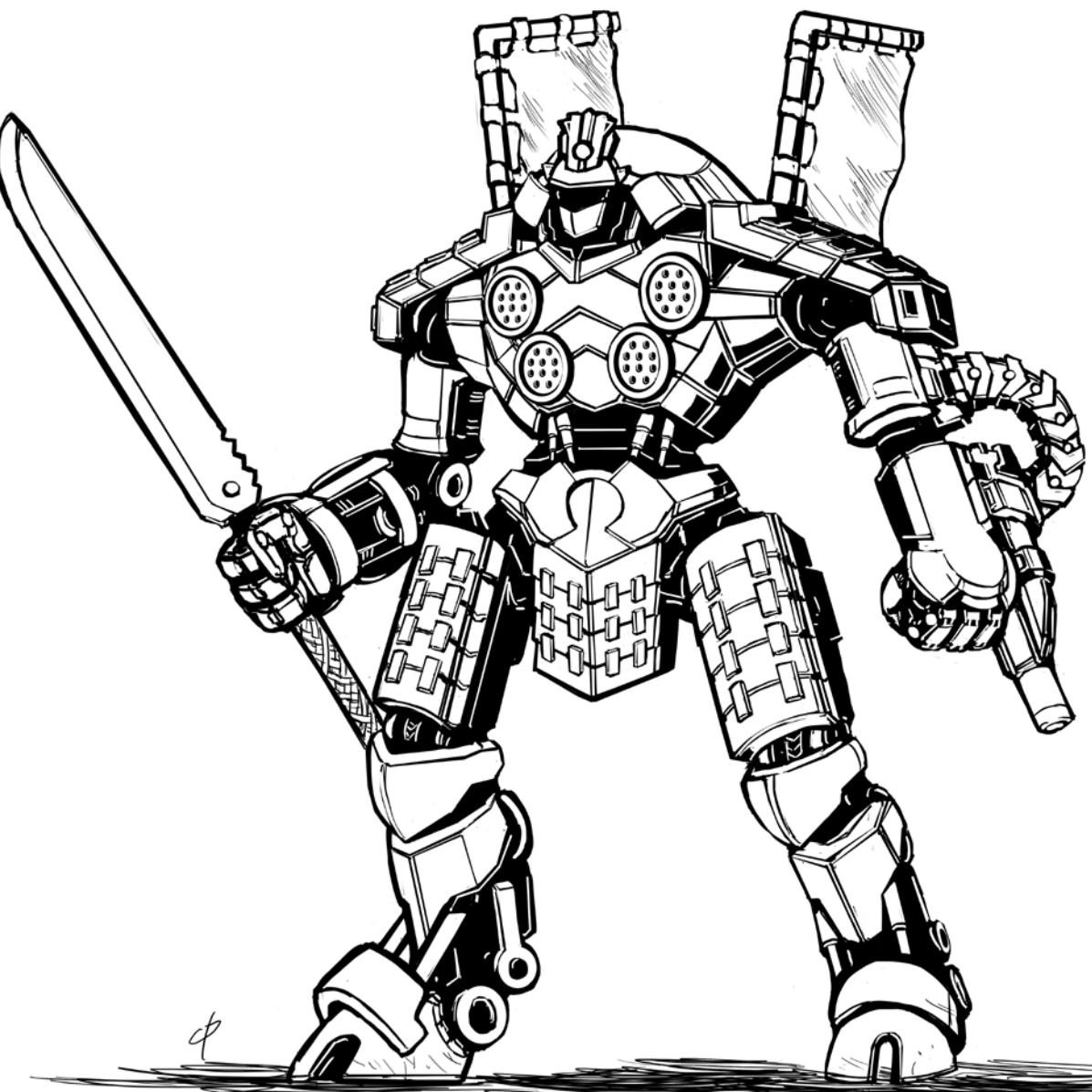
Head	3	9
Center Torso	23	25
Center Torso (rear)		8
R/L Torso	16	18
R/L Torso (rear)		5
R/L Arm	12	18
R/L Leg	16	22

Weapons and Ammo

	Location	Critical	Tonnage
Sword	RA	5	4
2 LRM 10 (C)	RT	2	5
Ammo (LRM) 36	RT	3	3
2 LRM 10 (C)	LT	2	5
Guardian ECM Suite	LT	2	1.5
LB 2-X AC	LA	4	6
Ammo (LB-X) 45	LA	1	1

Notes: Hardened Armor reduces Running MP by 1.

Features the following Design Quirks: Distracting.



HTM-30S HATAMOTO-SUNA

Mass: 80 tons

Chassis: Earthwerks VOL

Power Plant: GM 240

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Duralex Ballistic-Reinforced with CASE

Armament:

1 Imperator Dragon's Fire Gauss Rifle

2 Shigunga MRM 20 Launchers

1 Diverse Optics Type 20X

Extended-Range Medium Laser

Manufacturer: Maltex Corporation

Primary Factory: Unity

Communications System: Colmax 90

Targeting & Tracking System: Garret D2j with Apollo FCS

The cultural renaissance experienced within the Combine military extended into the DCMS' most iconic BattleMech of the previous century, the *Hatamoto* series. Not to be outdone by LAW, Maltex Corporation approached the DCMS with a new-look version of the 'Mech, incorporating innovative technologies that appealed to many assault-class MechWarriors.

CAPABILITIES

The most notable change to the *Hatamoto* is the integration of heavier-grade ballistic armor. The added protection gives the *Hatamoto-suna* a few extra seconds against the heavier rapid-fire cannons utilized by Davion forces.

DEPLOYMENT

As the Combine's Draconis Reach and Republic campaigns wound down, the Procurement Department used the new *Hatamoto-sunas* as replacements for assault

losses. As the *Shiro* was designated by the *kanrei* as an honor reward only, *-sunas* flowed quickly to line regiments in need of assault 'Mechs. The classic Japanese stylings were a welcome sight to those regiments suffering materiel losses.

The largest recipients of *Hatamoto-sunas* are the reconstituted Dieron Regulars. Honored by the presence of the Dragon's most iconic BattleMech, the samurai of the Regulars have used them in grand displays of *bushido*. On Helen, two assault lances comprised entirely of new *Hatamotos* held the center of the Combine line against a determined Forty-second Avalon Hussars assault. The lances, tasked with defending a major river crossing in front of the Regulars' secondary landing zone, did not cower behind obstacles or terrain. Two *Hatamotos*, piloted by brothers Ishi and Tashi Orinaga, stood side-by-side at the bridge entrance. Their reinforced armor shrugged off continuous fire from a lance of Davion *Enforcers* and *Centurions*, tying up a portion of the Hussars advance.

Two more *Hatamotos* maintained positions near the center of the river, shunting four separate attempts by Hussars hovercraft and a heavy BattleMech lance to bypass the bridge. The remaining four ranged along both riverbanks, lending support as needed to their fellow samurai. After more than ten hours of combat, only one *Hatamoto* had fallen. While the rest of the Combine 'Mechs were damaged to some degree, the river crossing remained unbreached and nearly two mixed companies of Hussars were broken against them.

Several *Hatamotos* recently arrived at Franklin to replace the Fifth Ghost's losses on Robinson. As the lance debarked, a mercenary DropShip landed on the spaceport tarmac. Disgorging a mixed company of vehicles and light BattleMechs, the mercenaries attempted

to cow and steal a nearby Combine merchant vessel. The technicians piloting the *Hatamotos* turned into the fray. The raiders quickly retreated after combined fire from two of the *Hatamotos* felled their commander's *Malice*. Combine aerospace captured the fleeing raider vessel a short time later as it attempted to break orbit.

VARIANTS

The *Hatamoto-godai* is a rarity in mainline Combine regiments. Packed with electronics, it is a line commander's BattleMech capable of co-ordinating a full company through its C³ suites. Its dual lasers and extended missile rack make it woefully underpowered.

NOTABLE UNITS

Chu-i Tashi Orinaga: The surviving brother from the Battle of Troy River on Helen, newly-promoted Orinaga requested that his *Hatamoto* be repaired from the salvaged remains of Ishi's 'Mech. The request, not unusual among devout Shintoists, seems to have bestowed the younger brother with a healthy dose of good fortune. After returning to duty a few days later, Orinaga and two lancemates found themselves stranded several kilometers from the Regulars' line near Cowlesburg. The three samurai stumbled onto a heavily armed Hussars convoy and came under immediate fire from an escorting *Sagittaire*. Though part of the *Hatamoto*'s armor crystallized and shattered from the Davion assault 'Mech's energy salvo, none of its critical systems were touched. Orinaga fired a full missile salvo at point-blank range, and as the *Sagittaire* stumbled backward, the *chu-i* placed a well-aimed shot from his Gauss rifle into the enemy's cockpit. The convoy scattered and the three Combine warriors limped back to their regimental line.

HTM-30S HATAMOTO-SUNA

Type: **Hatamoto-Suna**

Technology Base: Inner Sphere (Advanced)

Tonnage: 80

Battle Value: 2,086

Equipment

Internal Structure:

Engine:	240	Mass	8
Walking MP:	3		11.5

Running MP:

Jumping MP:

Heat Sinks:

Heat Sinks:	10 [20]	Mass	0
Gyro (XL):			1.5

Cockpit:

Armor Factor (Reinforced):	210	Mass	17.5
		Internal	Armor
		Structure	Value

Head

Center Torso

Center Torso (rear)

R/L Torso

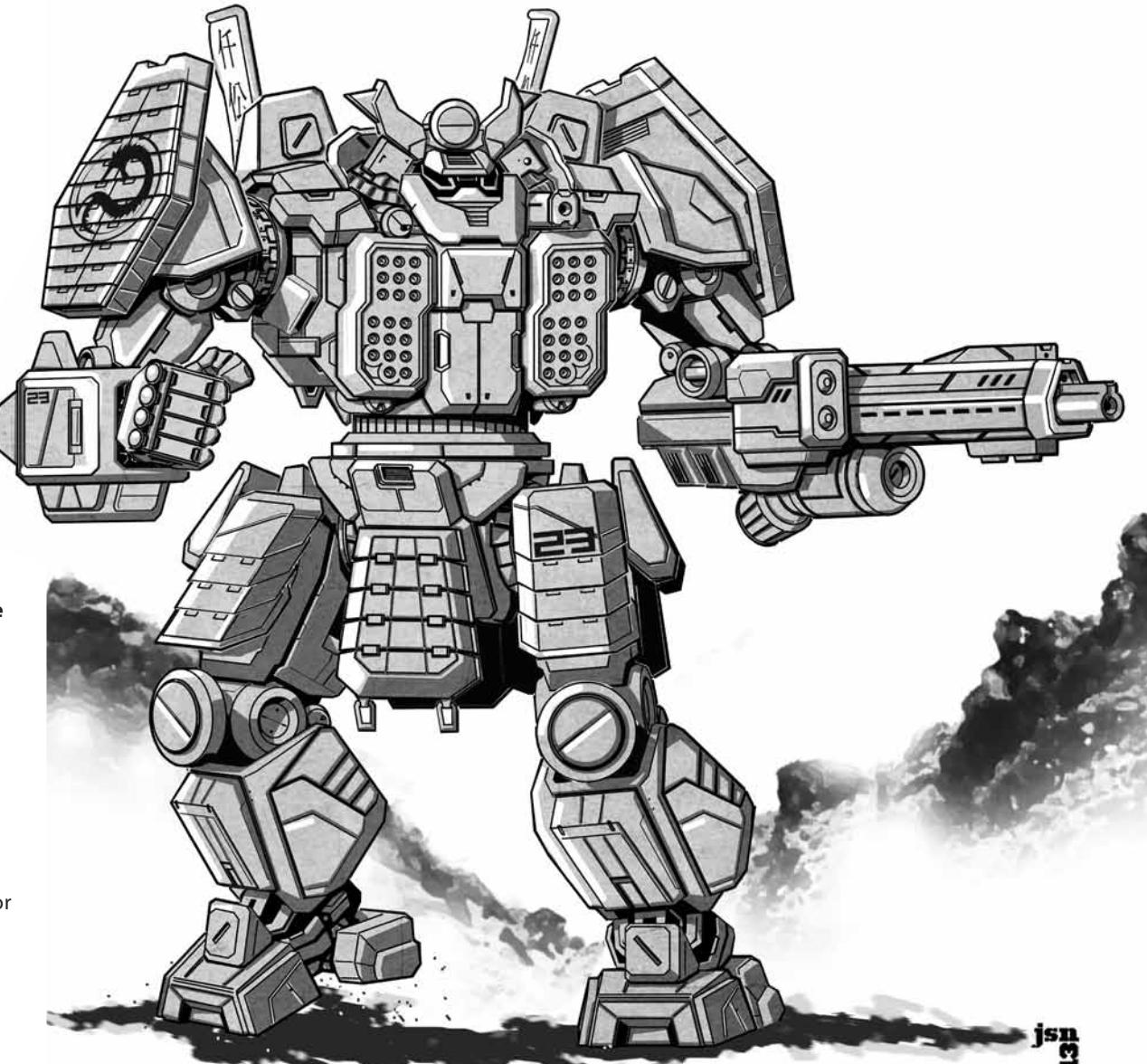
R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo	Location	Critical	Tonnage
MRM 20	RT	3	7
Apollo FCS	RT	1	1
Ammo (MRM) 36	RT	3	3
CASE	RT	1	.5
ER Medium Laser	H	1	1
MRM 20	LT	3	7
Apollo FCS	LT	1	1
Ammo (Gauss) 24	LT	3	3
Gauss Rifle	LA	7	15

Notes: Features the following Design Quirks: Poor Workmanship, Fast Reload.



TN-10-O TENSHI

Mass: 95 tons

Chassis: Luthien Class 105A

Power Plant: Hermes 285 Light

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Mitchel Argon Standard

Armament:

48 tons of pod space

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher Clarion

Targeting & Tracking System: Matabushi Tenbatsu

While toeing the line of Stone's disarmament agreements, the Combine quietly pursued new BattleMech projects that would achieve two purposes: to manufacture Combine-centric technologies, and to quickly rebuild its decimated 'Mech regiments from the Jihad. Older 'Mechs were decommissioned through transfers to planetary militias, maintaining the fiction that its regiments were low on material even as new materiel arrived. The *Tenshi*—angel—was the first Combine-centric OmniMech produced for this new DCMS and is a common sight amongst the Dragon's frontline 'Mech regiments.

CAPABILITIES

The *Tenshi* was LAW's first OmniMech platform to incorporate several advanced technologies. The result is an assault 'Mech capable of mounting half its weight in weaponry and equipment, providing a wide array of tactical options to DCMS commanders. The *Tenshi* is somewhat labor-intensive to configure, due to its inordinate number of pod linkages, so swapping configurations on the fly is not a viable option during time-sensitive operations.

DEPLOYMENT

The first *Tenshis* were assigned to the Ghost Regiments. The DCMS believed that if the *Tenshi* proved to be a tactical failure—much as the *Daboku* nearly a century before—it would be confined to the more "honorless" regiments. Ghost pilots embraced the new OmniMech and quickly realized its battlefield potential. In 3103, the First Ghost dropped two lances of *Tenshis* on Grumium in the Ghost Bear Dominion in a fast raiding action to seize a large weapons stockpile. *Chu-i* Albert Olmstead led his *Tenshis* straight to their target, blasting through a Striker Star before being stopped cold by a Dominion Nova from the First Freemen Cluster. Olmstead challenged the Bear commander to a Trial of Possession and was refused; the Ghosts were then surrounded by the Bears. Using their massed firepower, the *Tenshis* moved from target to target, cutting down Clan 'Mechs in short order as they shrugged off the Bears' return fire. Six of the eight *Tenshis* met their DropShip at the facility and several hundred tons of Clan technology was claimed for the Dragon.

The assault company of the Sixteenth Galedon Regulars is comprised entirely of *Tenshis*, all at the request of *Tai-i* Michelle Taharski. The Wall, as the company is unofficially known, was responsible for the mass destruction of the capital city of Kirstie on Rowe. Taharski configured all of her *Tenshis* with as many destructive weapons as possible. When the Wall moved on Kirstie, they were opposed by a regiment of planetary militia. The gaggle of Davion infantry and vehicles was no match for the twelve assault 'Mechs. After making short work of the militia, the company set about destroying more than three-fourths of the city.

NOTABLE UNITS

Tai-i Michelle Taharski: Orphaned at a young age by to a Davion raid on her homeworld of Capra, Taharski has nurtured a fiery hate against all things Davion. Pragmatic about her future advancement within the Sixteenth, the *tai-i* has made the most of her position as company commander. That her request for an entire company of *Tenshis* was accepted by the Regulars' command and the Procurement Department was unexpected but gratefully received. Her hatred of the Federated Suns—and the Sandoval family in particular—came to the forefront when the Sixteenth was reassigned to the border of the Draconis March. She is methodical and somewhat predictable in her tactics. Those few who joke that the *tai-i* must be Lyran due to her LCAF-like approach to tactics find themselves nursing broken bones or suffering a mild concussion.

Type: **Tenshi**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 2,542

Equipment

Mass

Internal Structure:	Endo-Composite	7.5
Engine:	285 Light	12.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	293	18.5
Internal Structure	Armor Value	
Head	3	9
Center Torso	30	45
Center Torso (rear)		15
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

TN-10-O TENSHI

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo-Composite	0
Center Torso	None	4
Right Torso	2 Light Engine	8
	2 Endo-Composite	
Left Torso	2 Light Engine	8
	2 Endo-Composite	
Right Arm	None	8
Left Arm	None	8
Right Leg	1 Endo-Composite	1
Left Leg	1 Endo-Composite	1

Notes: Features the following Design Quirks: Distracting, Searchlight, Difficult Ejection.

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
5 Light PPC	10	15
Targeting Computer	8	8
Rocket Launcher 10	1	.5
Double Heat Sink	3	1
Supercharger	1	1.5
Rocket Launcher 10	1	.5
Guardian ECM Suite	2	1.5
2 Double Heat Sinks	6	2
Gauss Rifle	7	15
Ammo (Gauss) 24	3	3

Alternate Configuration A—Advanced

Large VSP Laser	4	9
2 Double Heat Sinks	6	2
Double Heat Sink	3	1
Ammo (MRM) 16	2	2
CASE II	1	1
Coolant Pod	1	1
Large VSP Laser	4	9
Coolant Pod	1	1
MRM 30	5	10
Apollo FCS	1	1
Large VSP Laser	4	9
2 Double Heat Sinks	6	2

Battle Value: 1,830

Weapons and Ammo

Alternate Configuration B—Advanced

Location	Critical	Tonnage
Streak SRM 6	2	4.5
TSEMP	5	6
Double Heat Sink	3	1
Heavy PPC	4	10
Ammo (Streak) 15	1	1
Double Heat Sink	3	1
Double Heat Sink	3	1
2 Medium Pulse Lasers	2	4
Ammo (Streak) 15	1	1
Double Heat Sink	3	1
Streak SRM 6	2	4.5
TSEMP	5	6
Double Heat Sink	3	1
Jump Jet	1	2
Jump Jet	1	2
Jump Jet	1	2

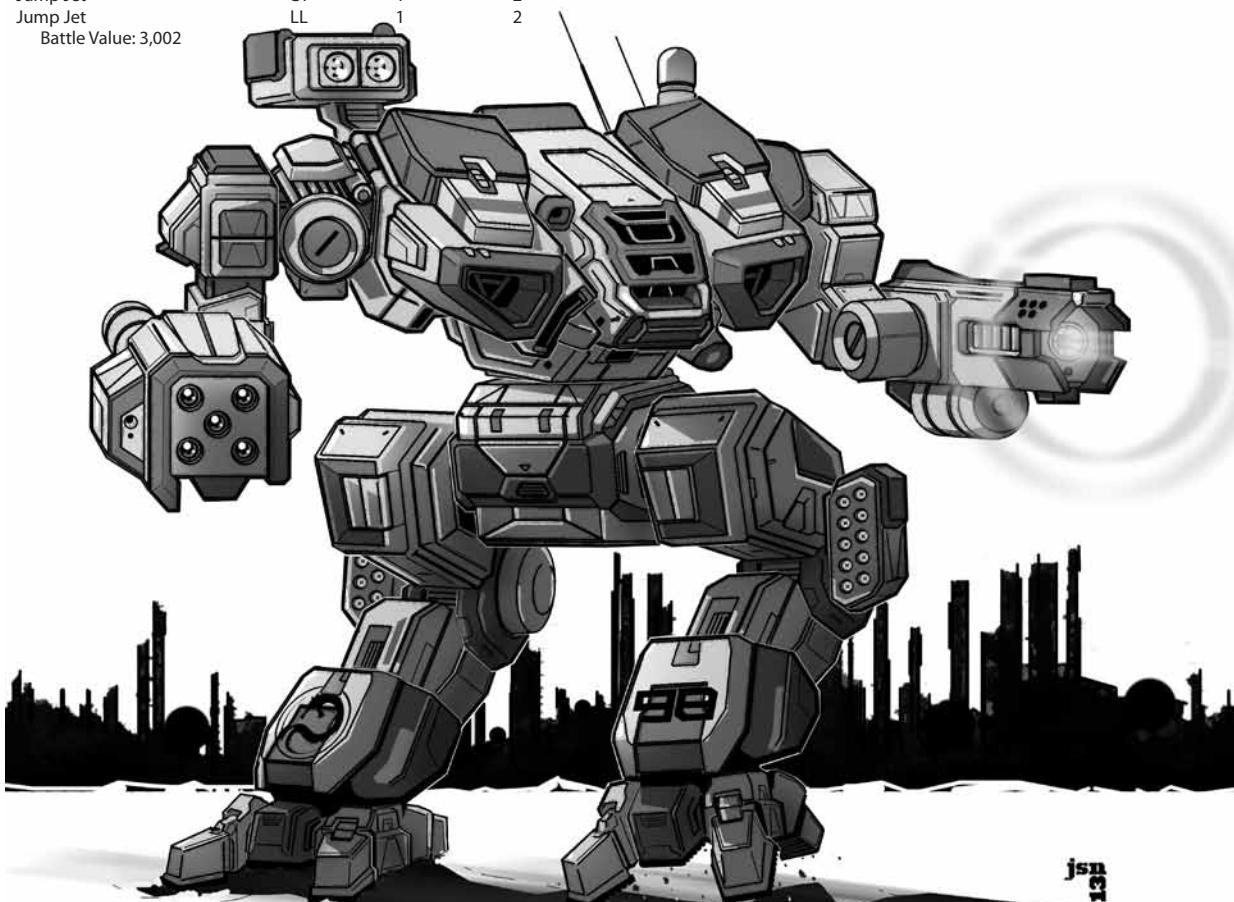
Battle Value: 3,002

Weapons and Ammo

Alternate Configuration R—Mixed

Location	Critical	Tonnage
2 ER Medium Lasers (C)	2	2
Ammo (ELRM) 12	3	3
Extended LRM 20	8	18
ER Medium Laser (C)	1	1
Double Heat Sink	3	1
Extended LRM 20	8	18
2 ER Medium Lasers (C)	2	2
Ammo (ELRM) 12	3	3

Battle Value: 2,237



KOS-1A KOROSHIYA

Mass: 95 tons

Frame: Wakazashi IX

Power Plant: GM 380 XL

Armor: Naketsu Nagareboshi Reflective

Armament:

- 1 Shigunga MRM 40 Launcher
- 2 Lord's Light 3 Heavy Particle Projection Cannons

Manufacturer: Wakazashi Enterprises

Primary Factory: Chatham

Communications System: Duotech 250 with Angel ECM Suite

Targeting & Tracking System: Eagle Eye 430 XX with Apollo FCS

The samurai of the Draconis Combine are famous for their honor. More so than any other warriors, even the genetically-bred Clansmen, they hold to the tenets of honorable combat. Enemies have feared, respected and derided them across time. They hold themselves to *bushido* at all times; every samurai is a man or woman of honor—but not every soldier of the Dragon is samurai.

And for those aerospace pilots who are not samurai, there is Wakazashi's *Koroshiya*.

CAPABILITIES

The *Koroshiya*—killer, as the *eta* say it—is a battering ram. Fast and powerfully armed, it is built to hammer at an enemy's aerospace defenses and smash them. Thick reflective armor protects it from the lasers common to Davion fighters, and its speed and ECM protects it from interceptors. It can be killed, of course—but an attacker must be willing to pay a price.

DEPLOYMENT

Koroshiyas are prized among the Second Amphigean, where they are used to provide drop zones for the 'Mechs and infantry. During the final action on Lucerne in late July 3144, the *Koroshiya* squadron attached to the regiment earned a special commendation from the *kanrei*.

Like many border worlds, Lucerne boasted a larger-than-average aerospace contingent, and the planet's defenders used it to good effect to hold the Second at bay. During a last holding action, they scrambled three DropShips and two squadrons of *Corsair* interceptors to halt an airborne drop by a battalion of the Second Amphigean. As the Combine force proceeded to the optimal drop zone, the *Koroshiya* squadron led the way. Penetrating the *Corsairs*' cordon, they attacked the lead Davion DropShip—a *Union*-class vessel—head-on. Within a minute repeated MRM and PPC strikes had breached the DropShip's armor and forced it withdraw, and the two *Leopards* escorting it likewise fled when the *Koroshiyas* turned toward them. The Lucerne *Corsairs* had little choice except to flee—with their DropShips gone, their lasers ineffective against the *Koroshiya*'s reflective armor, they had to cede the drop zone, and within weeks the Kuritan conquest of Lucerne was complete.

Though it is a powerful fighter, and its pilots often fight it as the blunt instrument it was designed to be, these tactics can backfire, as was demonstrated at Palmyra. Though that action was a decisive victory for the Combine, several *Koroshiya* squadrons succumbed to the Gauss fire of escorting Davion *Cutlass* fighters. In one such case, a reinforced flight of *Koroshiya*'s attempted to protect the *Okinawa*-class carrier *Aerie*. The *Cutlasses*, already marooned by

the death of their *Leopard CV*, showed almost samurai-like devotion and crippled the carrier. When the *Koroshiyas* attempted to intervene, the fighters concentrated their Gauss rifle fire and destroyed the squadron leader's fighter. Though the remainder of the flight continued to engage, the *Cutlasses*' superior speed allowed them to join the attack on the *Taihou*-class *Galedon Avenger*, destroying it by *kamikaze*.

NOTABLE UNITS

Sho-i Clarence Katsumoto: *Sho-i* Katsumoto was promoted to flight leader following his performance over Lucerne. He claimed two *Corsair* kills during the penetration of the Davion aerospace cordon and was the last pilot to hit the *Union*-class DropShip before it withdrew. The son of yakuza parents and the grandson of the same, Katsumoto is the first of his siblings to eschew the criminal life and join the DCMS. He is popular in the Second Amphigean's rebuilding aerospace ranks, though few of the regiment's samurai officers are willing to grant his promotion to any higher rank than he holds.

Gandy's Guardians: Named for the world where they formed, this squadron is the newest in Wolf's Dragoons. Assigned to Alpha Regiment's Black Cats battalion, the Guardians are built entirely with *Koroshiyas* and are trained to attack DropShips in orbit. They earned their nickname in 3139 when, during training, they detected and destroyed a pirate *Leopard*-class DropShip before it could attack Gandy's Luck. They've proven their abilities, though with the debacle suffered by the Fifth Ghost regiment over Rochester, the Guardians have begun training in air-to-air missions.

KOS-1A KOROSHIYA

Type: **Koroshiya**

Technology Base: Inner Sphere (Advanced)

Tonnage: 95

Battle Value: 2,877

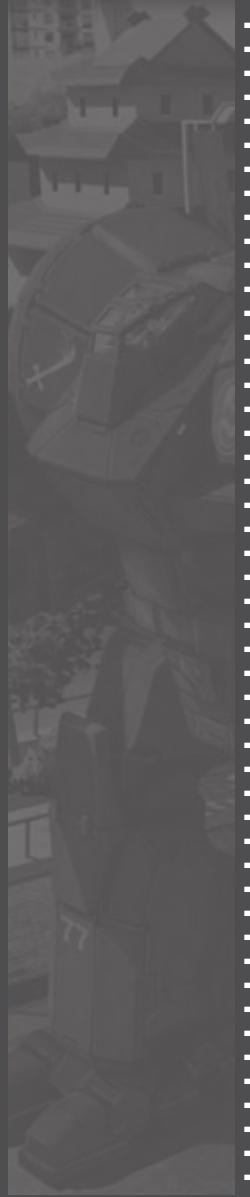
Equipment	Mass
Engine: 380 XL	20.5
Safe Thrust: 6	
Maximum Thrust: 9	
Structural Integrity: 9	
Heat Sinks: 21 [42]	11
Fuel: 400	5
Cockpit: 3	
Armor Factor (Reflective): 296	18.5
Armor Value	
Nose 103	
Wings 71/71	
Aft 51	



Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
MRM 40 + Apollo FCS	Nose	13	12	24	24	—	—
Ammo (MRM) 12	—	2					
2 Heavy PPC	Nose	20	15	15	15	—	—
Angel ECM Suite	Aft	2					

Notes: Features the following Design Quirks: Fast Reload, Weak Undercarriage.

OO-SUZUMEBACHI



In the Combine the airborne insertion of battle armor is best achieved by its *Oo-Suzumebachi* small craft, an advanced vehicle that more than earns its name: giant hornet. Purpose-built after the Second Combine-Dominion War, the first prototype cleared trials at Dover in 3117, and production models quickly became the preferred choice of small-unit battlesuit commanders and their planners.

CAPABILITIES

Unlike many modern vehicles, the *Oo-Suzumebachi*—often shorted to the *Ooze*—doesn't try to distinguish itself with cutting-edge technology. Instead, it earns respect with powerful brute-force elements, such as heavy armor, thick antimissile defenses and a powerful, landing-zone clearing main weapon.

DEPLOYMENT

The Twenty-second New Samarkand Regulars' aerospace assets took a serious pounding just prior to their conquest of Cimeron in 3144, where they faced the Fifth Robinson Strikers light combat team. The LCT's powerful aerospace element took a fearsome toll on the Regulars' advance, and while the remaining Regulars aerospace fighters did what they could, the regiment's infantry commanders brought forward and launched an audacious plan.

The Robinson Strikers' aerospace fighters were staging from a ground base, which the New Samarkand fighters were too weak to reach. The Regulars' infantry sent forward a company of battlesuit assault infantry on four *Oozes* and planned a daring assault. Using

two of the Regulars' DropShips and all of their remaining fighters, the New Samarkands feinted toward a Fifth Robinson garrison post in the Merron Mountains. Meanwhile, the *Oo-Suzumebachi*s and their infantry teased every bit of performance from the small craft and flew nap-of-the-earth to the aerodrome. The base fell almost immediately, and the infantry settled in to wait.

Soon enough the LCT squadrons returned from the fighting and landed to be repaired and rearmed. Unbeknownst to them, a squad of New Samarkand battle armor was hidden in their armored hangars and slaughtered the pilots when they exited. Though fast-response Davion infantry and armor arrived within twenty minutes, the damage had already been done. The loss of their pilots forced the Davions to destroy their own fighters rather than see them captured when the Fifth withdrew off-world.

During the conquest of the Draconis Reach in 3139, several *Oozes* operated with the Ryuken-go. Though that regiment as a whole saw limited action, detachments served across the zone, often preparing the way for Dragoon striker battalions to attack Davion installations. One such action saw four *Oo-Suzumebachi*s battle their way through fixed defenses to keep a Davion counterattack from catching a Dragoon column in ambush on Wapakoneta.

A bridgehead across a critical river was defended by a small fort protected mainly by LRM batteries. Though they detected the *Oozes* coming, the LRMs were unable to penetrate the near-cloud of anti-missile system fire the Ryuken craft threw out, which allowed the pilots to drop their battle armor squads directly

over the turrets. The company held the outpost long enough to stop a Davion relief column from attacking from the Dragoons' flank, then escaped on captured VTOLs before evacuating the world with the Dragoons.

NOTABLE UNITS

Dai-i Tolodeo Nyugen: The officer in charge of the Cimeron raid was promoted in the wake of the successful attack and returned to New Samarkand, where the Regulars have tasked him with overseeing the *Ooze* contingent of a special operations battalion of battlesuit infantry. The warlord's staff is eager to see if the small-scale success of the *Ooze* on Cimeron can be replicated with larger infantry formations, but so far all the exercises have required far too large an aerospace escort to be practical.

Lieutenant Egan Powell: Lieutenant Powell is a new Dragoon, hired to oversee a pilot program in the striker battalions. After the success of the *Oo-Suzumebachi* in the Reach campaign and the general assault on the Federated Suns, Major Nathan Castle of the Wolfsbane requested a squadron of *Oozes* to transport his Elementals. Powell is the officer in charge of the squadron, a former company commander in McFadden's Sky Storm. He is finding it difficult to adjust to the Dragoon strikers' signature pragmatic attitude, though he enjoys adjusting doctrine to operational needs. Currently Powell is training the squadron on close-assault tactics for boarding enemy JumpShips, though he continues to argue a dedicated assault boat such as an NL-45 would be more efficient.

00-SUZUMEBAKI

Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere (Advanced)
Introduced: 3117
Mass: 170 tons
Battle Value: 1,750

Dimensions

Length: 24 meters
Width: 18 meters

Fuel: 10 tons (800)
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 8 (16)
Structural Integrity: 9

Armor

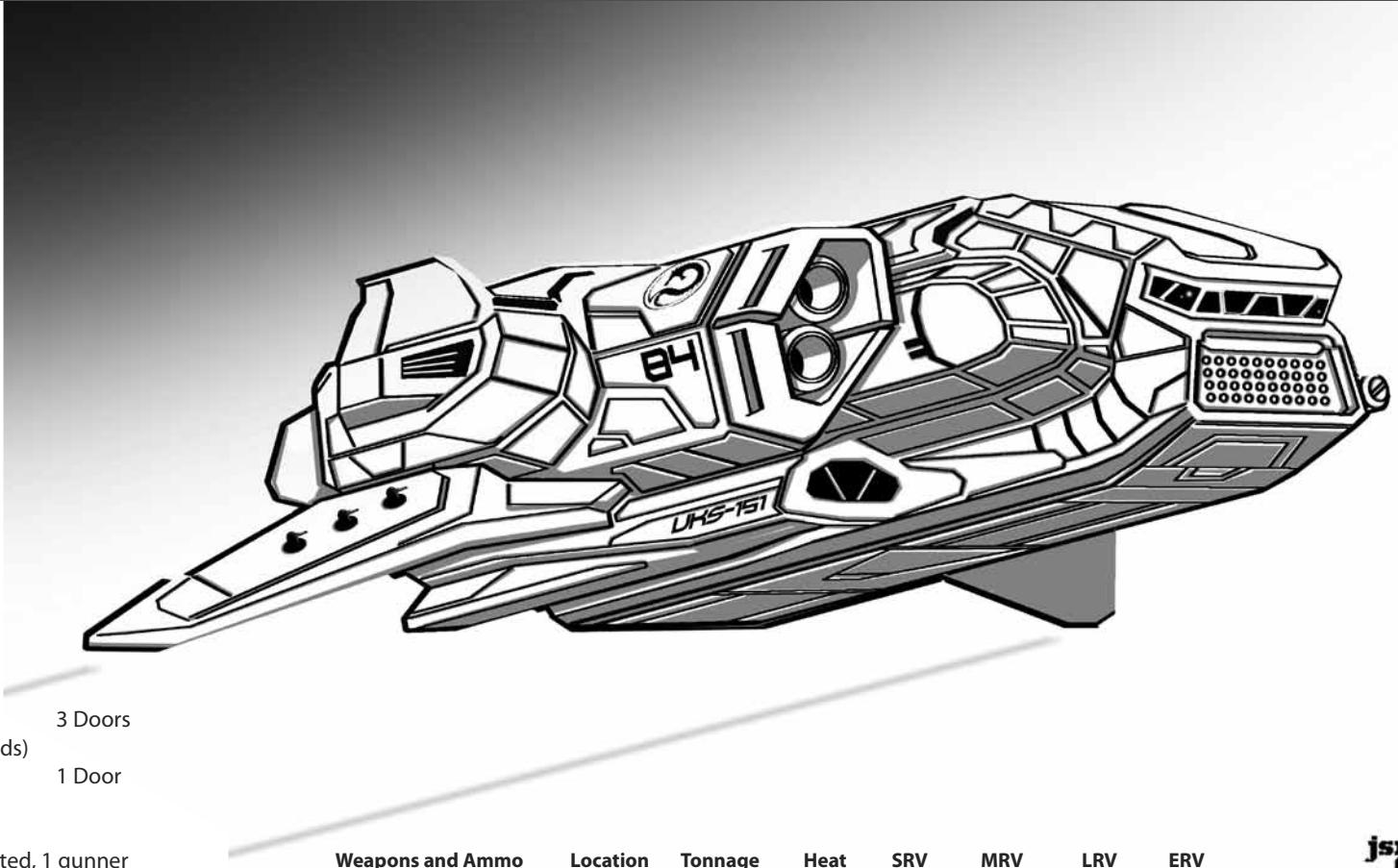
Nose: 131
Sides: 95
Aft: 64

Cargo

Bay 1: Battle Armor	3 Doors
Compartment (3 Squads)	
Bay 2: Cargo (1 ton)	1 Door

Crew: 1 Officer, 2 enlisted/non-rated, 1 gunner

Notes: Equipped with 19.5 tons of ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Atmospheric Flyer, Fragile Fuel Tank.



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
MRM 40 + Apollo FCS	Nose	13	12	24	24	—	—
Ammo (MRM) 12	—	2		—	—	—	—
3 Anti-Missile Systems	RW	1.5	1	—	—	—	—
3 Anti-Missile Systems	LW	1.5	1	—	—	—	—
Ammo (AMS) 48	—	4		—	—	—	—
2 ER Medium Lasers	Aft	2	5	5	5	—	—

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [Bearhunter]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Bearhunter Superheavy AC [ClanB] [DB, AI] — — 1 2
ECM Suite [E] — — — —
Extended Life Support [E] — — — —
Heavy Battle Vibro Claw [E] — — — —

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 267/51

BATTLE ARMOR: SQUAD 2

Type: Oni [Bearhunter]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Bearhunter Superheavy AC [ClanB] [DB, AI] — — 1 2
ECM Suite [E] — — — —
Extended Life Support [E] — — — —
Heavy Battle Vibro Claw [E] — — — —

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 267/51

BATTLE ARMOR: SQUAD 3

Type: Oni [Bearhunter]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Bearhunter Superheavy AC [ClanB] [DB, AI] — — 1 2
ECM Suite [E] — — — —
Extended Life Support [E] — — — —
Heavy Battle Vibro Claw [E] — — — —

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 267/51

BATTLE ARMOR: SQUAD 4

Type: Oni [Bearhunter]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Bearhunter Superheavy AC [ClanB] [DB, AI] — — 1 2
ECM Suite [E] — — — —
Extended Life Support [E] — — — —
Heavy Battle Vibro Claw [E] — — — —

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 267/51

BATTLE ARMOR: SQUAD 5

Type: Oni [Bearhunter]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Bearhunter Superheavy AC [ClanB] [DB, AI] — — 1 2
ECM Suite [E] — — — —
Extended Life Support [E] — — — —
Heavy Battle Vibro Claw [E] — — — —

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 267/51

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL

BIPEDAL LOCATION

FOUR-LEGGED LOCATION

2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER

'MECH LOCATION

VEHICLE LOCATION

1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER

LARGE SUPPORT VEHICLE LOCATION *

1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [MRR]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg Min Sht Med Lng

ECM Suite

[E] — — — —

Extended Life Support

[E] — — — —

Heavy Battle Vibro Claw

[E] — — — —

Medium Recoilless Rifle

3 [DB,AI] — 2 4 6

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 2

Type: Oni [MRR]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg Min Sht Med Lng

ECM Suite

[E] — — — —

Extended Life Support

[E] — — — —

Heavy Battle Vibro Claw

[E] — — — —

Medium Recoilless Rifle

3 [DB,AI] — 2 4 6

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 3

Type: Oni [MRR]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg Min Sht Med Lng

ECM Suite

[E] — — — —

Extended Life Support

[E] — — — —

Heavy Battle Vibro Claw

[E] — — — —

Medium Recoilless Rifle

3 [DB,AI] — 2 4 6

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 4

Type: Oni [MRR]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg Min Sht Med Lng

ECM Suite

[E] — — — —

Extended Life Support

[E] — — — —

Heavy Battle Vibro Claw

[E] — — — —

Medium Recoilless Rifle

3 [DB,AI] — 2 4 6

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 387/74

BATTLE ARMOR: SQUAD 5

Type: Oni [MRR]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg Min Sht Med Lng

ECM Suite

[E] — — — —

Extended Life Support

[E] — — — —

Heavy Battle Vibro Claw

[E] — — — —

Medium Recoilless Rifle

3 [DB,AI] — 2 4 6

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 387/74

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

4-6

BASE TO-HIT MODIFIER

0

3

+2

2

+5

1

+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

4-6

BASE TO-HIT MODIFIER

+2

1-3

+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets

-1

SITUATION *

'Mech prone

-2

'Mech or vehicle immobile

-4

Vehicle

-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION		FOUR-LEGGED LOCATION	
	Head	Rear Center Torso	Front Right Torso	Rear Center Torso
2	Head	Rear Center Torso	Front Right Torso	Rear Center Torso
3	Rear Center Torso	Rear Right Torso	Rear Right Torso	Rear Right Torso
4	Rear Right Torso	Front Right Torso	Front Right Torso	Front Right Torso
5	Front Right Torso	Front Center Torso	Front Center Torso	Front Center Torso
6	Front Center Torso	Left Arm	Front Left Torso	Front Left Torso
7	Left Arm	Front Left Torso	Rear Left Torso	Rear Left Torso
8	Front Left Torso	Rear Left Torso	Rear Center Torso	Rear Center Torso
9	Rear Left Torso	Center Torso	Front Left Torso	Front Left Torso
10	Center Torso	Head	Head	Head
11	Head	Head	Head	Head
12	Head	Head	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER

'MECH LOCATION

Right Torso

Left Torso

Right Torso (rear)

Left Torso (rear)

Center Torso (rear)

Center Torso

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [PPC]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

ECM Suite
Extended Life Support
Heavy Battle Vibro Claw
Support PPC

Dmg Min Sht Med Lng
[E] — — — —
[E] — — — —
[E] — — — —
2 [DE] — 2 5 7

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

BV: 331/64

BATTLE ARMOR: SQUAD 2

Type: Oni [PPC]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

ECM Suite
Extended Life Support
Heavy Battle Vibro Claw
Support PPC

Dmg Min Sht Med Lng
[E] — — — —
[E] — — — —
[E] — — — —
2 [DE] — 2 5 7

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

BV: 331/64

BATTLE ARMOR: SQUAD 3

Type: Oni [PPC]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

ECM Suite
Extended Life Support
Heavy Battle Vibro Claw
Support PPC

Dmg Min Sht Med Lng
[E] — — — —
[E] — — — —
[E] — — — —
2 [DE] — 2 5 7

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

BV: 331/64

BATTLE ARMOR: SQUAD 4

Type: Oni [PPC]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

ECM Suite
Extended Life Support
Heavy Battle Vibro Claw
Support PPC

Dmg Min Sht Med Lng
[E] — — — —
[E] — — — —
[E] — — — —
2 [DE] — 2 5 7

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

BV: 331/64

BATTLE ARMOR: SQUAD 5

Type: Oni [PPC]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

ECM Suite
Extended Life Support
Heavy Battle Vibro Claw
Support PPC

Dmg Min Sht Med Lng
[E] — — — —
[E] — — — —
[E] — — — —
2 [DE] — 2 5 7

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

Armor: Fire Resistant

Mechanized:

Swarm:

Leg:

AP:

BV: 331/64

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION		FOUR-LEGGED LOCATION	
	2	3	4	5
2	Head	Front Right Torso	Rear Center Torso	Front Center Torso
3	Rear Center Torso	Rear Right Torso	Front Right Torso	Front Center Torso
4	Rear Right Torso	Front Right Torso	Front Center Torso	Front Left Torso
5	Front Right Torso	Front Center Torso	Front Center Torso	Front Left Torso
6	Front Center Torso	Front Left Torso	Front Left Torso	Front Center Torso

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION		VEHICLE LOCATION	
	1	2	3	4
1	Right Torso	Left Torso	Right Torso (rear)	Right Side
2	Left Torso	Right Torso (rear)	Left Torso (rear)	Right Side
3	Center Torso	Center Torso	Center Torso	Left Side
4	Center Torso	Center Torso	Center Torso	Left Side
5	Center Torso	Center Torso	Center Torso	Rear
6	Center Torso	Center Torso	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *	
	1	2
1	Right Side (Unit 1/Unit 2)	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)	Left Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)	Rear (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Oni [Narc]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
[M]	—	2	4	5
Ammo	0 0 0 0	/ 0 0 0 0	/ 0 0 0 0	/ 0 0 0 0
ECM Suite	[E]	—	—	—
Extended Life Support	[E]	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 2

Type: Oni [Narc]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
[M]	—	2	4	5
Ammo	0 0 0 0	/ 0 0 0 0	/ 0 0 0 0	/ 0 0 0 0
ECM Suite	[E]	—	—	—
Extended Life Support	[E]	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 3

Type: Oni [Narc]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
[M]	—	2	4	5
Ammo	0 0 0 0	/ 0 0 0 0	/ 0 0 0 0	/ 0 0 0 0
ECM Suite	[E]	—	—	—
Extended Life Support	[E]	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 4

Type: Oni [Narc]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
[M]	—	2	4	5
Ammo	0 0 0 0	/ 0 0 0 0	/ 0 0 0 0	/ 0 0 0 0
ECM Suite	[E]	—	—	—
Extended Life Support	[E]	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 299/57

BATTLE ARMOR: SQUAD 5

Type: Oni [Narc]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
[M]	—	2	4	5
Ammo	0 0 0 0	/ 0 0 0 0	/ 0 0 0 0	/ 0 0 0 0
ECM Suite	[E]	—	—	—
Extended Life Support	[E]	—	—	—
Heavy Battle Vibro Claw	[E]	—	—	—

Armor: Fire Resistant

Mechanized: Swarm: Leg: AP:

1	○○○○○○○○○○
2	○○○○○○○○○○
3	○○○○○○○○○○
4	○○○○○○○○○○

BV: 299/57

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION		FOUR-LEGGED LOCATION	
	2	3	4	5
2	Head			
3	Rear Center Torso	Rear Right Torso		
4	Rear Right Torso	Rear Right Torso		
5	Front Right Torso	Front Right Torso		
6	Right Arm	Front Center Torso	Front Center Torso	
7	Front Center Torso	Front Center Torso	Front Center Torso	
8	Left Arm	Front Left Torso	Front Left Torso	
9	Front Left Torso	Rear Left Torso	Rear Left Torso	
10	Rear Left Torso	Rear Center Torso	Rear Center Torso	
11	Rear Center Torso	Front Left Torso	Front Left Torso	
12	Head	Head	Head	

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION		VEHICLE LOCATION
	1	2	
1	Right Torso	Left Torso	Right Side
2	Right Torso (rear)	Left Torso (rear)	Right Side
3	Center Torso (rear)	Center Torso	Left Side
4	Center Torso	Center Torso	Left Side
5			Rear
6			Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *	
	1	2
1	Right Side (Unit 1/Unit 2)	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)	Left Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)	Rear (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Zou Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 3 6 9
 Medium Laser 5 [DE] - - 3 6 9

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized: Swarm: Leg: AP:

BV: 381/73

BATTLE ARMOR: SQUAD 2

Type: Zou Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 3 6 9
 Medium Laser 5 [DE] - - 3 6 9

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized: Swarm: Leg: AP:

BV: 381/73

BATTLE ARMOR: SQUAD 3

Type: Zou Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 3 6 9
 Medium Laser 5 [DE] - - 3 6 9

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized: Swarm: Leg: AP:

BV: 381/73

BATTLE ARMOR: SQUAD 4

Type: Zou Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 3 6 9
 Medium Laser 5 [DE] - - 3 6 9

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized: Swarm: Leg: AP:

BV: 381/73

BATTLE ARMOR: SQUAD 5

Type: Zou Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 3 6 9
 Medium Laser 5 [DE] - - 3 6 9

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized: Swarm: Leg: AP:

BV: 381/73

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6	+0 +0 +0 +0 +1 +2						
5	+0 +0 +0 +1 +2 +3						
4	+0 +0 +1 +2 +3 +4						
3	+0 +1 +2 +3 +4 +5						
2	+1 +2 +3 +4 +5 +6						
1	+2 +3 +4 +5 +6 +7						

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™

BATTLE ARMOR RECORD SHEET (ADVANCED)

BATTLE ARMOR: SQUAD 1

Type: Zou (C3)

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Dmg Min Sht Med Lng

Battle Claw

[E]

—

—

—

—

BC³

[E]

—

—

—

—

Medium Recoilless Rifle

3 [DB,AI]

—

2

4

6

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized:

Swarm:

Leg:

AP:

BV: 290/56

BATTLE ARMOR: SQUAD 2

Type: Zou (C3)

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Dmg Min Sht Med Lng

Battle Claw

[E]

—

—

—

—

BC³

[E]

—

—

—

—

Medium Recoilless Rifle

3 [DB,AI]

—

2

4

6

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized:

Swarm:

Leg:

AP:

BV: 290/56

BATTLE ARMOR: SQUAD 3

Type: Zou (C3)

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Dmg Min Sht Med Lng

Battle Claw

[E]

—

—

—

—

BC³

[E]

—

—

—

—

Medium Recoilless Rifle

3 [DB,AI]

—

2

4

6

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized:

Swarm:

Leg:

AP:

BV: 290/56

BATTLE ARMOR: SQUAD 4

Type: Zou (C3)

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Dmg Min Sht Med Lng

Battle Claw

[E]

—

—

—

—

BC³

[E]

—

—

—

—

Medium Recoilless Rifle

3 [DB,AI]

—

2

4

6

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized:

Swarm:

Leg:

AP:

BV: 290/56

BATTLE ARMOR: SQUAD 5

Type: Zou (C3)

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Dmg Min Sht Med Lng

Battle Claw

[E]

—

—

—

—

BC³

[E]

—

—

—

—

Medium Recoilless Rifle

3 [DB,AI]

—

2

4

6

1	○○○○○○○○○○○○
2	○○○○○○○○○○○○
3	○○○○○○○○○○○○
4	○○○○○○○○○○○○

Armor: Reflective

Mechanized:

Swarm:

Leg:

AP:

BV: 290/56



BATTLE ARMOR RECORD SHEET (ADVANCED)

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION					
	Head	Front Center Torso	Rear Center Torso	Rear Right Torso	Front Right Torso	Front Center Torso
2	Rear Center Torso	Front Center Torso	Front Right Torso	Front Center Torso	Front Right Torso	Front Center Torso
3	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso
4	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso
5	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso
6	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso	Front Center Torso

TRANSPORT POSITIONS TABLE

TROOPER NUMBER

'MECH LOCATION

VEHICLE LOCATION

1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER

LARGE SUPPORT VEHICLE LOCATION *

1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)</td

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin Mk II HCV

Movement Points: Tonnage: 35
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Era: Dark Age

Movement Type: Hover
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	FR	10/8/5 [D,E]	—	9	13	15
1	Streak SRM 4	FR	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 4) 25

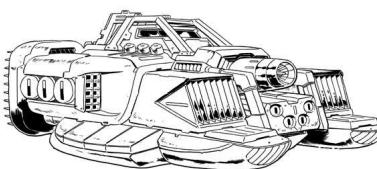
BV: 862

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

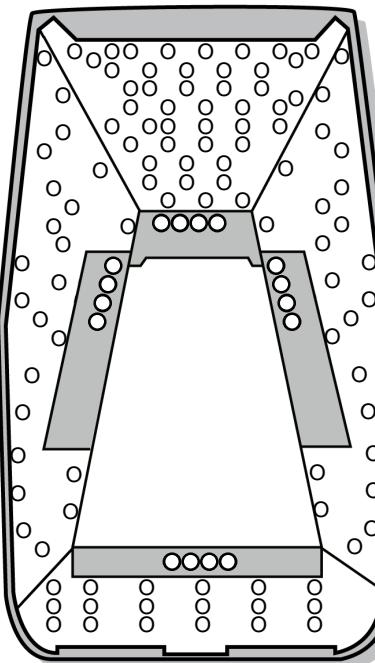
CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Sensor Hits	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3			
Motive System Hits	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3			
Stabilizers	Front	<input type="checkbox"/>	Left	<input type="checkbox"/>	Right	<input type="checkbox"/>
	Rear	<input type="checkbox"/>				



(23)

Left Side Armor



Right Side Armor (23)



GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifiers:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

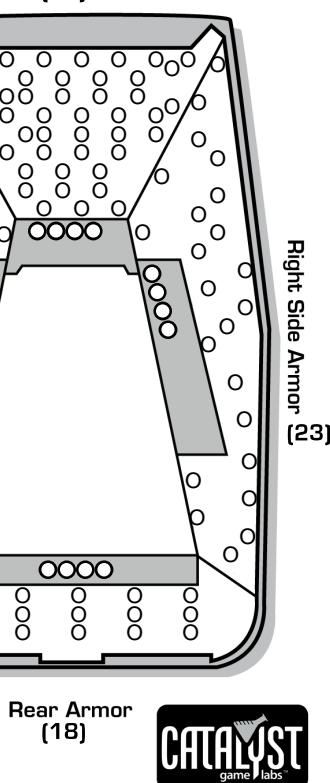
2D6 Roll	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (45)



BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin Mk II HCV (BC3)

Movement Points: Tonnage: 35
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 (Advanced)
 Movement Type: Hover Era: Dark Age
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C3 Boosted Slave	BD	[E]	—	—	—	—
2	Rocket Launcher 10	FR	1/Msl [M,C]	—	5	11	18
1	Snub-Nose PPC	FR	10/8/5 [D,E,V]	—	9	13	15

BV: 793

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

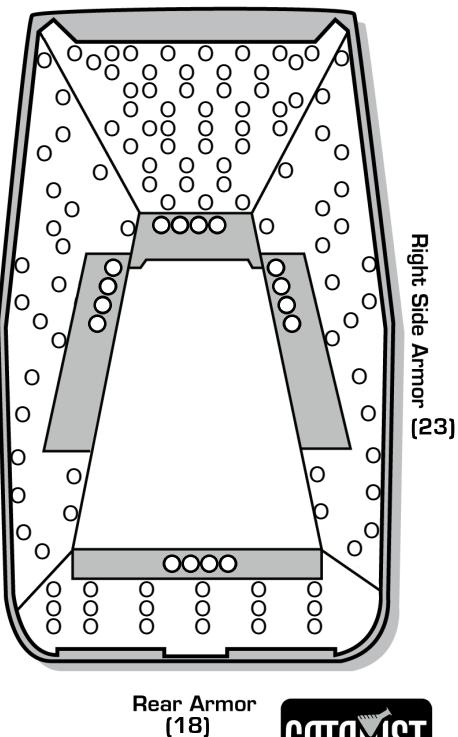
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ARMOR DIAGRAM

Front Armor
(45)



MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	Location Hit			
	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saracen Mk II HCV

Movement Points: Tonnage: 35
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Era: Dark Age
 Movement Type: Hover
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	MML 7	T	[M,SC]	—	7	14	21
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14

BV: 837

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

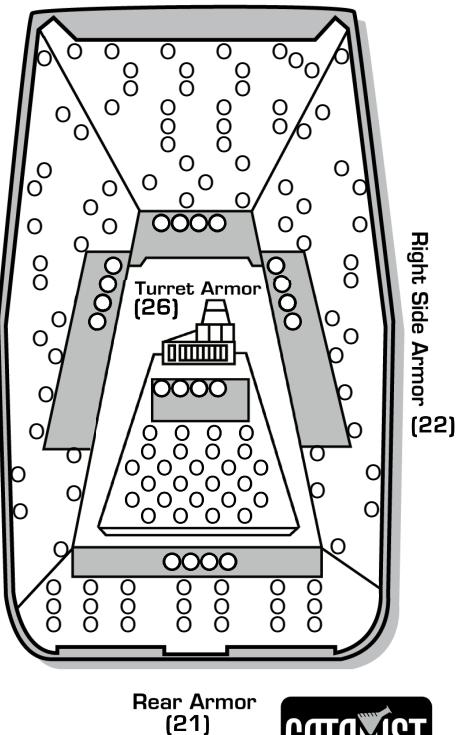
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ARMOR DIAGRAM

Front Armor (28)



MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	+0
Hit from the sides	+2	+2
		Hovercraft, Hydrofoil
		WIGE

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
2-5	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
6	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
7	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
8	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
9	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
10	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
11	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off
12				

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saracen Mk II HCV (BC3)

Movement Points: 35
 Cruising: 10
 Flank: 15
 Movement Type: Hover
 Engine Type: Fusion Engine

Tonnage: 35
 Tech Base: Inner Sphere (Advanced)
 Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C3 Boosted Slave	BD	[E]	—	—	—	—
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	MML 5	T	[M.S.C.]	—	—	—	—
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

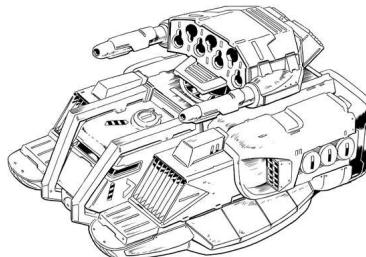
BV: 635

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

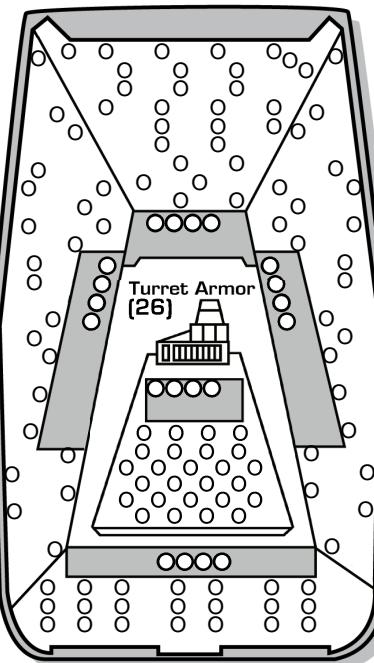
CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<input type="checkbox"/>	+1 +2 +3 D	<input type="checkbox"/>
Motive System Hits	<input type="checkbox"/>	+1 +2 +3	<input type="checkbox"/>
Stabilizers			
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>
		Right	<input type="checkbox"/>



ARMOR DIAGRAM

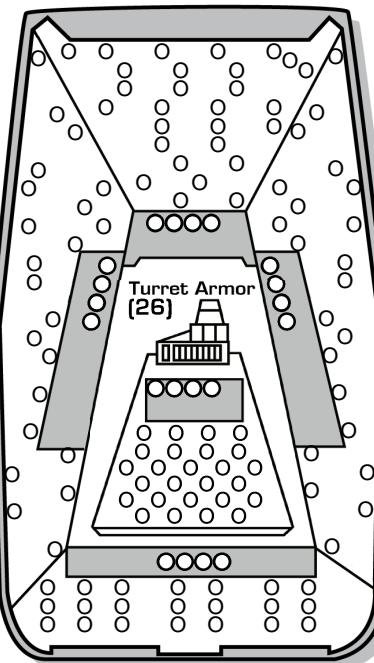
Front Armor
 (28)



(22)

Left Side Armor

Right Side Armor (22)



Rear Armor
 (21)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifiers:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scimitar Mk II HCV

Movement Points: Tonnage: 35
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Era: Dark Age

Movement Type: Hover
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Small Laser	FR	3 [DE]	—	2	4	5
2	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
4	Small Laser	FR	3 [DE]	—	1	2	3
1	SRM 4	T	2/Msl	—	3	6	9
			[M, CS]				

Ammo: (SRM 4) 25, (Machine Gun) 100

BV: 631

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scimitar Mk II HCV (BC3)

Movement Points: 35
 Cruising: 10
 Flank: 15
 Movement Type: Hover
 Engine Type: Fusion Engine

Tonnage: 35
 Tech Base: Inner Sphere (Advanced)
 Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C3 Boosted Slave	BD	[E]	—	—	—	—
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 4	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 25

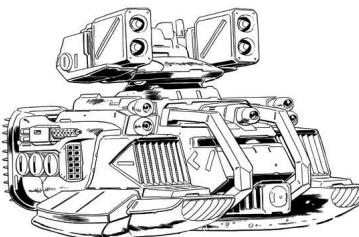
BV: 665

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

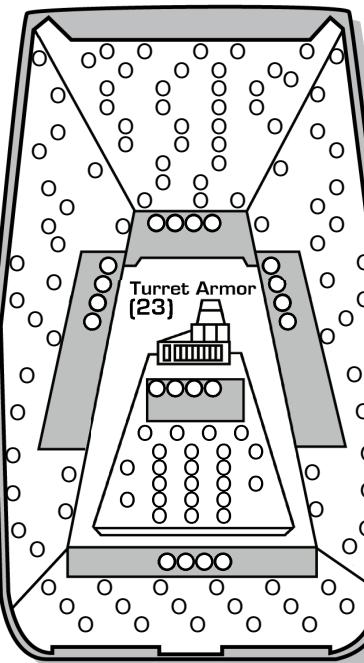
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



(23)

Left Side Armor



Right Side Armor (23)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Attack Direction	Vehicle Type	Modifiers:
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

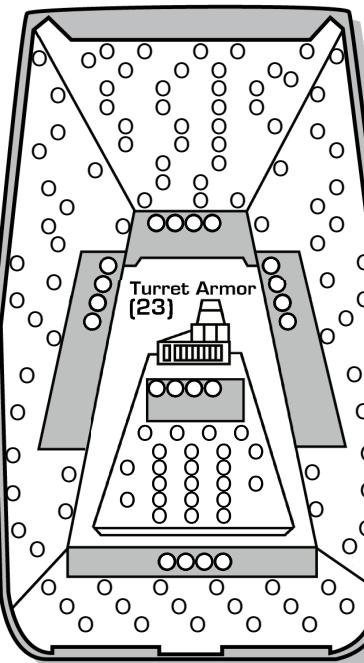
2D6 Roll	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (33)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scimitar Mk II HCV (3136 Upgrade)

Movement Points: Tonnage: 35
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Era: Dark Age

Movement Type: Hover
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
4	Small Laser	FR	3 [DE]	—	1	2	3
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 4	T	2/Msl	—	3	6	9
			[M.C.S.]				

Ammo: (SRM 4) 25

BV: 783

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	+0
Hit from the sides	+2	+2
		Hovercraft, Hydrofoil
		WIGE

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

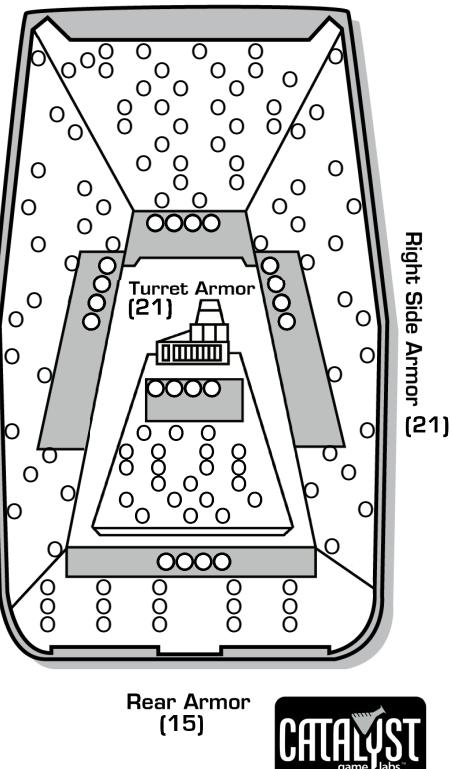
2D6 Roll	Location Hit			
	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor
(31)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shillelagh Missile Tank

Movement Points: 40
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 Era: Dark Age
 Movement Type: Tracked
 Engine Type: Fuel Cell Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	FR	1 [DB, AI]	—	2	4	6
3	MML 5 LRM SRM	T [M, S.C.]	1/Msl 2/Msl	6 —	7 3	14 6	21 9

Ammo: [MML 5/LRM] 48, [MML 5/SRM] 40
 [Light Machine Gun] 100

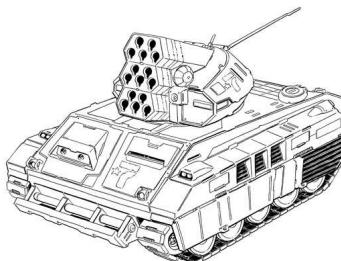
BV: 669

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

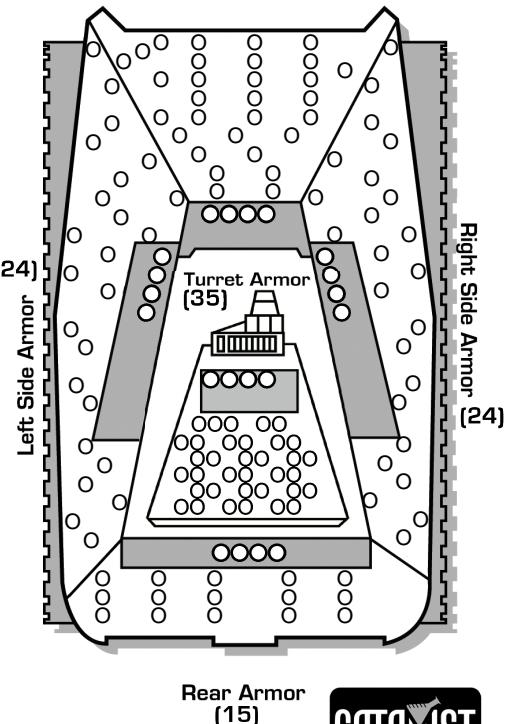
CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<input type="checkbox"/>	+1 +2 +3 D	<input type="checkbox"/>
Motive System Hits	<input type="checkbox"/>	+1 +2 +3	<input type="checkbox"/>
Stabilizers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>
		Right	<input type="checkbox"/>



ARMOR DIAGRAM

Front Armor
(30)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifiers:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Shillelagh Missile Tank (Original)

Movement Points: Tonnage: 40
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 [Intro]
 Movement Type: Tracked Era: Succession Wars
 Engine Type: I.C.E.

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2	—	1	2	3
1	LRM 15	T	1/Msl	6	7	14	21

[DB, AI] [M,C,S]

Ammo: (Machine Gun) 100, (LRM 15) 16

BV: 584

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

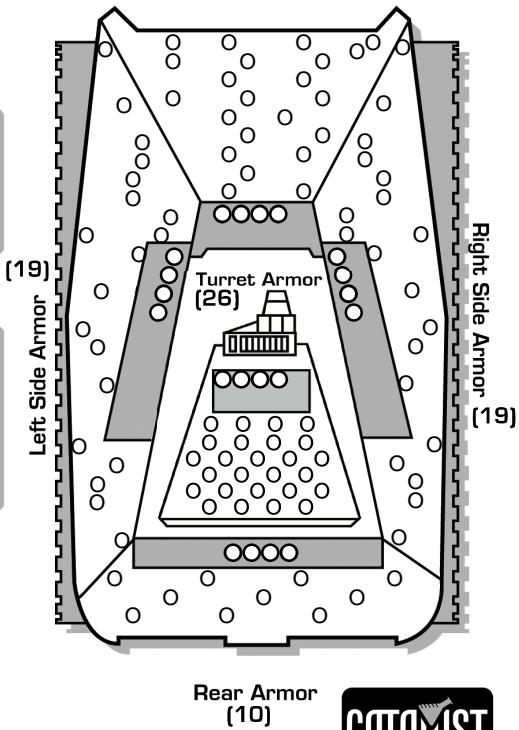
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ARMOR DIAGRAM

Front Armor
(22)



MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Attack Direction	Vehicle Type	Modifiers:
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	Location Hit			
	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Cizin

Movement Points: Tonnage: 45
 Cruising: 10 Tech Base: Clan
 Flank: 15 Era: Dark Age

Movement Type: Hover
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	SRM 2	FR	2 [Msl] [M,C,S]	—	3	6	9
4	ER Medium Laser	T	7 [DE]	—	5	10	15

Ammo (CASE): (SRM 2) 50

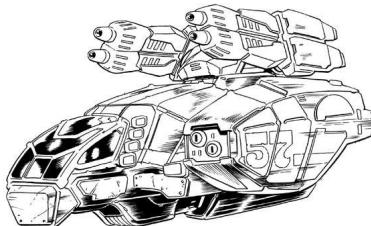
BV: 1,762

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

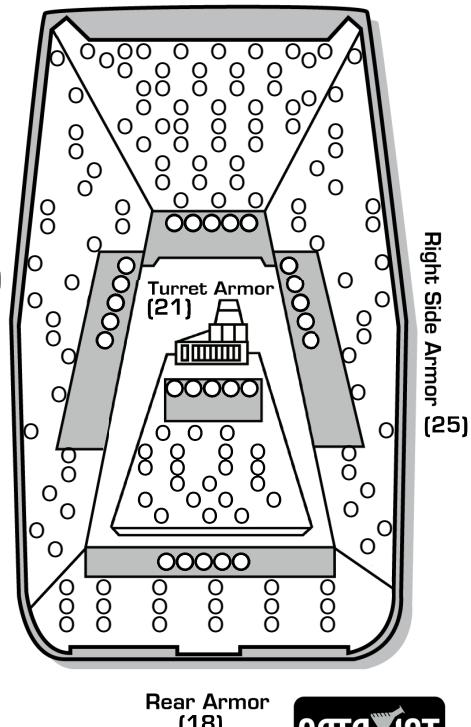
CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	+1	+2	+3 D
Motive System Hits	+1	+2	+3
Stabilizers	Front	Left	Right
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Rear	Turret	



ARMOR DIAGRAM

Front Armor
 (45)



GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifiers:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Cizin (Support)

Movement Points: Tonnage: 45
 Cruising: 10 Tech Base: Clan
 Flank: 15 Era: Dark Age

Movement Type: Hover
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
1	Streak LRM 15	FR	1/Msl [M.C.]	—	7	14	21
1	ER Large Laser	T	10 [DE]	—	8	15	25

Ammo (CASE): (Streak LRM 15) 16

BV: 1,932

CREW DATA

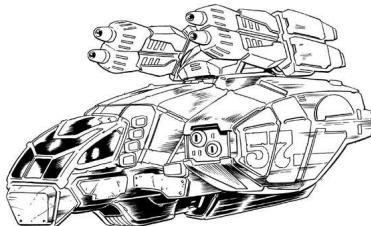
Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

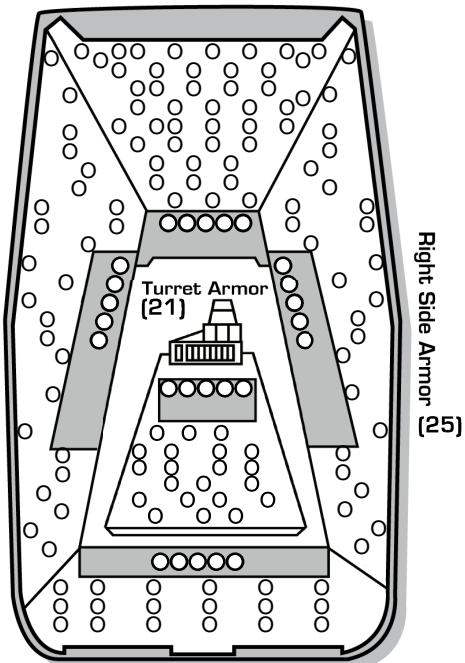
CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<input type="checkbox"/>	+1	+2
Motive System Hits	<input type="checkbox"/>	+1	+3
Stabilizers			
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>
		Right	<input type="checkbox"/>



ARMOR DIAGRAM

Front Armor (45)



GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kamakiri Attack VTOL

Movement Points: Tonnage: 55
 Cruising: 7 Tech Base: Inner Sphere
 Flank: 11 (Experimental)
 Movement Type: VTOL Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	PPC	FR	10 [DE]	3	6	12	18
2	Thunderbolt 10	FR	10 [M]	5	6	12	18

Ammo: (Thunderbolt 10) 18

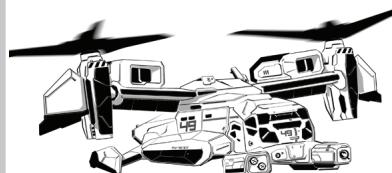
BV: 1,378

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit **+1** Pilot Hit **+2**
 Modifier to all Skill rolls
 Modifier to Driving Skill rolls

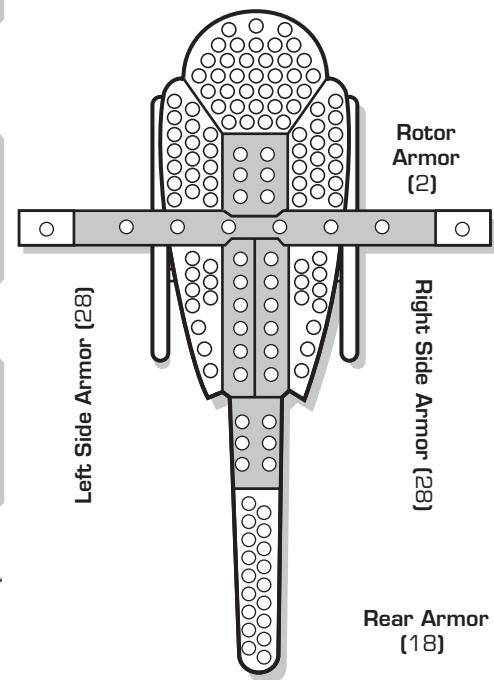
CRITICAL DAMAGE

Flight Stabilizer* **+3** Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Stabilizers
 Front Left Right Rear
 *Move at Cruising speed only



ARMOR DIAGRAM

Reflective Front Armor (36)



© 2013 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Side
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

Difference in Levels	Types of Physical Attack Allowed		
	-1 or lower	0	1-2
3	All except Punch	All except Kick	Club and Physical Weapons only
4+	None	None	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	Front	Side	Location Hit			Rotors	Turret
			Rear	Weapon	Engine		
2-5	No Critical Hit	No Critical Hit	No Critical Hit	Cargo/Infantry Hit	Engine Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Weapon Malfunction	Weapon Malfunction	Engine Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Cargo/Infantry Hit	Stabilizer	Stabilizer	Rotor Damage	Turret Jam
8	Stabilizer	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Sensors	Rotor Damage	Weapon Malfunction
9	Sensors	Engine Hit	Engine Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Ammunition**	Ammunition**	Engine Hit	Rotors Destroyed	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Fuel Tank*	Fuel Tank*	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Ammunition**
12	Crew Killed					Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kamakiri Attack VTOL (Gauss)

Movement Points: Tonnage: 55
 Cruising: 7 Tech Base: Inner Sphere
 Flank: 11 (Experimental)
 Movement Type: VTOL Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	FR	22	3	6	12	19

Ammo: (Heavy Gauss) 16

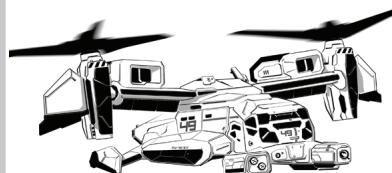
BV: 1,552

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit **+1** Pilot Hit **+2**
 Modifier to all Skill rolls
 Modifier to Driving Skill rolls

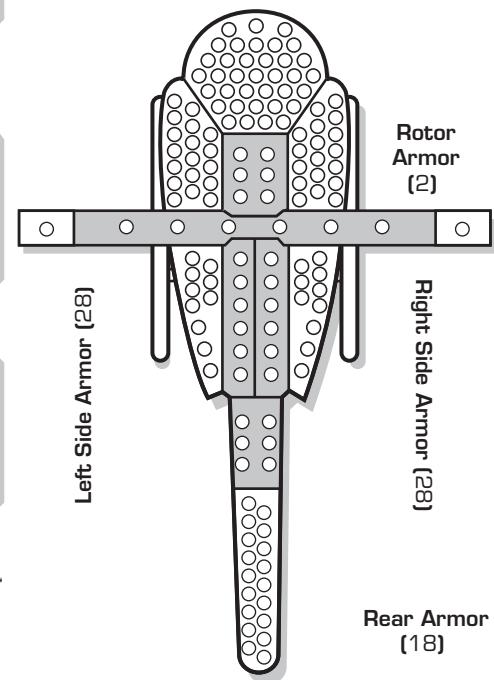
CRITICAL DAMAGE

Flight Stabilizer* **+3** Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Stabilizers
 Front Left Right Rear
 *Move at Cruising speed only



ARMOR DIAGRAM

Reflective Front Armor (36)



© 2013 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Side
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

Difference in Levels	Types of Physical Attack Allowed		
	-1 or lower	0	1-2
3	All except Punch	All except Kick	Club and Physical Weapons only
4+	None	None	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	Front		Side		Location Hit		Rear		Rotors		Turret	
	Front	Side	Side	Front	Location	Hit	Rear	Side	Front	Side	Front	Side
2-5	No Critical Hit		No Critical Hit		No Critical Hit		No Critical Hit		No Critical Hit		No Critical Hit	
6	Co-Pilot Hit		Weapon Malfunction		Cargo/Infantry Hit		Cargo/Infantry Hit		Rotor Damage		Stabilizer	
7	Weapon Malfunction		Cargo/Infantry Hit		Weapon Malfunction		Stabilizer		Rotor Damage		Turret Jam	
8	Stabilizer		Stabilizer		Stabilizer		Stabilizer		Rotor Damage		Weapon Malfunction	
9	Sensors		Weapon Destroyed		Weapon Destroyed		Weapon Destroyed		Flight Stabilizer Hit		Turret Lock	
10	Pilot Hit		Engine Hit		Engine Hit		Sensors		Flight Stabilizer Hit		Weapon Destroyed	
11	Weapon Destroyed		Ammunition**		Ammunition**		Engine Hit		Rotors Destroyed		Ammunition**	
12	Crew Killed		Fuel Tank*		Fuel Tank*		Fuel Tank*		Rotors Destroyed		Turret Blown Off	

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sekhmet Assault Vehicle

Movement Points: 65
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 65
Tech Base: Clan
Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	AP Gauss Rifle	FR	3 [DB,AI,X]	—	3	6	9
2	SRM 6	FR	2/Msl [M.C.S.]	—	3	6	9
2	Large Pulse Laser	T	10 [P]	—	6	14	20

Ammo (CASE): (AP Gauss) 40, (SRM 6) 30

BV: 1,606

CREW DATA

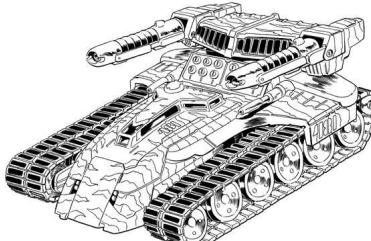
Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit +1
Modifier to all Skill rolls
Driver Hit +2
Modifier to Driving Skill rolls

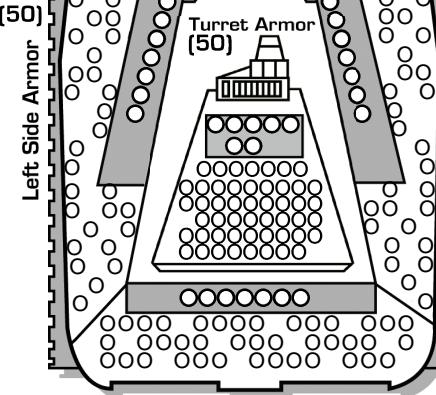
CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	<input type="checkbox"/>	+1 +2 +3 D	<input type="checkbox"/>
Motive System Hits	<input type="checkbox"/>	+1 +2 +3	<input type="checkbox"/>
Stabilizers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Front	<input type="checkbox"/>	Left	<input type="checkbox"/>
Rear	<input type="checkbox"/>	Turret	<input type="checkbox"/>



(50)

Left Side Armor



Right Side Armor (50)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

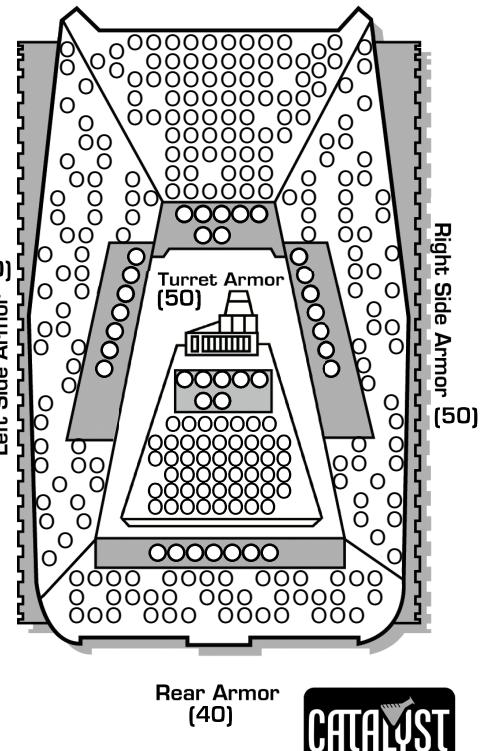
2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (77)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mamono IFV

Movement Points: Tonnage: 70
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Machine Gun	RS	1 [DB, AI]	—	2	4	6
1	Light Machine Gun	LS	1 [DB, AI]	—	2	4	6
1	AMS	T	—	—	—	—	—
1	MMR 40 w/Apollo FCS	T	1/Msl [M.C.]	—	3	8	15
1	Snub-Nose PPC	T	10/8/5 [DE.V.]	—	9	13	15

Infantry Compartment (8 tons)

Chassis Modifications: Limited Amphibious

Ammo (CASE): (AMS) 12, (MMR 40) 12, (Light Machine Gun) 100

BV: 1,422

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Vehicle Type Modifiers:
Hit from the sides	+2	Tracked, Naval +0 Wheeled +2 Hovercraft, Hydrofoil +3 WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

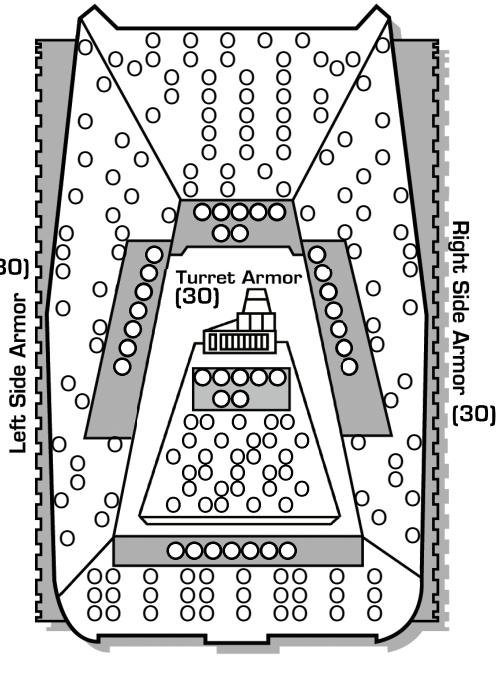
2D6 Roll	Location Hit			
	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Reflective
Front Armor
(40)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM2 Heavy Artillery Vehicle

Movement Points: 75
 Cruising: 3
 Flank: 5
 Movement Type: Tracked
 Engine Type: I.C.E.

Tonnage: 75
 Tech Base: Clan
 (Advanced)
 Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Sniper	FR	20 [A.E.S.F]	—	1	2	18
1	Heavy Machine Gun	RS	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun	LS	3 [DB,AI]	—	1	2	—
1	Heavy Machine Gun	RR	3 [DB,AI]	—	1	2	—

Chassis Modifications: Limited Amphibious

Ammo (CASE): (Heavy Machine Gun) 50, (Sniper) 50

BV: 1,028

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

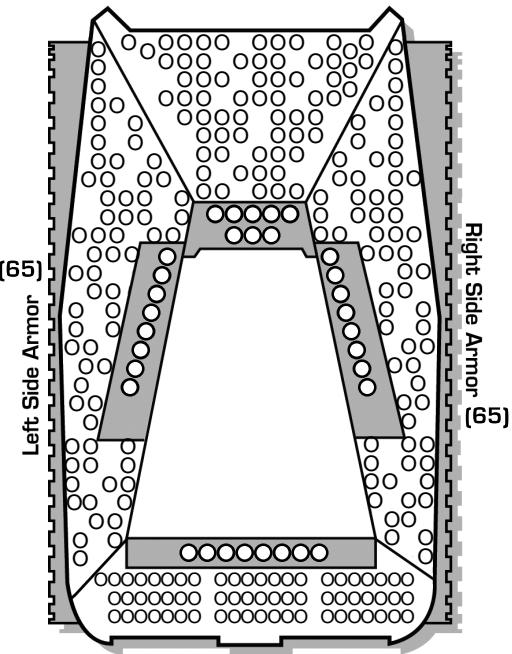
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

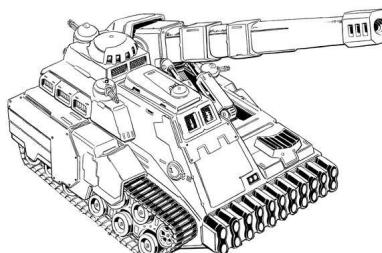
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ARMOR DIAGRAM

Front Armor
(65)



Rear Armor
(64)



MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	+0
Hit from the sides	+2	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3

WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	Location Hit			
	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SM2 Heavy Artillery Vehicle (LTC)

Movement Points: Tonnage: 75
 Cruising: 3 Tech Base: Clan
 Flank: 5 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: I.C.E.

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Long Tom Cannon	FR	20	4	6	13	20
1	Heavy Machine Gun	RS	3	—	1	2	—
1	Heavy Machine Gun	LS	3	—	1	2	—
1	Heavy Machine Gun	RR	3	—	1	2	—

Chassis Modifications: Limited Amphibious

Ammo (CASE): (Heavy Machine Gun) 50, (Long Tom Cannon) 25

BV: 1,422

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

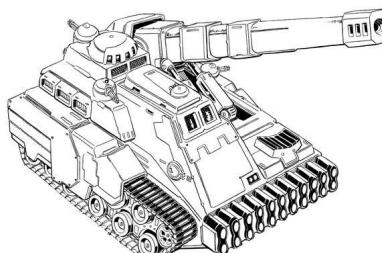
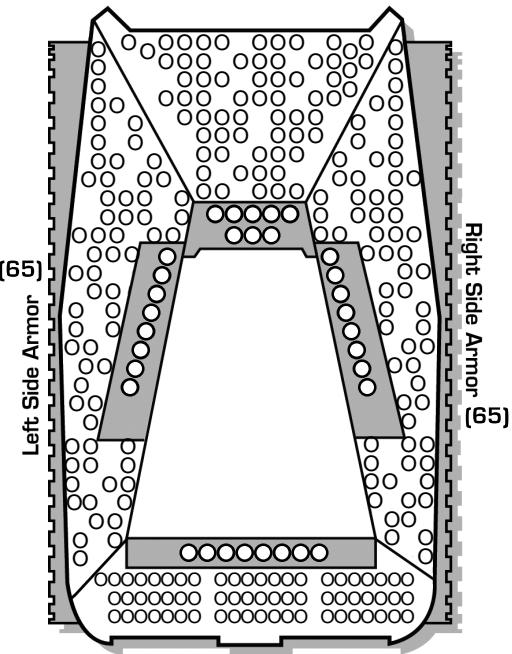
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ARMOR DIAGRAM

Front Armor
(65)



MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Narukami Heavy Tank NK-1C

Movement Points: Tonnage: 90
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	—	—	—	—	—
1	AMS	T	—	—	—	—	—
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	PPC	T	10 [DE]	3	6	12	18

Ammo (CASE): (AMS) 24, (Gauss) 16

BV: 1,719

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	Attack Direction		
	Front	Rear	Sides
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

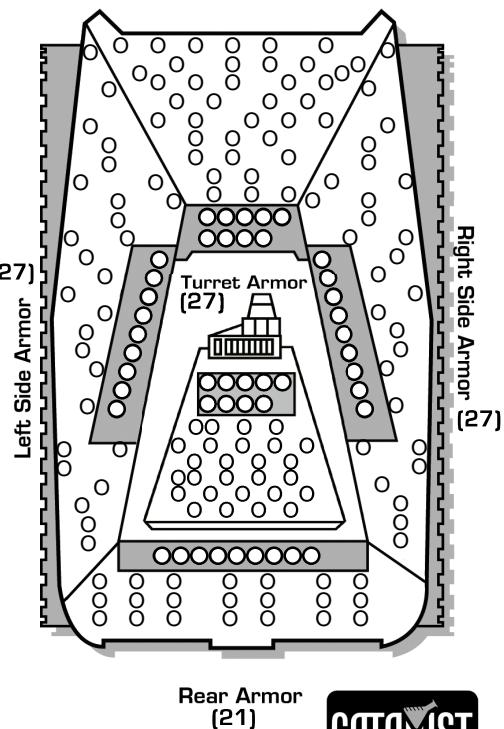
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ARMOR DIAGRAM

Hardened
Front Armor
(38)



MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1	+0
Hit from the sides	+2	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3

WIGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Narukami Heavy Tank NK-BC3

Movement Points: Tonnage: 90
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C3 Boosted Slave	BD	[E]	—	—	—	—
1	AMS	FR	—	—	—	—	—
1	AMS	T	—	—	—	—	—
2	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Light PPC	T	5 [DE]	3	6	12	18
1	SRM 2 (I/OS)	T	2/Msl [M,C,S]	—	3	6	9

Ammo (CASE): (AMS) 24, (Gauss) 32

BV: 1,859

CREW DATA

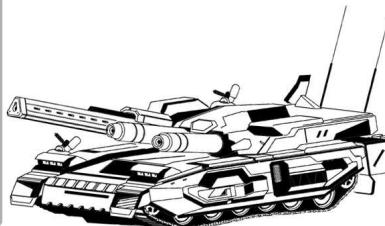
Crew: _____

Gunnery Skill: _____ Driving Skill: _____

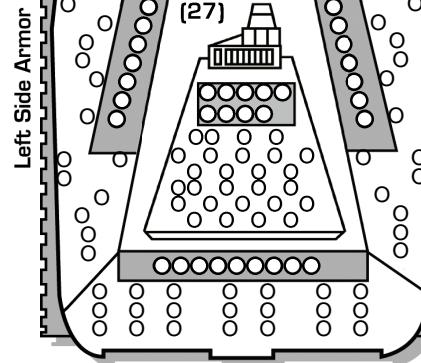
Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving
 Skill rolls

CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	+1	+2	+3
Motive System Hits	+1	+2	+3
Stabilizers	Front	Left	Right
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Rear	Turret	<input type="checkbox"/>



(27)



© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear

+1

+0

Hit from the sides

+2

+2

Vehicle Type Modifiers:

Tracked, Naval

+0

Wheeled

+2

Hovercraft, Hydrofoil

+3

WIGE

+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2013 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk L PXH-11K

Movement Points: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 (Advanced)
 Jumping: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Heavy Machine Gun	RA	0	3 [DB, AI]	—	1	2	—
1	TSEMP Cannon	RA	10	0 [DE, X]	—	5	10	15
2	Heavy Machine Gun	LA	0	3 [DB, AI]	—	1	2	—
1	MML 3	LA	2	[MCS]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl				

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,563

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. MML 3
- 1. MML 3
- 2. Heavy Machine Gun
- 3. Heavy Machine Gun
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet
- 1. Ammo (MML 3/LRM) 40
- 2. Ammo (MML 3/SRM) 33
- 3. Ammo (Heavy Machine Gun) 50
- 4. CASE
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

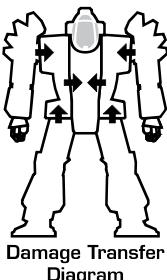
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



Damage Transfer Diagram

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5-6 TSEMP Cannon
- 1-3 TSEMP Cannon
- 2. TSEMP Cannon
- 3. TSEMP Cannon
- 4. ER Medium Laser
- 5. Heavy Machine Gun
- 6. Endo Steel

Right Torso

- 1-3 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

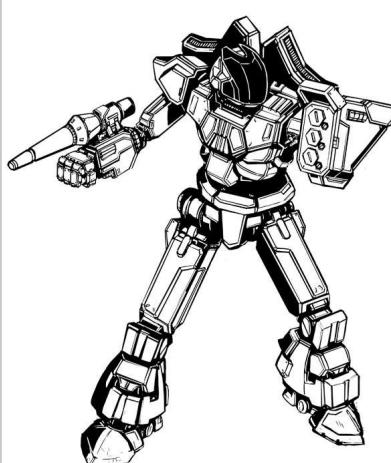
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

WARRIOR DATA

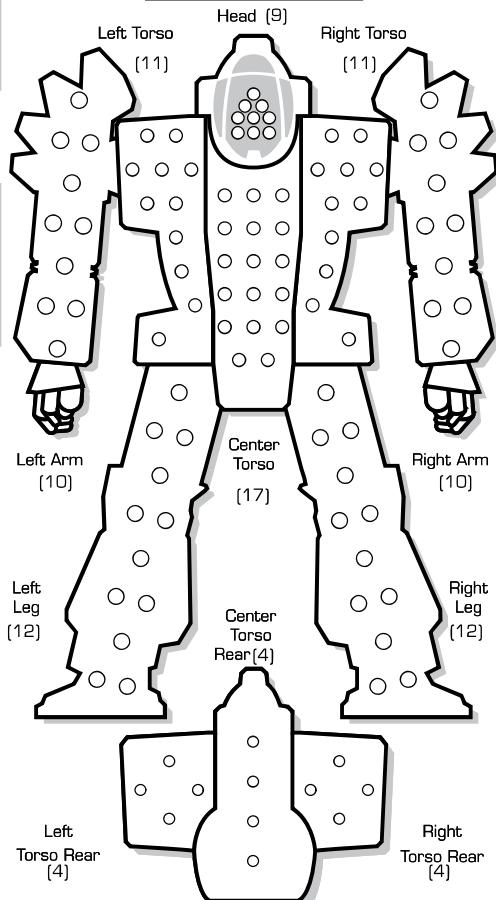
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

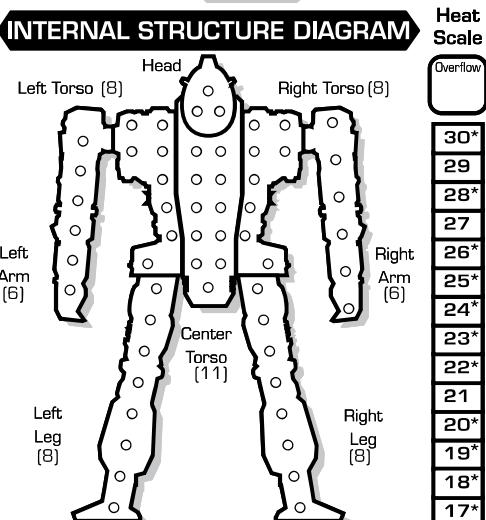
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

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

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk L PXH-11K2

Movement Points: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Era: Dark Age
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	PPC Capacitor	RA	5	[E]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE.V]	—	9	13	15

1 MML 3
 LRM
 SRM

LA 2 [M.C.S]
 1/Msl
 2/Msl

6 7 14 21
 3 6 9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,233

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. MML 3
- 1. MML 3
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet
- 1. Ammo (MML 3/LRM) 40
- 2. Ammo (MML 3/SRM) 33
- 3. Coolant Pod
- 4. CASE II
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

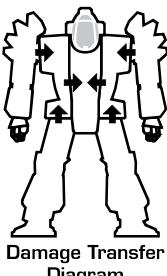
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

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

CATALYST
game labs



Damage Transfer Diagram

Right Arm

- 1-3 4. Shoulder
- 5. Upper Arm Actuator
- 6. Lower Arm Actuator
- 4. Hand Actuator
- 5. Snub-Nose PPC
- 6. Snub-Nose PPC
- 1. PPC Capacitor
- 2. ER Medium Laser
- 3. ER Medium Laser
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Torso

- 1-3 4. XL Fusion Engine
- 5. XL Fusion Engine
- 6. XL Fusion Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

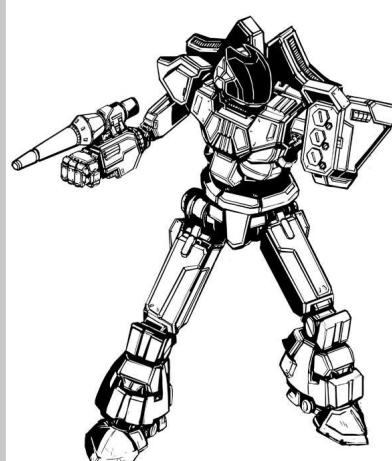
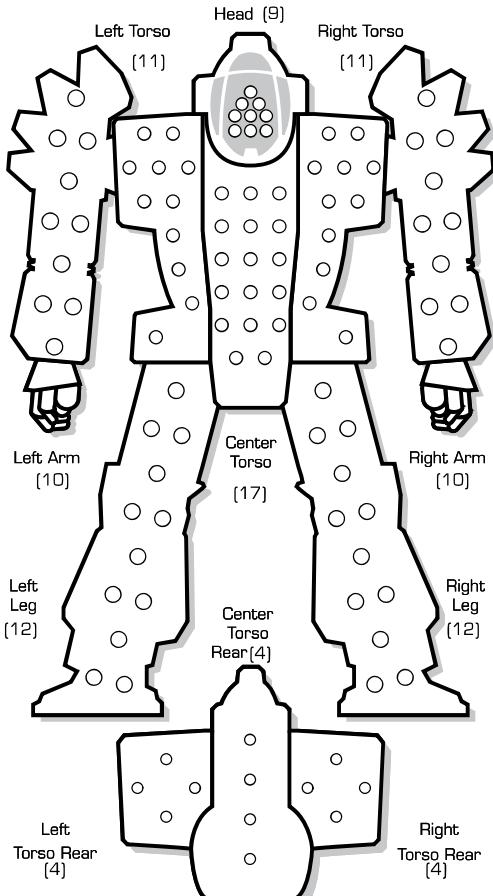
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

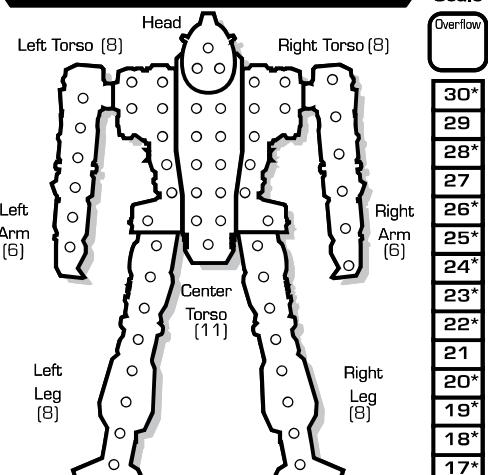
ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat 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 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rokurokubi RK-4K

Movement Points: Tonnage: 35
 Walking: 7 Tech Base: Inner Sphere
 Running: 10 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	RA	—	5	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

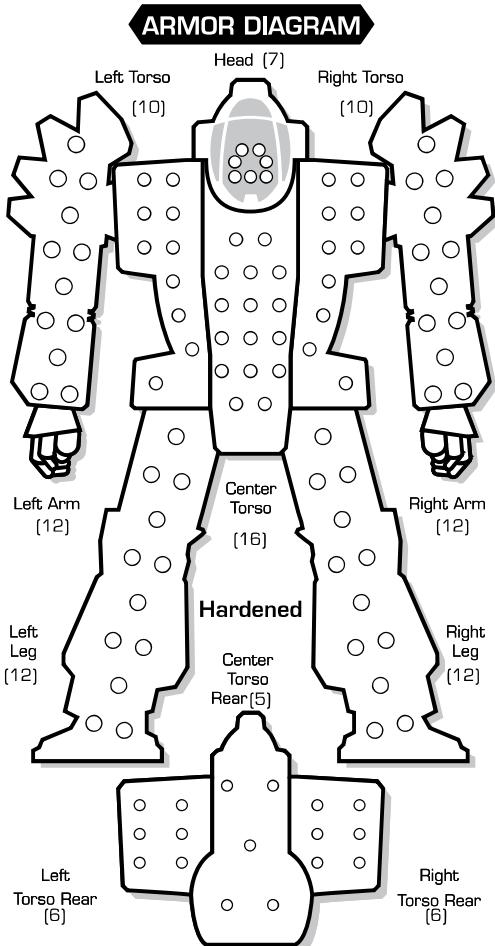
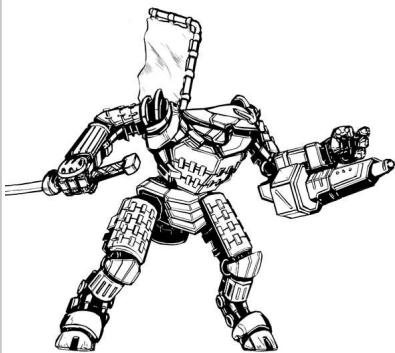
BV: 1,286

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. Lower Arm Actuator
 4. Hand Actuator
 5. ER PPC
 6. ER PPC
 1. ER PPC
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 1-3**
- 4-6**

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 5. Sensors
 6. Life Support

Center Torso

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

Right Arm

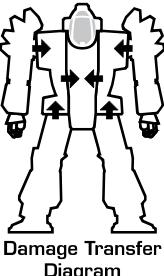
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. ER PPC
 6. ER PPC
 1. ER PPC
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 1-3**
- 4-6**

Left Torso

1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 1-3**
- 4-6**

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

CATALYST
game labs



Damage Transfer Diagram

Left Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Endo Steel
 6. Endo Steel

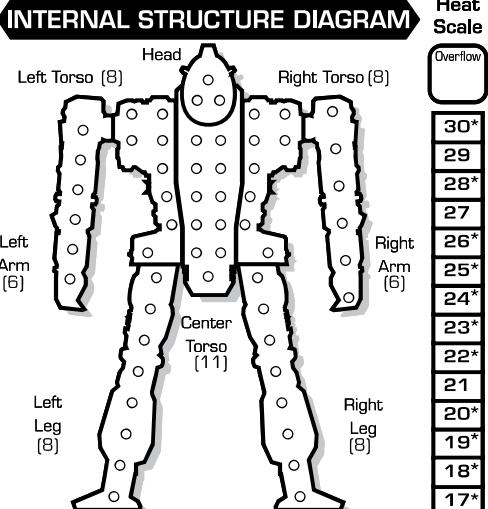
Right Torso

1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 1-3**
- 4-6**

Right Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Endo Steel
 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rokurokubi RK-4T

Movement Points: Tonnage: 35
 Walking: 7 Tech Base: Inner Sphere
 Running: 10 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sword	RA	—	5	—	—	—	—
1	LAC/5	LA	1	5	—	5	10	15

[DB,S]

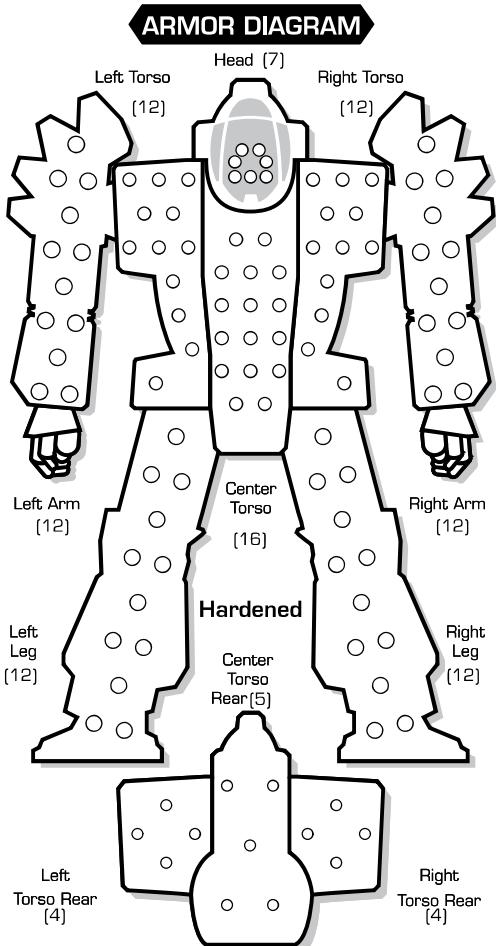
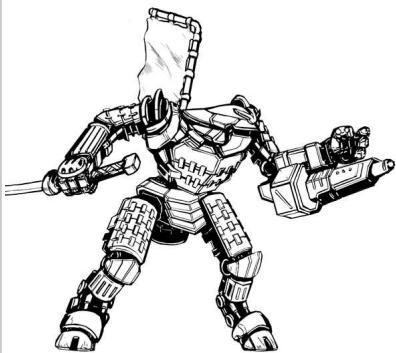
BV: 998

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. Lower Arm Actuator
 4. Hand Actuator
 5. LAC/5
 6. LAC/5
 1. Ammo (LAC/5) 20
 2. Ammo (LAC/5) 20
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 5. Sensors
 6. Life Support

Center Torso

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

Left Torso

- 1-3 1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
 1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

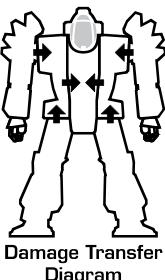
Right Arm

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

Right Torso

- 1-3 1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

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



Left Leg

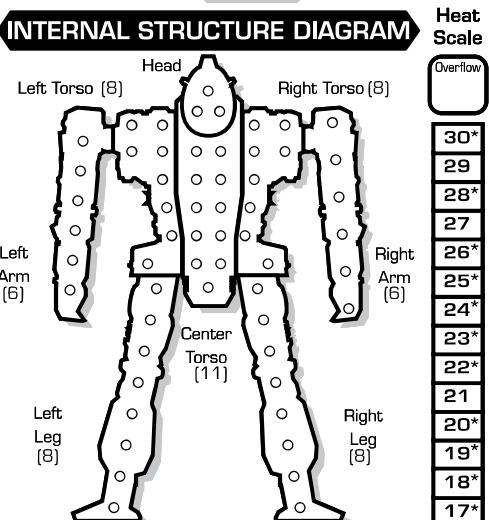
1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Endo Steel
 6. Endo Steel

CATALYST
game labs

Right Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Endo Steel
 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rokurokubi RK-4X

Movement Points: Tonnage: 35
 Walking: 8 Tech Base: Mixed Tech (I.S.)
 Running: 12 [16] (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Small Vibroblade	RA	3	7	—	—	—	—
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

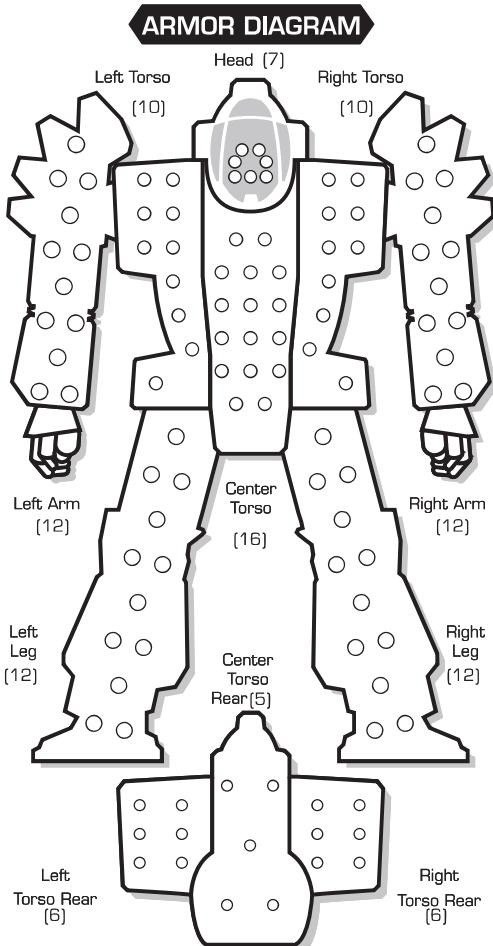
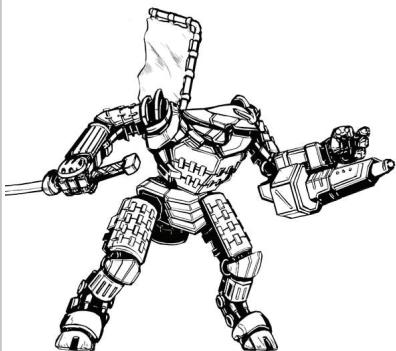
BV: 1,858

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. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER PPC (Clan)
- 6. LER PPC (Clan)
- 1. Ballistic-Reinforced
- 2. Ballistic-Reinforced
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

Left Torso

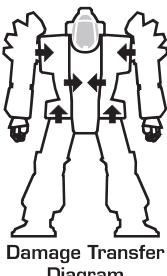
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Guardian ECM Suite
- 5. Guardian ECM Suite
- 6. Supercharger
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Ballistic-Reinforced
- 5. Ballistic-Reinforced
- 6. Ballistic-Reinforced

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

CATALYST
game labs

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel



Right Arm

- 1-3. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Small Vibroblade
- 6. Ballistic-Reinforced
- 1. Ballistic-Reinforced
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

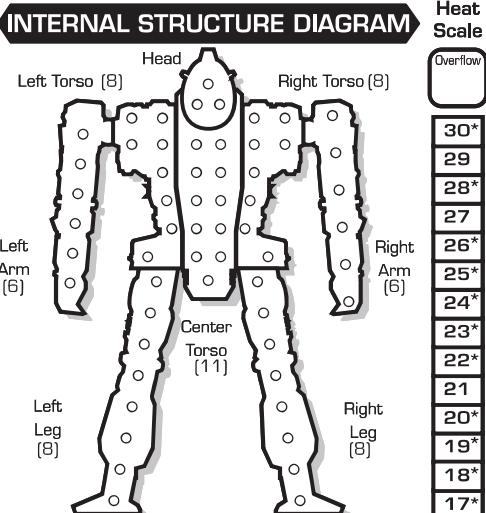
Right Torso

- 1-3. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Ballistic-Reinforced
- 5. Ballistic-Reinforced
- 6. Ballistic-Reinforced

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

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

BV: 1,540

CRITICAL HIT TABLE

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser
 4. ER Medium Laser
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- 1-3 1. Jump Jet
 2. Jump Jet
 3. LRM 10
 4. LRM 10
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 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. Roll Again
 6. Roll Again

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 5. Sensors
 6. Life Support

Center Torso

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

Right Arm

Right Arm

- 1-3 1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser
 4. ER Medium Laser
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

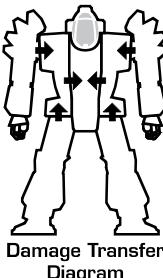
Right Torso

- 1-3 1. Jump Jet
 2. Jump Jet
 3. LRM 10
 4. LRM 10
 5. Ammo (LRM 10) 12
 6. Ammo (LRM 10) 12
 1. CASE
 2. Endo Steel
 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. Roll Again
 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



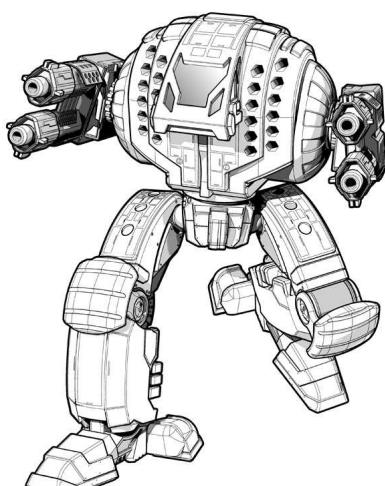
CATALYST
game labs

WARRIOR DATA

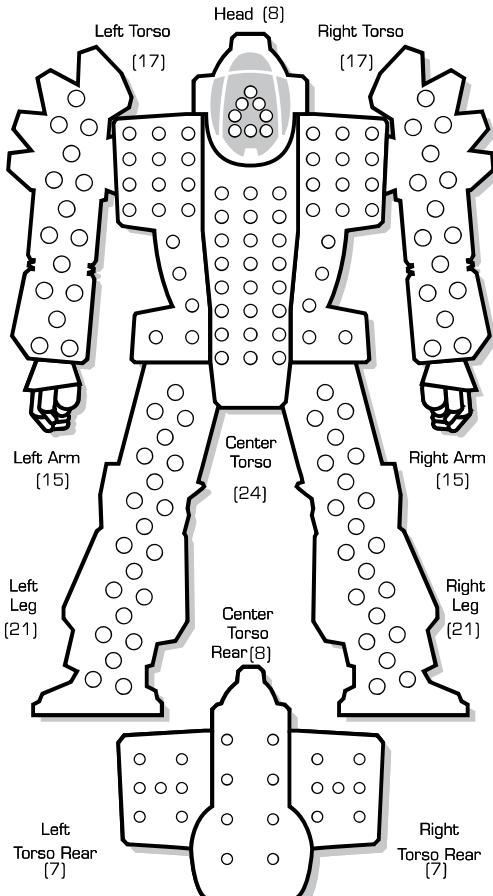
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

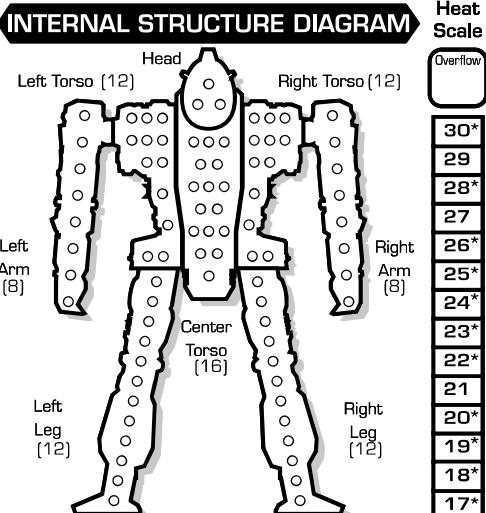
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10A

Movement Points: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	SRM 4	RL	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	LL	3	2/Msl [M,C,S]	—	3	6	9

BV: 1,484

CRITICAL HIT TABLE

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser
 4. ER Medium Laser
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- 1-3 1. Jump Jet
 2. Jump Jet
 3. SRM 6
 4. SRM 6
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 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. SRM 4
 6. Roll Again

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 5. Sensors
 6. Life Support

Center Torso

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

Right Arm

- 1-3 1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser
 4. ER Medium Laser
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

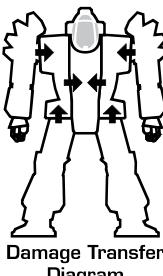
- 1-3 1. Jump Jet
 2. Jump Jet
 3. SRM 6
 4. SRM 6
 5. Ammo (SRM 6) 15
 6. Ammo (SRM 4) 25
 1. CASE
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

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

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

CATALYST
game labs

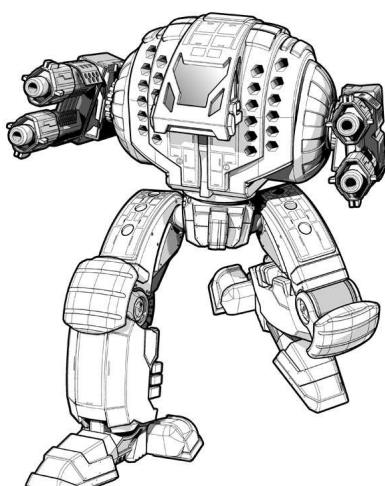


WARRIOR DATA

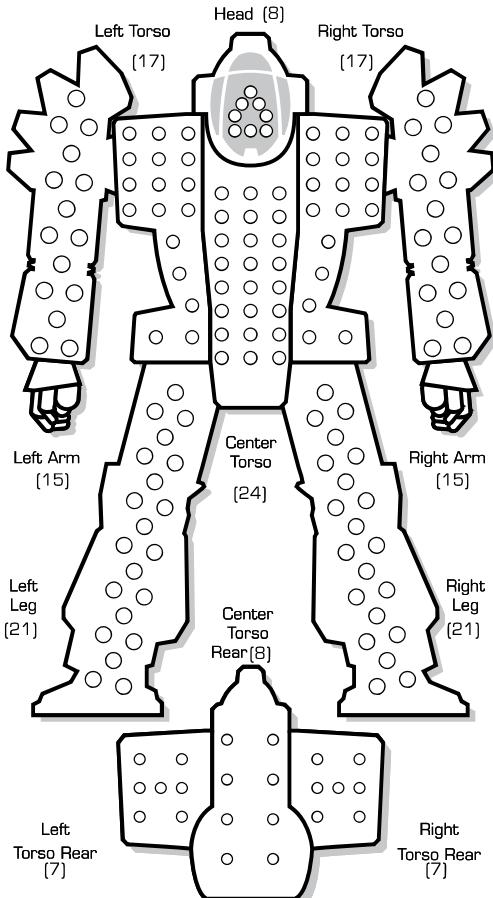
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

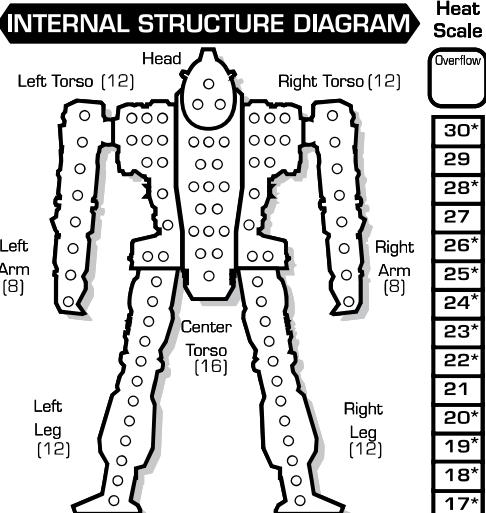
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat 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 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10B

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	Thunderbolt 5	LT	3	5[M]	5	6	12	18
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Light PPC	LA	5	5 [DE]	3	6	12	18

BV: 1,529

CRITICAL HIT TABLE

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Light PPC
 4. Light PPC
 5. ER Medium Laser
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 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

Right Arm

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Light PPC
 4. Light PPC
 5. ER Medium Laser
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Torso

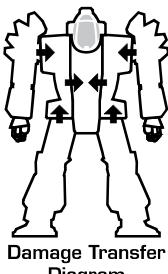
- 1-3
1. Jump Jet
 2. Jump Jet
 3. Thunderbolt 5
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
 1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs

Left Leg

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



Right Leg

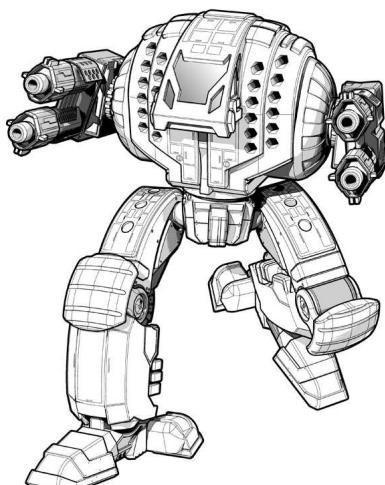
1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Roll Again
 6. Roll Again

WARRIOR DATA

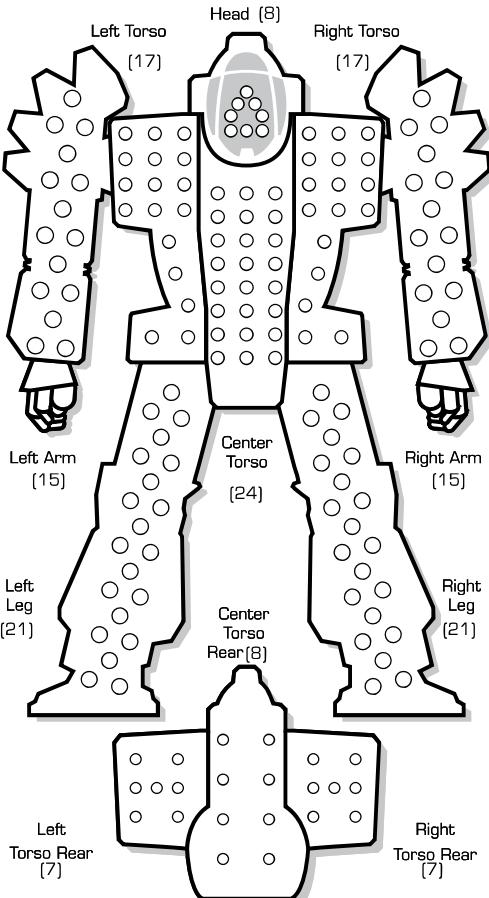
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

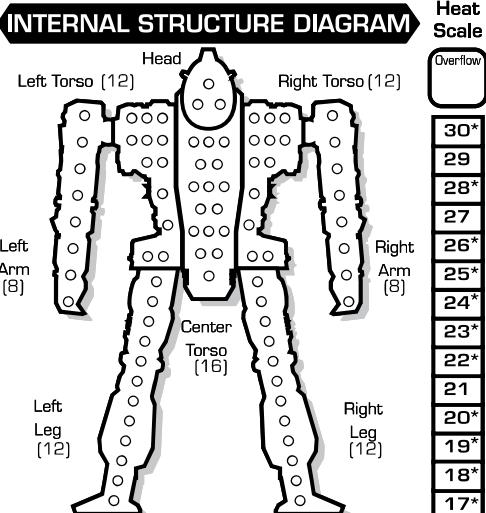
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10C

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht Med Lng
1	Small X-Pulse Laser	RT	3	3 [P,AI]	—	2 4 5
1	Small X-Pulse Laser	LT	3	3 [P,AI]	—	2 4 5
1	ER Medium Laser	RA	5	5 [DE]	—	4 8 12
1	LAC/5	RA	1	5 [DB,S]	—	5 10 15
1	ER Medium Laser	LA	5	5 [DE]	—	4 8 12
1	LAC/5	LA	1	5 [DB,S]	—	5 10 15

BV: 1,341

CRITICAL HIT TABLE

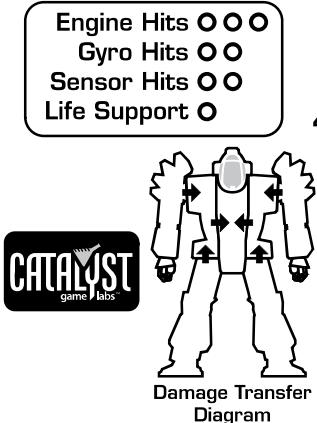
Left Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	LAC/5
4.	LAC/5
5.	ER Medium Laser
6.	Endo Steel
1.	Endo Steel
2.	Endo Steel
3.	Endo Steel
4.	Roll Again
5.	Roll Again
6.	Roll Again

Left Torso	
1.	Jump Jet
2.	Jump Jet
3.	Small X-Pulse Laser
4.	Endo Steel
5.	Endo Steel
6.	Endo Steel
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.	Roll Again
6.	Roll Again

Head	
1.	Life Support
2.	Sensors
3.	Cockpit
4.	Endo Steel
5.	Sensors
6.	Life Support

Center Torso	
1.	Fusion Engine
2.	Fusion Engine
3.	Fusion Engine
4.	Gyro
5.	Gyro
6.	Gyro

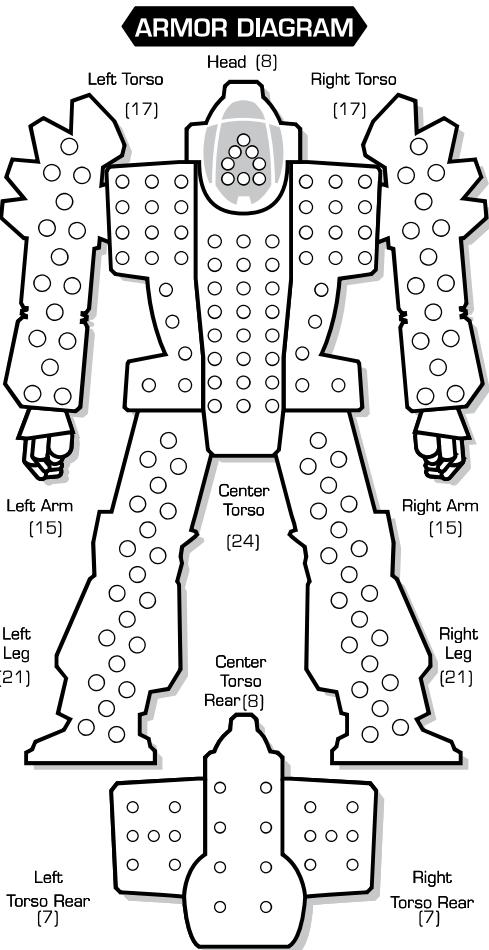
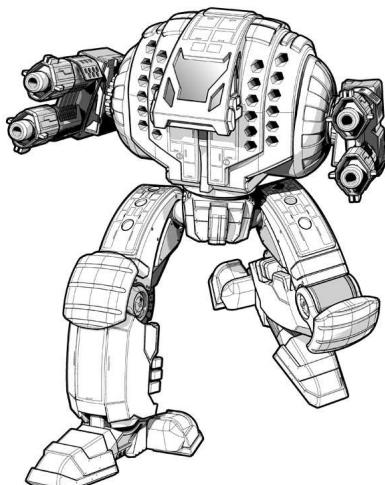


WARRIOR DATA

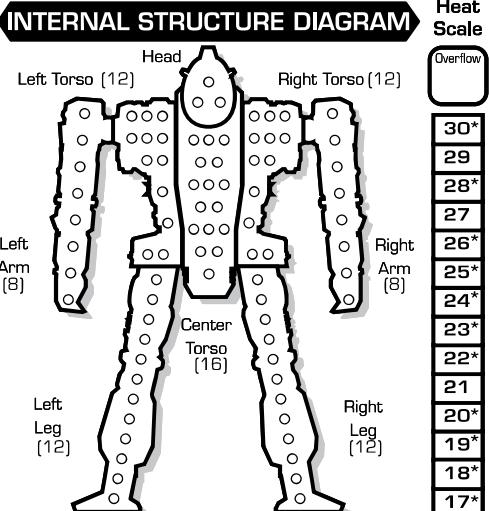
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10N

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Mixed Tech (I.S.)
 Running: 8 Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer (Clan)	LT	—	[E]	—	—	—	—
1	LAC/5	RA	1	5	—	5	10	15
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

BV: 1,873

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. ER PPC (Clan)
- 4. ER PPC (Clan)
- 5. Endo Steel
- 6. Endo Steel

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

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Targeting Computer (Clan)
- 4. Targeting Computer (Clan)
- 5. Targeting Computer (Clan)
- 6. Endo Steel

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

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

Right Arm

Right Arm

- 1-3
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. LAC/5
 - 4. LAC/5
 - 5. Endo Steel
 - 6. Endo Steel

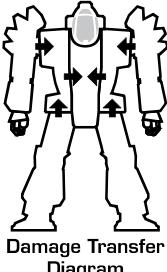
- 4-6
- 1. Endo Steel
 - 2. Endo Steel
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 1-3
- 1. Jump Jet
 - 2. Jump Jet
 - 3. Ammo (LAC/5) 20
 - 4. Ammo (LAC/5) 20
 - 5. CASE
 - 6. Endo Steel

- 4-6
- 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



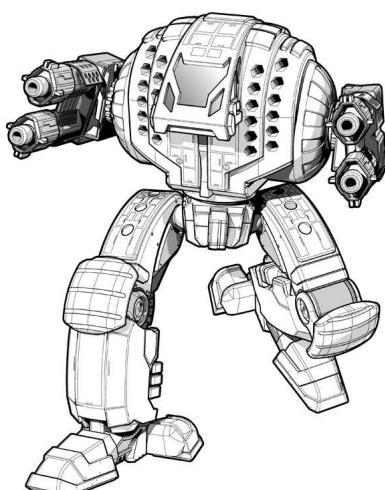
CATALYST
game labs

WARRIOR DATA

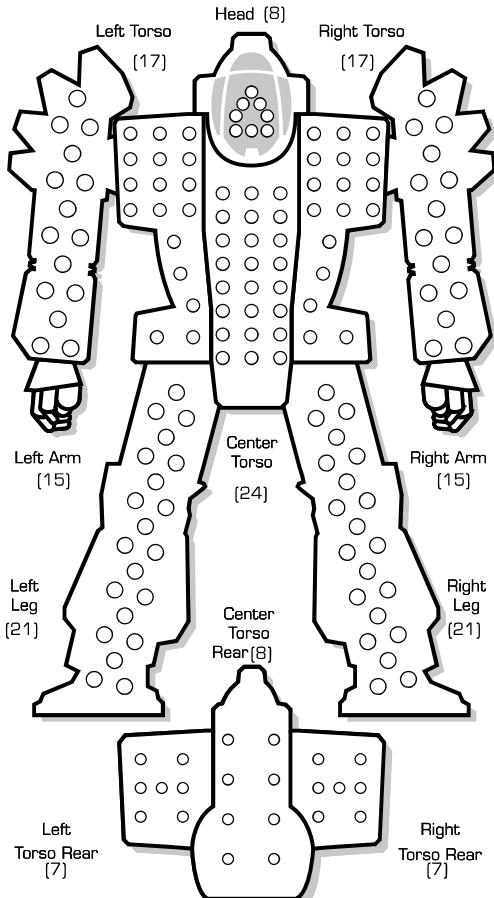
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

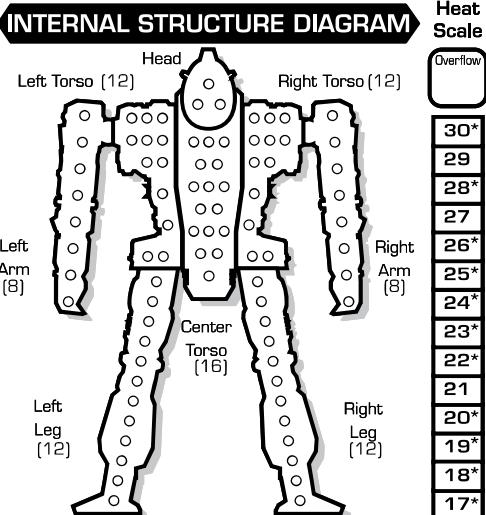
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Avalanche AVL-10R

Movement Points: 50
 Walking: 5 Tech Base: Mixed Tech (I.S.)
 Running: 8 Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	ATM 3 (Clan)	RL	2	2/Msl [M,C,S]	4	5	10	15
	Standard			1/Msl	4	5	18	27
	Extended-Range			3/Msl	—	3	6	9
1	ATM 3 (Clan)	LL	2	2/Msl [M,C,S]	4	5	10	15
	Standard			2/Msl	4	5	18	27
	Extended-Range			1/Msl	4	5	18	27
	High-Explosive			3/Msl	—	3	6	9

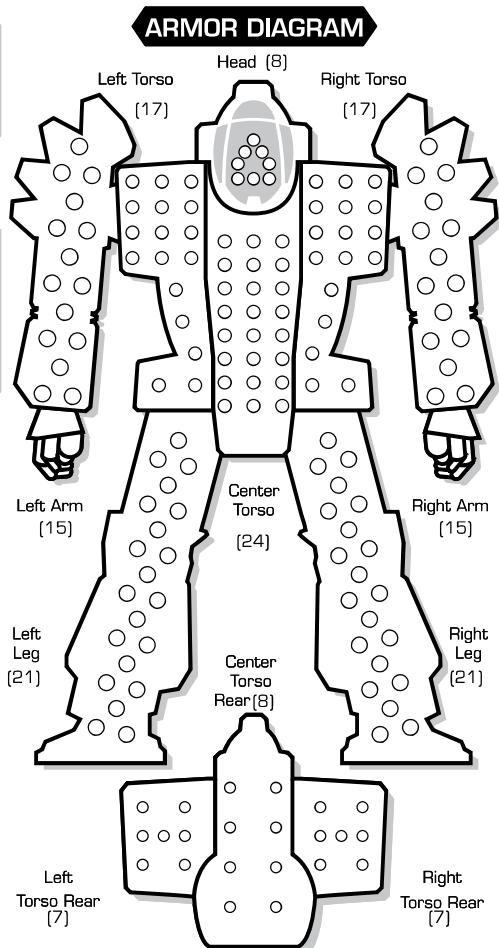
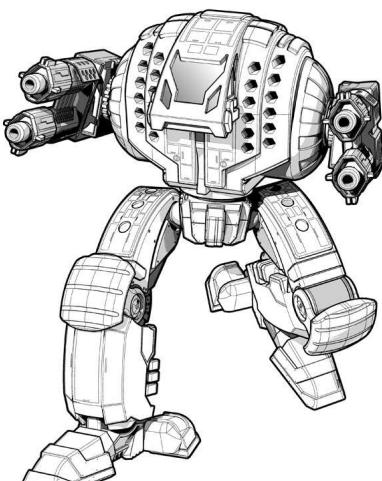
BV: 2,043

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. ER Medium Laser (Clan)
 4. ER Medium Laser (Clan)
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 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. Gyro
 6. Gyro

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser (Clan)
 4. ER Medium Laser (Clan)
 5. Endo Steel
 6. Endo Steel
 1. Endo Steel
 2. Endo Steel
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Torso

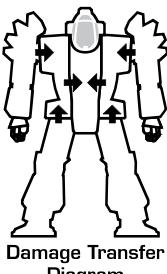
- 1-3
1. Jump Jet
 2. Jump Jet
 3. LRM 10 (Clan)
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
 1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

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

CATALYST
game labs

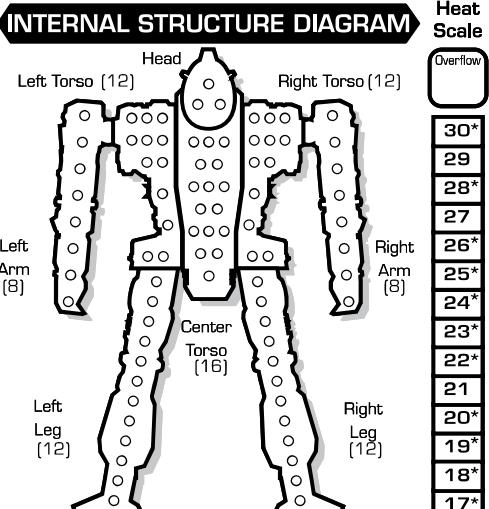
Left Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. ATM 3 (Clan)
 6. ATM 3 (Clan)



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wendigo Prime

Movement Points: Tonnage: 50
 Walking: 6 Tech Base: Clan
 Running: 9 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	HD	4	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

BV: 2,122

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Streak SRM 6
- 4. Streak SRM 6
- 5. ER Medium Laser
- 6. ER Medium Laser
- 1. Reflective
- 2. Reflective
- 3. Reflective
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso (CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Life Support
- 4. Ammo (Streak SRM 6) 15
- 5. Endo Steel
- 6. Endo Steel
- 1. Reflective
- 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. Double Heat Sink
- 6. Double Heat Sink

Head (CASE)

- 1. Sensors
- 2. Sensors
- 3. LRM 10
- 4. Ammo (LRM 10) 12
- 5. Roll Again
- 6. Roll Again

Center Torso

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

Right Arm

Right Arm

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

Right Torso (CASE)

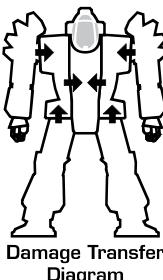
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Life Support
- 4. Ammo (Ultra AC/2) 45
- 5. Endo Steel
- 6. Endo Steel

4-6

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

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

CATALYST
game labs



Right Leg

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

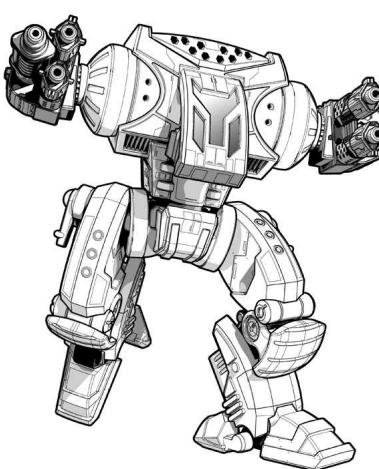
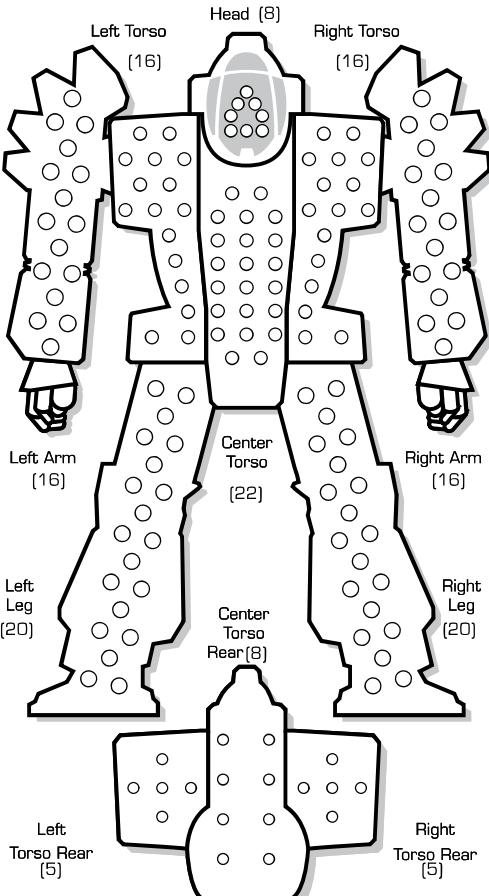
WARRIOR DATA

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 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 14 (28) 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wendigo A

Movement Points:

Walking: 6

Running: 9

Tonnage: 50

Tech Base: Clan
(Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	HD	5	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

BV: 2,072

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Reflective
6. Reflective

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

Head [CASE]

1. Sensors
2. Sensors
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Center Torso

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

Right Arm

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Large Pulse Laser
 4. Large Pulse Laser
 5. Endo Steel
 6. Endo Steel
- 4-6
1. Endo Steel
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Life Support
 4. Double Heat Sink
 5. Double Heat Sink
 6. Endo Steel

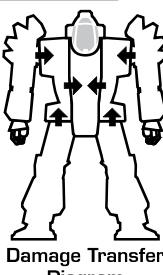
- 4-6
1. Endo Steel
 2. Reflective
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

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

CATALYST
game labs

Left Leg

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



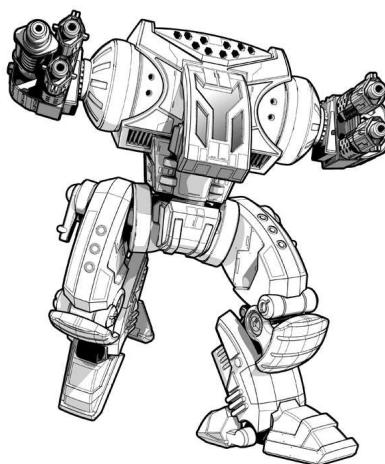
Damage Transfer Diagram

WARRIOR DATA

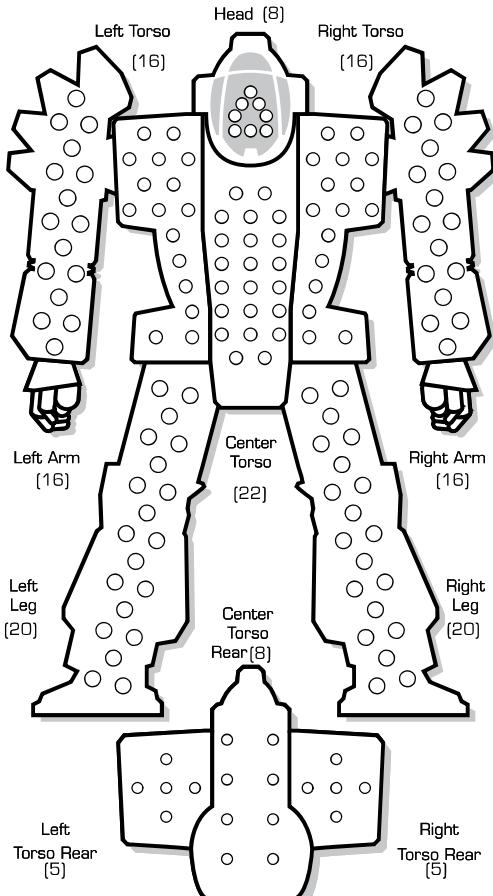
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

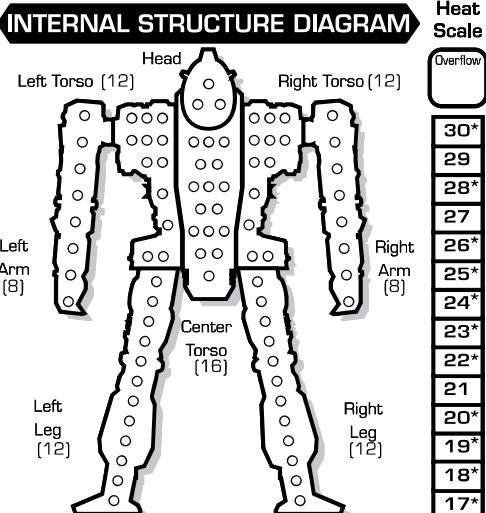
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	14 (28) 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	○○○○○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wendigo C

Movement Points:

Walking: 6

Running: 9 [12]

Tonnage: 50

Tech Base: Clan

(Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Improved Heavy Medium Laser	HD	7	10 [DEX]	—	3	6	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Improved Heavy Large Laser	RA	18	16 [DEX]	—	5	10	15
1	Streak LRM 15	LA	5	1/Ms [MC]	—	7	14	21

BV: 2,548

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Streak LRM 15
- 4. Streak LRM 15
- 5. Streak LRM 15
- 6. Reflective
- 1. Reflective
- 2. Reflective
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso (CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Life Support
- 4. ER Small Laser
- 5. Ammo (Streak LRM 15) 8
- 6. Ammo (Streak LRM 15) 8
- 1. Endo Steel
- 2. Endo Steel
- 3. Reflective
- 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. Double Heat Sink
- 6. Double Heat Sink

Head (CASE)

- 1. Sensors
- 2. Sensors
- 3. Improved Heavy Medium Laser
- 4. Improved Heavy Medium Laser
- 5. Improved Heavy Medium Laser
- 6. Improved Heavy Medium Laser

Center Torso

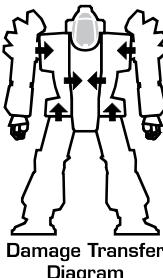
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

Center Torso

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Torso-Mounted Cockpit
- 6. Sensors

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



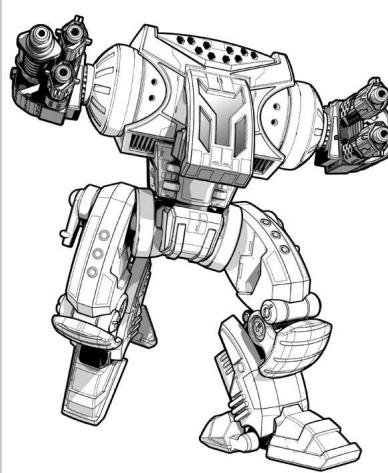
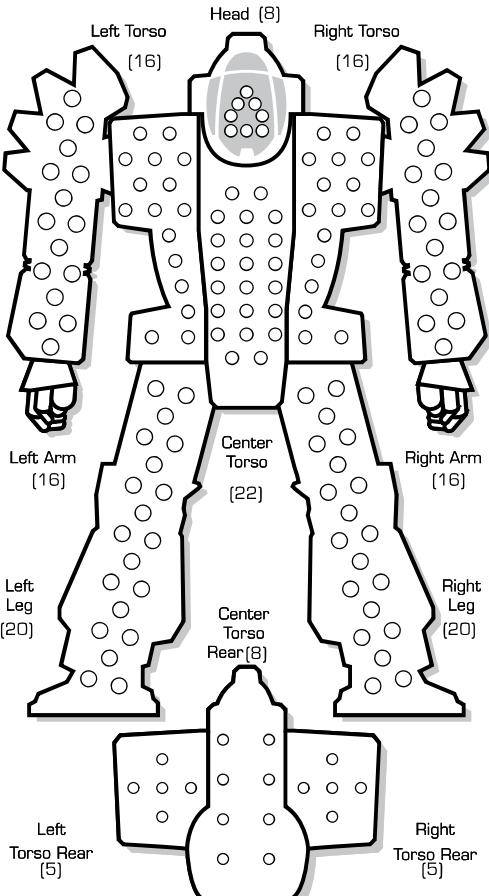
WARRIOR DATA

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 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

Right Arm (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Improved Heavy Large Laser
- 4. Improved Heavy Large Laser
- 5. Improved Heavy Large Laser
- 6. Endo Steel

4-6

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

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Life Support
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Supercharger

4-6

- 1. Endo Steel
- 2. Endo Steel
- 3. Reflective
- 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. Double Heat Sink
- 6. Double Heat Sink

HEAT DATA

Heat Level* Effects 15 (30) 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



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wendigo-VP Prime

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Clan
 Running: 8 (Advanced)
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				

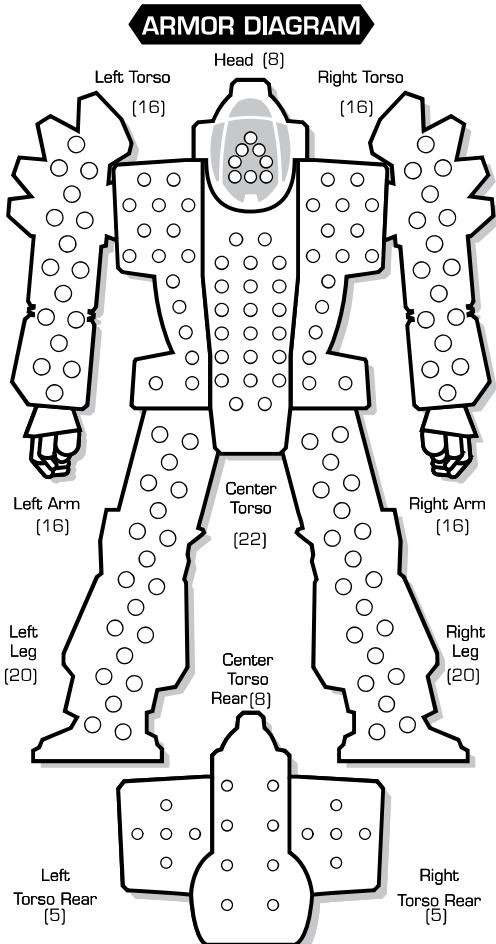
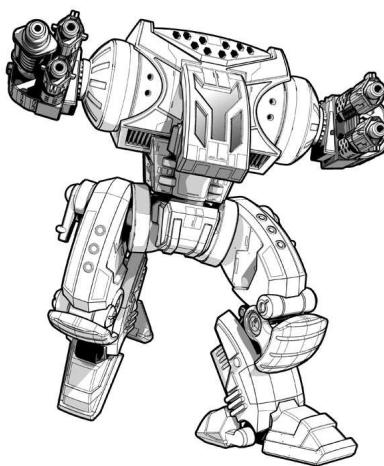
BV: 2,360

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 (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. Ammo (LB-10X) 10
- 3. Ammo (LB-10X Cluster) 10
- 4. Reflective
- 5. Reflective
- 6. Reflective

Head

- 1. Sensors
- 2. Sensors
- 3. ER Small Laser
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. ER PPC
- 4. ER PPC
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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. Gyro
- 6. Gyro

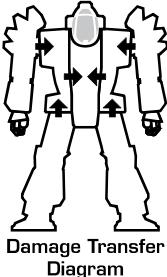
Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Life Support
- 4. Jump Jet
- 5. Jump Jet
- 6. Endo Steel
- 1. Endo Steel
- 2. Reflective
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Endo Steel
- 2. Reflective
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Life Support
- 4. Jump Jet
- 5. Jump Jet
- 6. Endo Steel
- 1. Endo Steel
- 2. Reflective
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

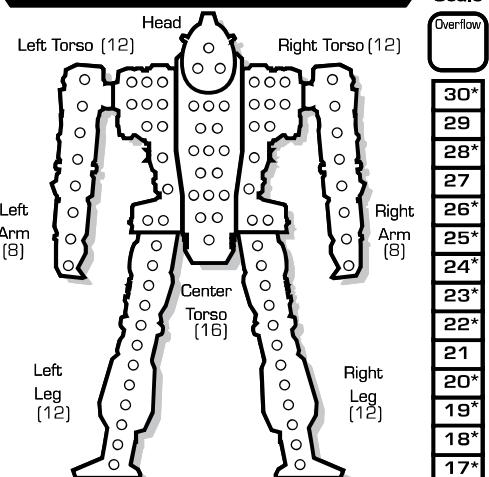


Left Leg

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

CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wendigo-VP A

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Clan
 Running: 8 (Advanced)
 Jumping: 8 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AP Gauss Rifle	HD	1	3 [DB,AI,X]	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

BV: 2,414

CRITICAL HIT TABLE

Left Arm (CASE)
 1. Shoulder
 2. Upper Arm Actuator
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
 1. ER Large Laser
 2. AP Gauss Rifle

4-6
 1. Reflective
 4. Reflective
 5. Reflective
 6. Roll Again

1-3
 1. XL Fusion Engine
 2. XL Fusion Engine
 3. Life Support
 4. Improved Jump Jet
 5. Improved Jump Jet
 6. Improved Jump Jet
 1. Improved Jump Jet
 2. Improved Jump Jet
 3. Improved Jump Jet
 4. Endo Steel
 5. Endo Steel
 6. Reflective

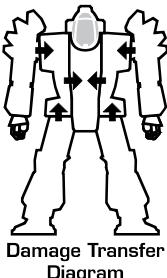
4-6
 1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Improved Jump Jet
 6. Improved Jump Jet

Head (CASE)
 1. Sensors
 2. Sensors
 3. AP Gauss Rifle
 4. Ammo (AP Gauss) 40
 5. Targeting Computer
 6. Targeting Computer
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. Torso-Mounted Cockpit
 6. Sensors

4-6
 1. XL Fusion Engine
 2. XL Fusion Engine
 3. Life Support
 4. Improved Jump Jet
 5. Improved Jump Jet
 6. Improved Jump Jet
 1. Improved Jump Jet
 2. Improved Jump Jet
 3. Improved Jump Jet
 4. Endo Steel
 5. Endo Steel
 6. Reflective

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

CATALYST
game labs

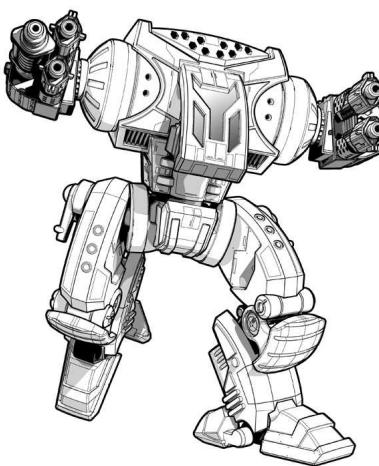


WARRIOR DATA

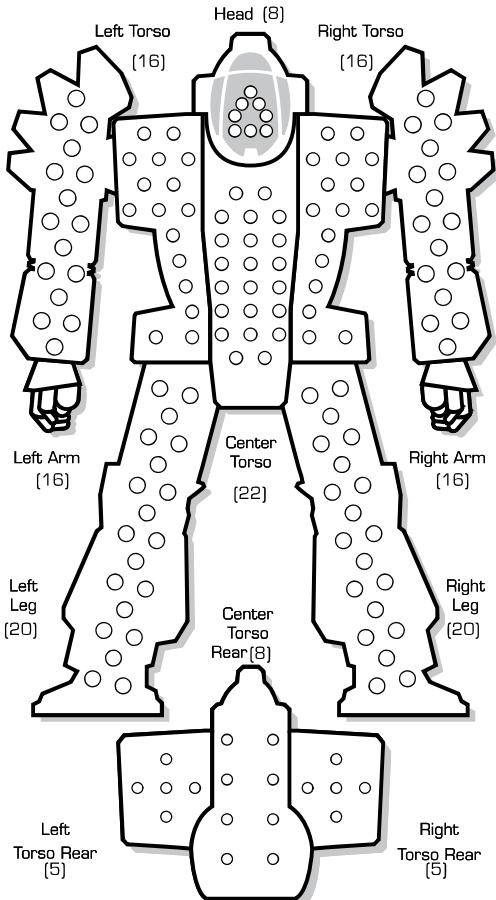
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

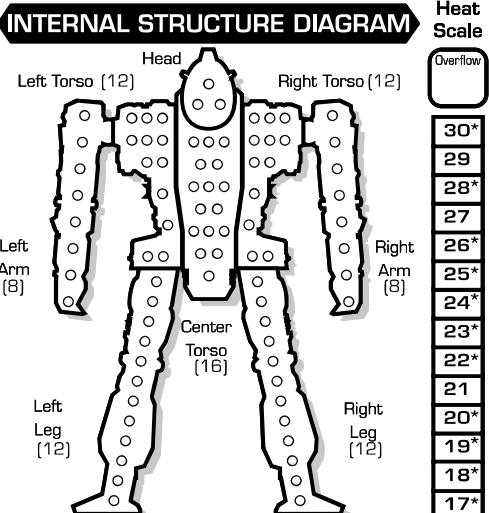
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	14 (28) 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	○○○○○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Exhumer EXR-2X

Movement Points: 6 **Tonnage:** 55
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	CT	4	1/M _{sl} [M,C]	—	3	8	15
1	LRM 5	RT	2	1/M _{sl} [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1/M _{sl} [M,C,S]	6	7	14	21
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

BV: 1,468

CRITICAL HIT TABLE

Left Arm

- 1-3**

 - 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. ER Large Laser
 - 6. ER Large Laser

4-6

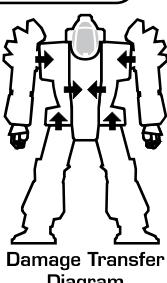
 - 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
 - 3. Ferro-Fibrous
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Left Torso

- | | |
|------------|--|
| 1-3 | 1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 5
5. Ammo (LRM 5) 24
6. Ammo (MRM 10) 24 |
| 4-6 | 1. CASE II
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel |

Left Leg

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



Engine Hits 
Gyro Hits 
Sensor Hits 
Life Support 

Right Arm

- Flight Att

 - 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. ER Large Laser
 - 6. ER Large Laser

1-3

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

4-6

7. Ferro-Fibrous

8. Ferro-Fibrous

9. Ferro-Fibrous

10. Ferro-Fibrous

11. Ferro-Fibrous

12. Ferro-Fibrous

Right Torso

- 1-3**

 - 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. LRM 5
 - 5. Endo Steel
 - 6. Endo Steel

4-6

 - 1. Endo Steel
 - 2. Endo Steel
 - 3. Endo Steel
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

Right Leg

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

ARMOR DIAGRAM

Head (9)

Left Torso (18)

Right Torso (18)

Left Arm (18)

Center Torso (26)

Right Arm (18)

Left Leg (26)

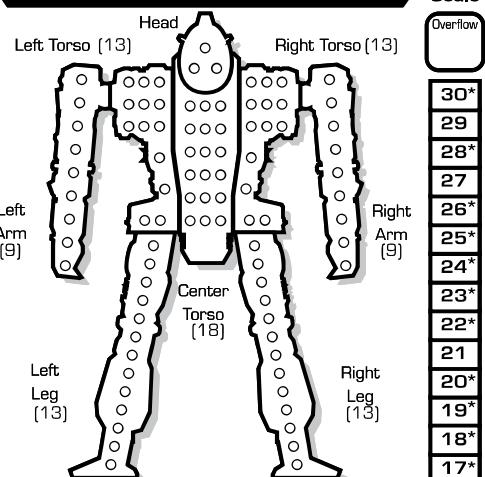
Right Leg (26)

Center Torso Rear (10)

Left Torso Rear (8)

Right Torso Rear (8)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Exhumer EXR-3P

Movement Points: Tonnage: 55
 Walking: 6 [7] Tech Base: Inner Sphere
 Running: 9 [11] Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	SRM 2	CT	2	2/Msl [M.C.S]	—	3	6	9
1	SRM 2	RT	2	2/Msl [M.C.S]	—	3	6	9
1	SRM 2	LT	2	2/Msl [M.C.S]	—	3	6	9
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

BV: 1,469

CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser
4-6	1. Light Ferro-Fibrous 2. Light Ferro-Fibrous 3. Triple-Strength Myomer 4. Triple-Strength Myomer 5. Triple-Strength Myomer 6. Roll Again

Left Torso	
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. SRM 2 5. Ammo (SRM 2) 50 6. Ammo (SRM 2) 50
4-6	1. Ammo (SRM 2) 50 2. CASE II 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel

Left Leg	
1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Light Ferro-Fibrous
6.	Endo Steel

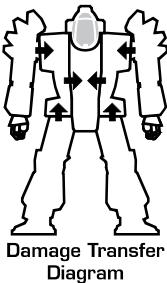
Head	
1.	Life Support
2.	Sensors
3.	Cockpit
4.	Endo Steel
5.	Sensors
6.	Life Support

Center Torso	
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine
4-6	4. Gyro 5. Gyro 6. Gyro

4-6	
	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine
	4. XL Fusion Engine 5. SRM 2 6. ER Small Laser

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs

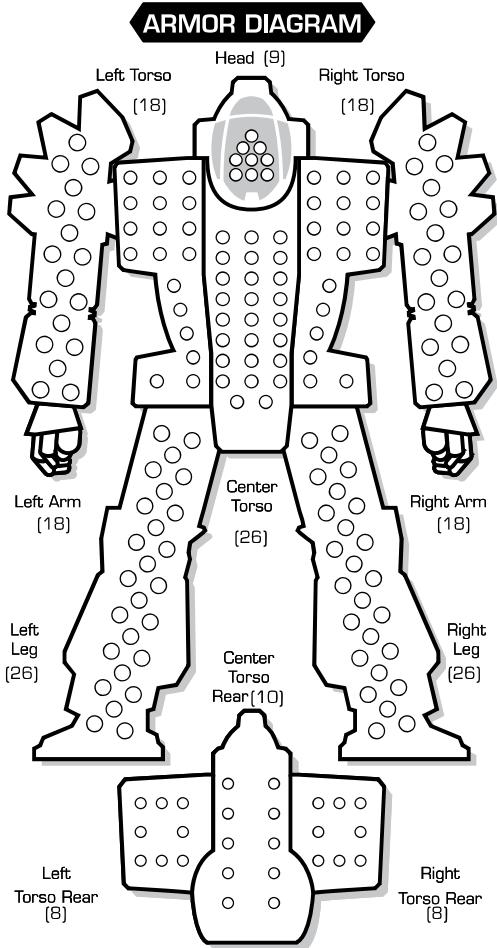
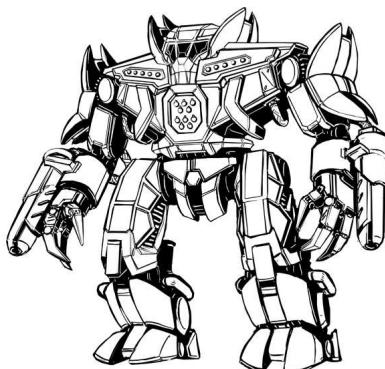


WARRIOR DATA

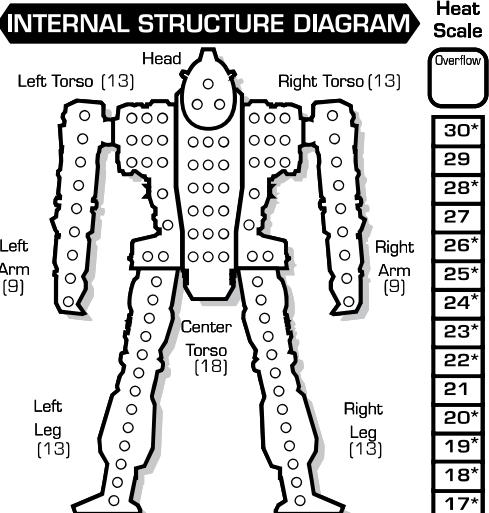
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hitotsume Kozo HKZ-1F

Movement Points: Tonnage: 55
 Walking: 6 [7] Tech Base: Inner Sphere
 Running: 8 [10] (Advanced)
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Hatchet	RA	—	11	—	—	—	—
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,998

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. ER Medium Laser
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Triple-Strength Myomer
- 5. Triple-Strength Myomer
- 6. Triple-Strength Myomer

Left Torso

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

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

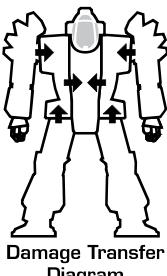
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support

CATALYST
game labs



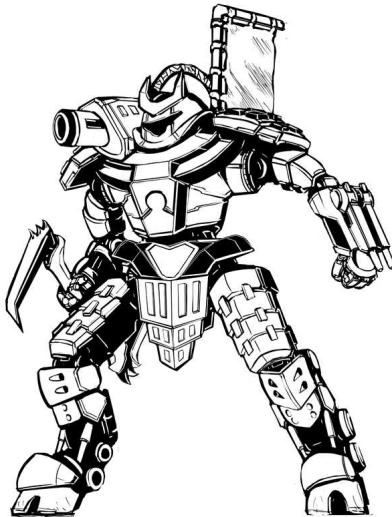
Damage Transfer Diagram

WARRIOR DATA

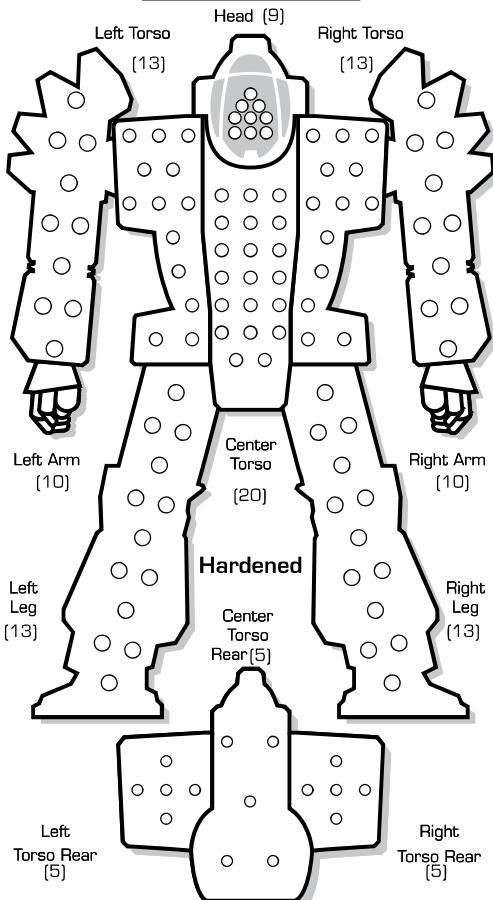
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

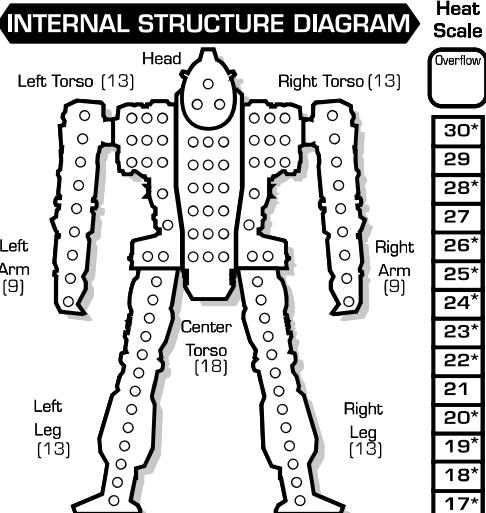
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hitotsume Kozo HKZ-1P

Movement Points: Tonnage: 55
 Walking: 5 [6] Tech Base: Inner Sphere
 Running: 7 [8] (Advanced)
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10 [Sht] [DB,R/C]	—	6	12	18
1	Hatchet	RA	—	11	—	—	—	—
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

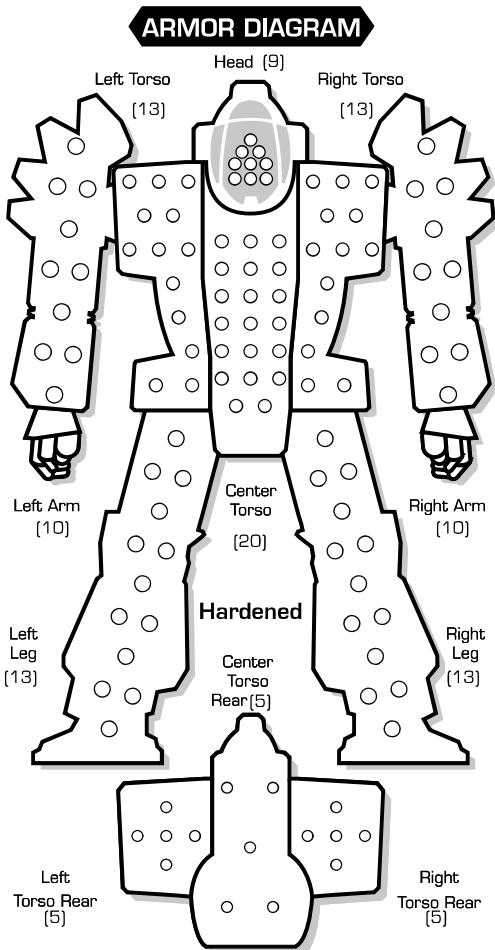
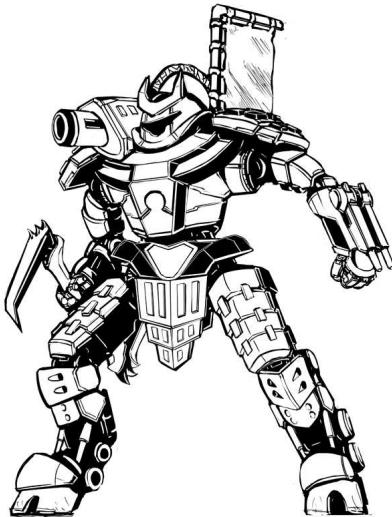
BV: 1,611

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. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Pulse Laser
 6. Medium Pulse Laser

- 1-3 1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Triple-Strength Myomer
 5. Triple-Strength Myomer
 6. Triple-Strength Myomer

Left Torso

- 1-3 1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Jump Jet
 5. Jump Jet
 6. Ammo (Ultra AC/10) 10

- 4-6 1. Ammo (Ultra AC/10) 10
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 5. Sensors
 6. Life Support

Center Torso

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

Right Arm

- 1-3 1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Hatchet
 6. Hatchet

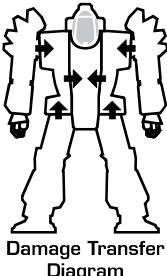
- 4-6 1. Hatchet
 2. Hatchet
 3. Endo Steel
 4. Triple-Strength Myomer
 5. Triple-Strength Myomer
 6. Triple-Strength Myomer

Right Torso

- 1-3 1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Jump Jet
 5. Jump Jet
 6. Ultra AC/10

- 4-6 1. Ultra AC/10
 2. Ultra AC/10
 3. Ultra AC/10
 4. Ultra AC/10
 5. Ultra AC/10
 6. Ultra AC/10

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



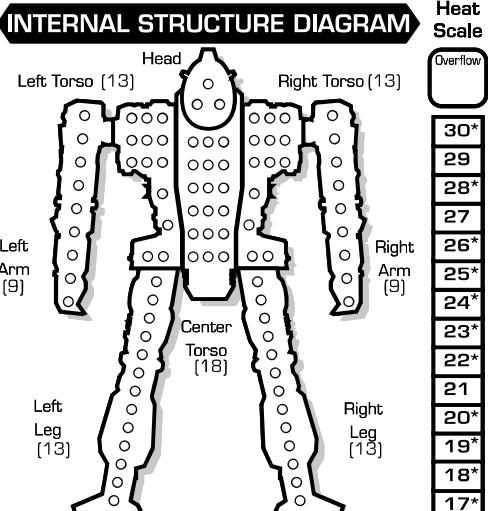
Left Leg

1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Endo Steel
 6. Endo Steel

CATALYST
game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dragon II DRG-11K

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	CT/LT	10	20 [AE,S,F]	—	1	2	8
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

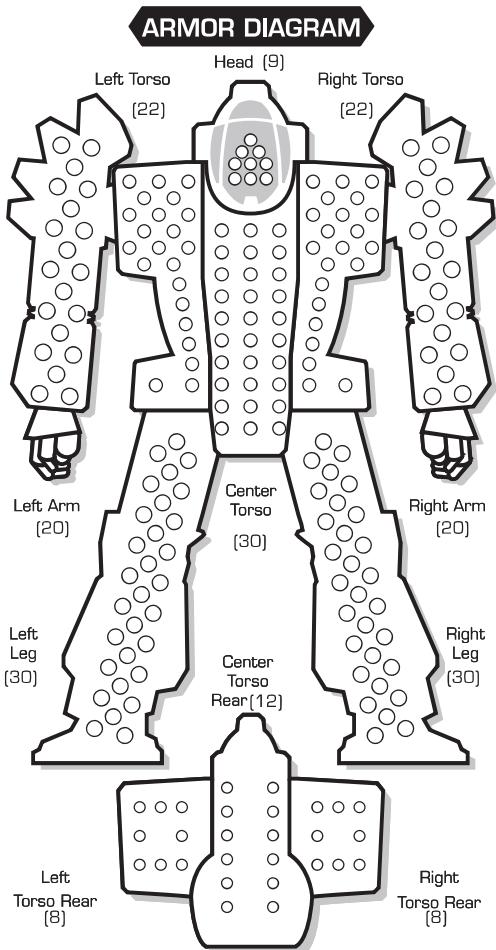
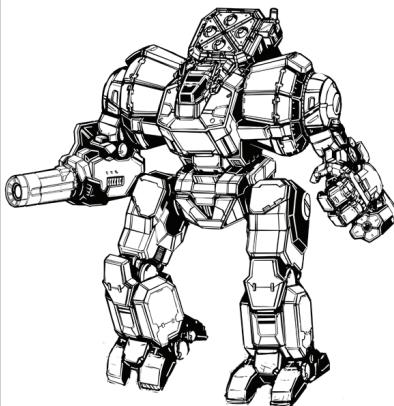
BV: 1,598

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. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium X-Pulse Laser
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1-3 1. Arrow IV
- 1-3 2. Arrow IV
- 1-3 3. Arrow IV
- 1-3 4. Arrow IV
- 1-3 5. Arrow IV
- 1-3 6. Arrow IV

- 4-6 1. Arrow IV
- 4-6 2. Arrow IV
- 4-6 3. Arrow IV
- 4-6 4. Arrow IV
- 4-6 5. Arrow IV
- 4-6 6. Arrow IV

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Light Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

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

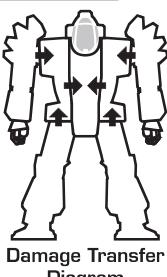
- 4-6 1. Fusion Engine
- 4-6 2. Fusion Engine
- 4-6 3. Arrow IV
- 4-6 4. Arrow IV
- 4-6 5. Arrow IV
- 4-6 6. Endo Steel

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

CATALYST
game labs

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous



Damage Transfer Diagram

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. ER PPC
- 1-3 5. ER PPC
- 1-3 6. ER PPC

- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Right Torso

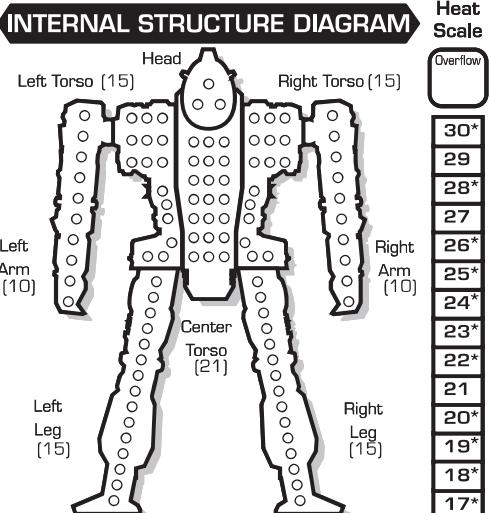
- 1-3 1. Ammo (Arrow IV) 5
- 1-3 2. Ammo (Arrow IV) 5
- 1-3 3. Ammo (Arrow IV Cluster) 5
- 1-3 4. CASE II
- 1-3 5. Light Ferro-Fibrous
- 1-3 6. Light Ferro-Fibrous

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

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dragon II DRG-11R

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Mixed Tech (I.S.)
 Running: 8 [10] (Experimental)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV (Clan)	CT/LT	10	20 [AE,S,F]	—	1	2	9
1	B-Pod	CT	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser (Clan)	LA	4	7 [P]	—	4	8	12

BV: 2,302

CRITICAL HIT TABLE

Left Arm

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

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Arrow IV (Clan)
- 5. Arrow IV (Clan)
- 6. Arrow IV (Clan)

- 1. Arrow IV (Clan)
- 2. Arrow IV (Clan)
- 3. Arrow IV (Clan)
- 4. Arrow IV (Clan)
- 5. Arrow IV (Clan)
- 6. Arrow IV (Clan)

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Light Ferro-Fibrous
- 5. Sensors
- 6. Life Support

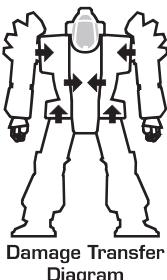
Center Torso

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

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. Arrow IV (Clan)
- 4. Arrow IV (Clan)
- 5. Arrow IV (Clan)
- 6. B-Pod

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



Damage Transfer Diagram

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4-6 4. ER PPC (Clan)
- 5. ER PPC (Clan)
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1-3 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Ammo (Arrow IV) 5
- 5. Ammo (Arrow IV) 5
- 6. Ammo (Arrow IV Cluster) 5

- 4-6 1. MASC
- 2. MASC
- 3. MASC
- 4. CASE II
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Right Leg

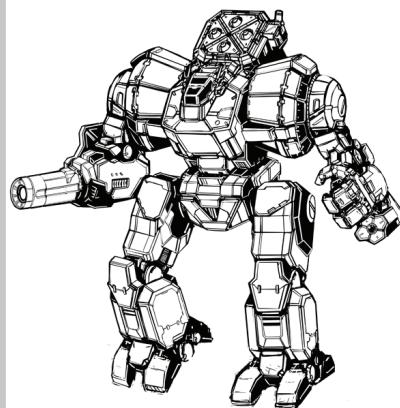
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

WARRIOR DATA

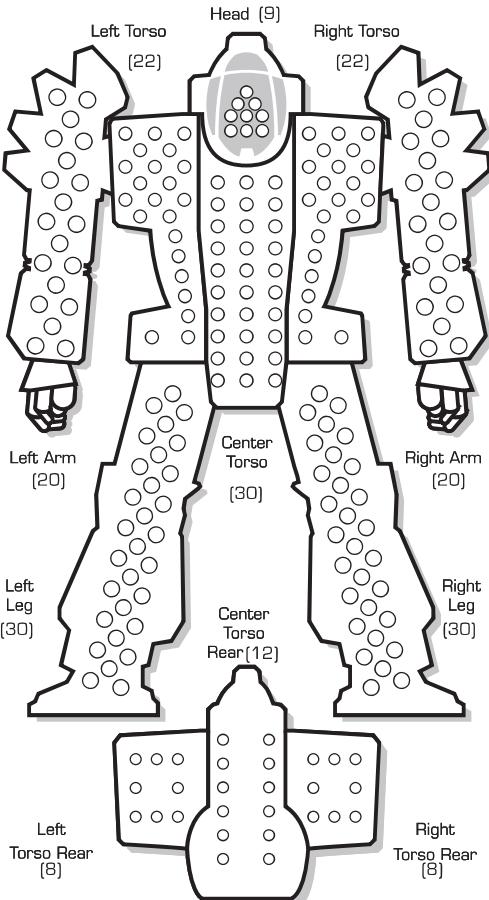
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

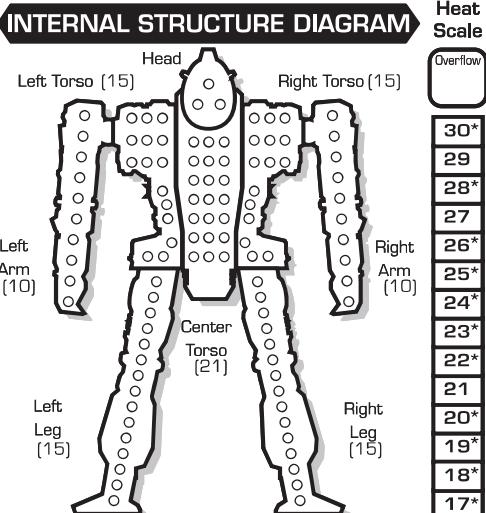
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat 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 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shiro SH-1V

Movement Points:

Walking: 5

Running: 7

Tonnage: 75

Tech Base: Mixed Tech (I.S.)

(Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
2	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Sword	RA	—	9	—	—	—	—
1	LB 2-X AC	LA	1	2	4	9	18	27
				[DB,C/F/S]				

BV: 2,016

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. LB 2-X AC
- 6. LB 2-X AC
- 1. LB 2-X AC
- 2. LLB 2-X AC
- 3. Ammo (LB 2-X) 45
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. LRM 10 (Clan)
- 5. LRM 10 (Clan)
- 6. Guardian ECM Suite
- 1. Guardian ECM Suite
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

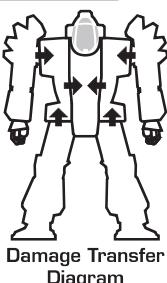
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

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

CATALYST
game labs

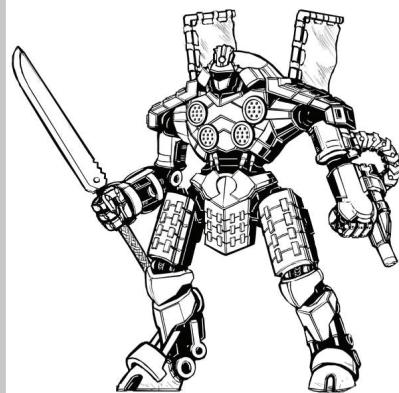


WARRIOR DATA

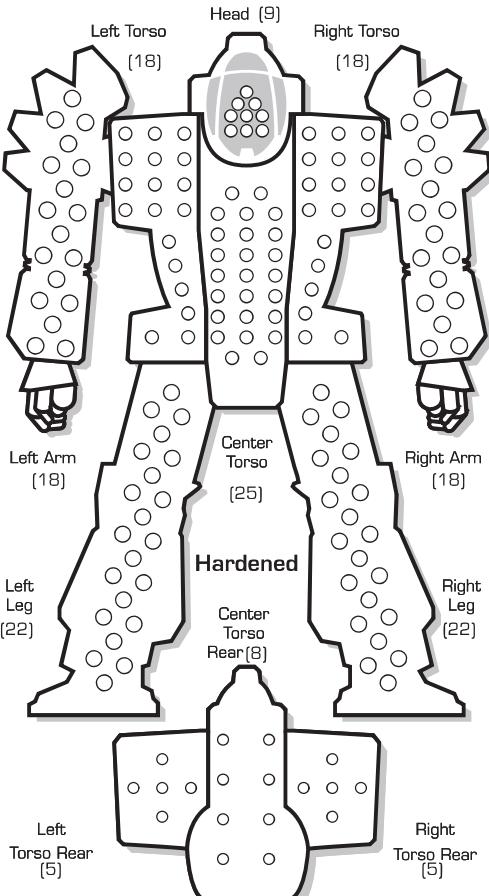
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

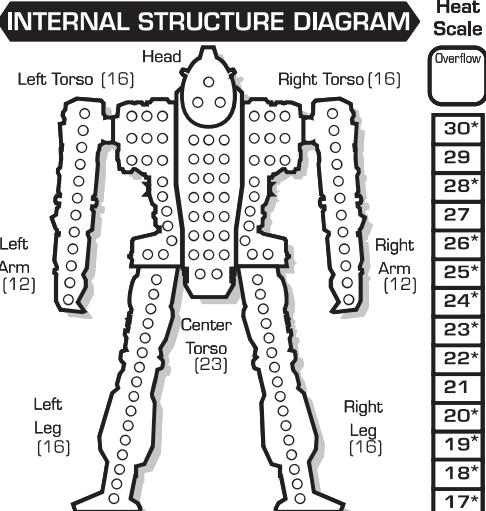
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shiro SH-2P

Movement Points:

Walking: 5

Running: 8

Tonnage: 75

Tech Base: Mixed Tech (I.S.)

(Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 10 (Clan)	RT	4	1/Msl [M,C,S]	—	7	14	21
2	LRM 10 (Clan)	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Sword	RA	—	9	—	—	—	—
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

BV: 2,570

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC (Clan)
6. LER PPC (Clan)

1. Endo Steel
2. Endo Steel
3. Ballistic-Reinforced
4. Ballistic-Reinforced
5. Ballistic-Reinforced
6. Ballistic-Reinforced

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 10 (Clan)
5. LRM 10 (Clan)
6. Coolant Pod

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ballistic-Reinforced
5. Ballistic-Reinforced
6. Ballistic-Reinforced

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

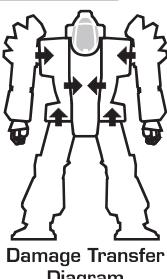
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

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. Sword
 6. Sword
- 4-6
 1. Sword
 2. Sword
 3. Sword
 4. Endo Steel
 5. Endo Steel
 6. Ballistic-Reinforced

Right Torso

- 1-3
 1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. LRM 10 (Clan)
 5. LRM 10 (Clan)
 6. Ammo (LRM 10) 12
- 4-6
 1. Ammo (LRM 10) 12
 2. Ammo (LRM 10) 12
 3. Endo Steel
 4. Endo Steel
 5. Ballistic-Reinforced
 6. Ballistic-Reinforced

Right Leg

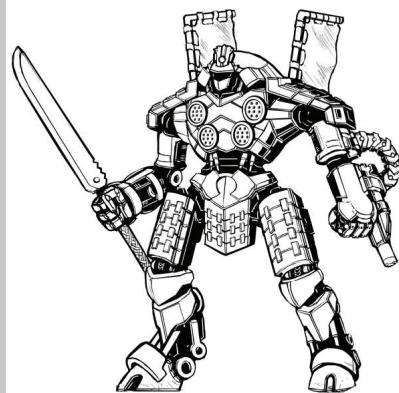
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

WARRIOR DATA

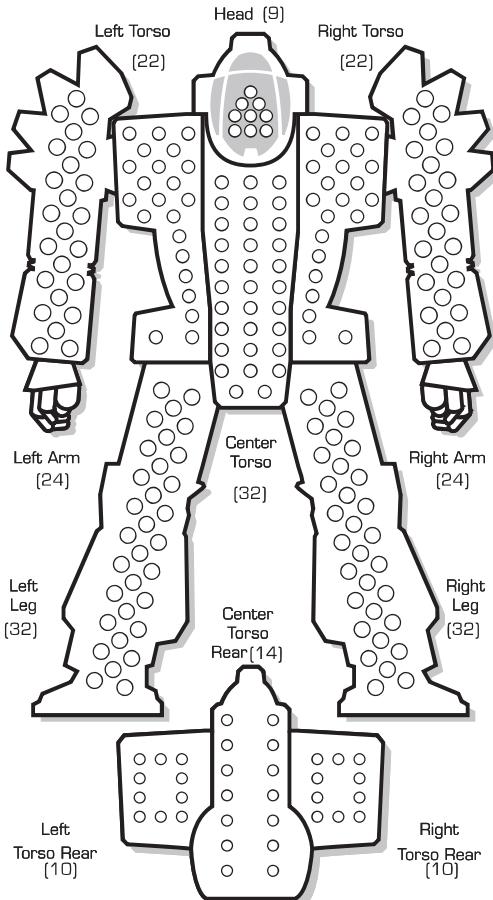
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

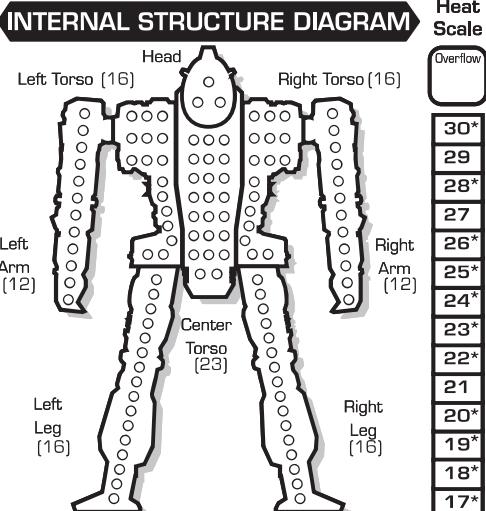
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat 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	13 (26) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hatamoto-Suna HTM-30S

Movement Points: 80
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15
1	MRM 20	LT	6	1/Msl [M,C]	—	3	8	15
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

BV: 2,086

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

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

Head

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

Center Torso

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

Left Torso

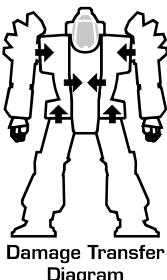
- 1-3 1. MRM 20
- 2. MRM 20
- 3. MRM 20
- 4. MRM Apollo FCS
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8
- 1. Ammo (Gauss) 8
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ballistic-Reinforced
- 6. Ballistic-Reinforced

CATALYST
game labs

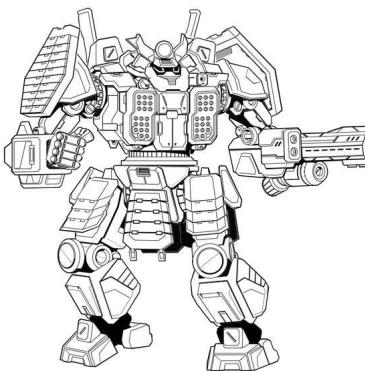


WARRIOR DATA

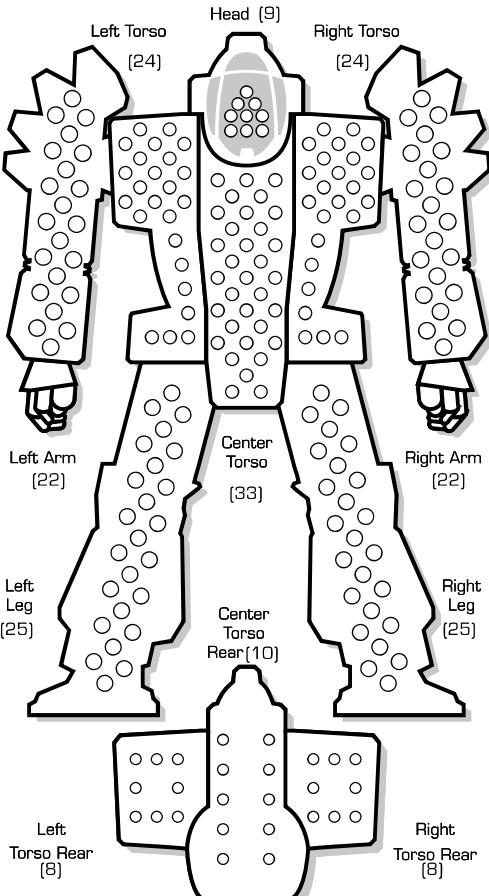
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

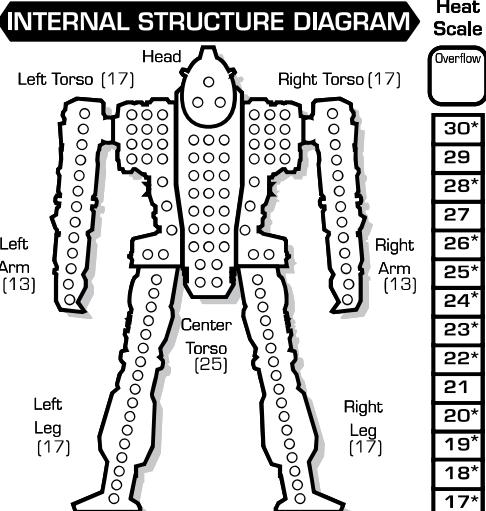
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hatamoto-Godai HTM-30Z

Movement Points: 80
 Walking: 3 Tech Base: Mixed Tech (I.S.)
 Running: 5 (Experimental)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Boosted Master	RT	0	[E]	—	5	9	15
1	Laser AMS (Clan)	RT	5	— [PD]	—	—	—	—
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	C ³ Boosted Master	LT	0	[E]	—	5	9	15
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Extended LRM 15	LA	8	1/Msl [M,C,S]	10	12	22	38

BV: 1,899

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3**
- 4. Extended LRM 15
 - 5. Extended LRM 15
 - 6. Extended LRM 15
- 4-6**
- 1. Extended LRM 15
 - 2. Extended LRM 15
 - 3. Extended LRM 15
 - 4. Ammo (ELRM 15) 6
 - 5. Ammo (ELRM 15) 6
 - 6. Ammo (ELRM 15) 6

Left Torso

- 1. C³ Boosted Master
 - 2. C³ Boosted Master
 - 3. C³ Boosted Master
 - 4. C³ Boosted Master
 - 5. C³ Boosted Master
 - 6. C³ Boosted Master
- 1-3**
- 1. Bloodhound Active Probe
 - 2. Bloodhound Active Probe
 - 3. Bloodhound Active Probe
- 4-6**
- 4. Guardian ECM Suite
 - 5. Guardian ECM Suite
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ballistic-Reinforced
- 6. Ballistic-Reinforced

Head

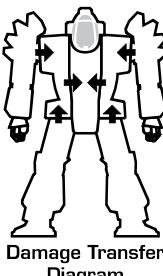
- 1. Life Support
- 2. Sensors
- 3. O Command Console
- 4. O Command Console
- 5. Sensors
- 6. Life Support

Center Torso

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

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



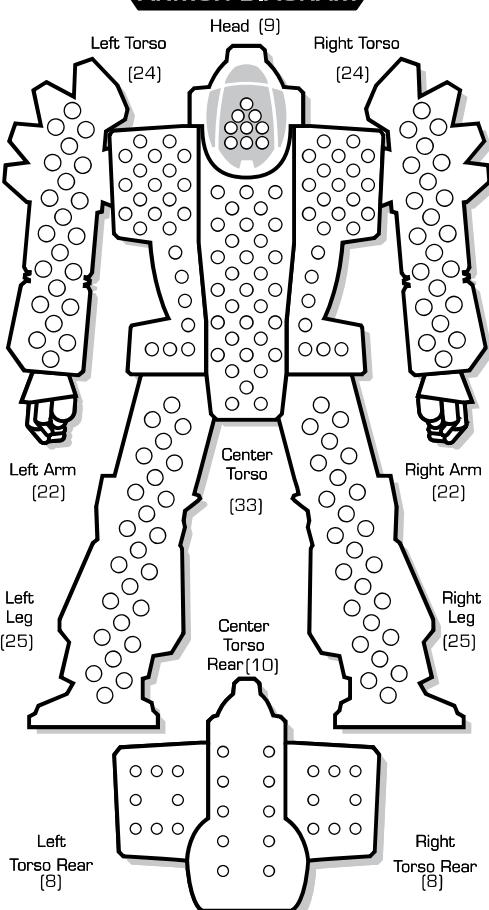
WARRIOR DATA

Name: _____

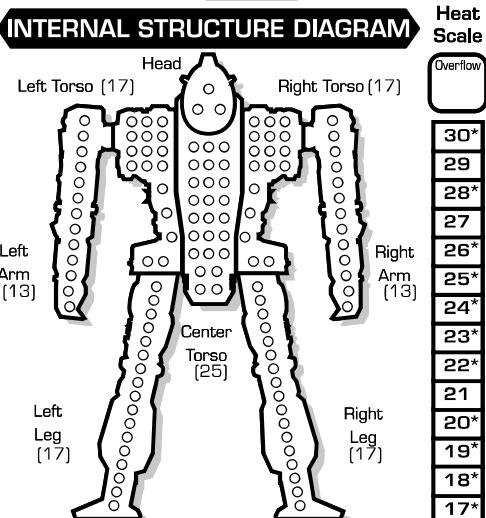
Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat 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 (20) 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	

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ballistic-Reinforced
- 6. Ballistic-Reinforced

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tenshi TN-10-O

Movement Points: Tonnage: 95
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 [6] Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
5	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Rocket Launcher 10	RL	3	1/Ms [M,C]	—	5	11	18
1	Rocket Launcher 10	LL	3	1/Ms [M,C]	—	5	11	18

BV: 2,542

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Guardian ECM Suite
- 4. Guardian ECM Suite
- 5. Endo-Composite
- 6. Endo-Composite

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Rocket Launcher 10
- 6. Endo-Composite

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo-Composite
- 5. Sensors
- 6. Life Support

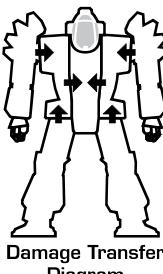
Center Torso

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

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Supercharger

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support

CATALYST
game labs



Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Light PPC
- 4-6 4. Light PPC
- 5. Light PPC
- 6. Light PPC
- 1. Light PPC
- 2. Light PPC
- 3. Light PPC

- 4-6 4. Light PPC
- 5. Light PPC
- 6. Light PPC

Right Torso

- 1-3 1. Light Fusion Engine
- 1-3 2. Light Fusion Engine
- 1-3 3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Targeting Computer
- 3. Targeting Computer
- 4. Targeting Computer
- 5. Endo-Composite
- 6. Endo-Composite

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Rocket Launcher 10
- 6. Endo-Composite

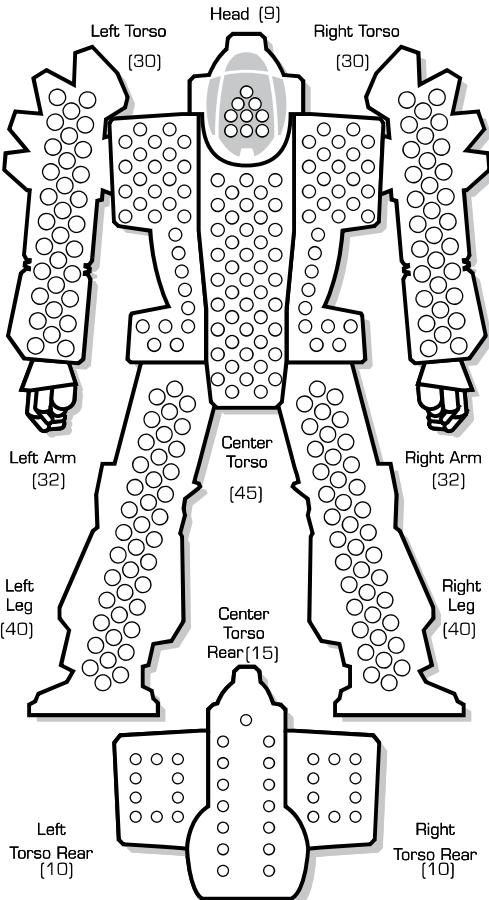
WARRIOR DATA

Name: _____

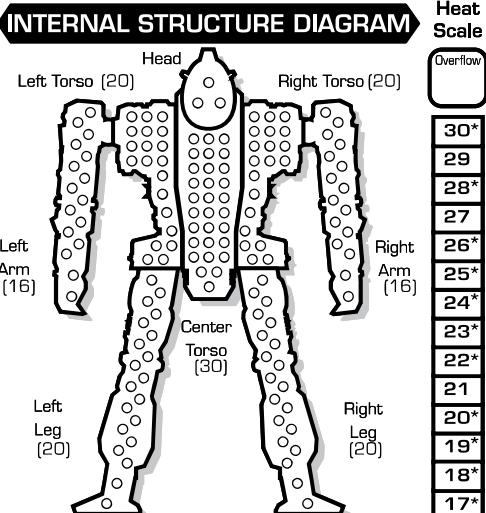
Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat 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	14 (28) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tenshi TN-10-OA

Movement Points: Tonnage: 95
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large VSP Laser	CT	10	11/9/7 [PV]	—	4	8	15
1	MRM 30 w/Apollo FCS	LT	10	1/Msl [MC]	—	3	8	15
1	Large VSP Laser	RA	10	11/9/7 [PV]	—	4	8	15
1	Large VSP Laser	LA	10	11/9/7 [PV]	—	4	8	15

BV: 1,830

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Large VSP Laser
- 4. Large VSP Laser
- 5. Large VSP Laser
- 6. Large VSP Laser

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. MRM 30
- 4. MRM 30
- 5. MRM 30
- 6. MRM 30
- 1. MRM 30
- 2. MRM Apollo FCS
- 3. Endo-Composite
- 4. Endo-Composite
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Coolant Pod
- 6. Endo-Composite

Head

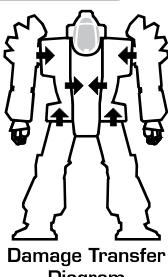
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo-Composite
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Compact Gyro
- 5. Compact Gyro
- 6. Light Fusion Engine
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Large VSP Laser
- 4. Large VSP Laser
- 5. Large VSP Laser
- 6. Large VSP Laser

Engine Hits
 Gyro Hits
 Sensor Hits
 Life Support

CATALYST
game labs

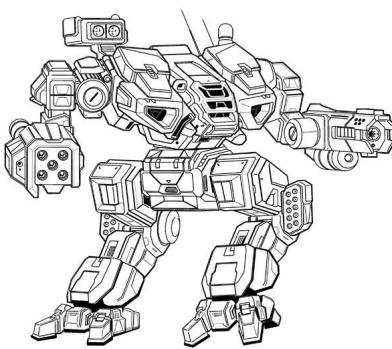


WARRIOR DATA

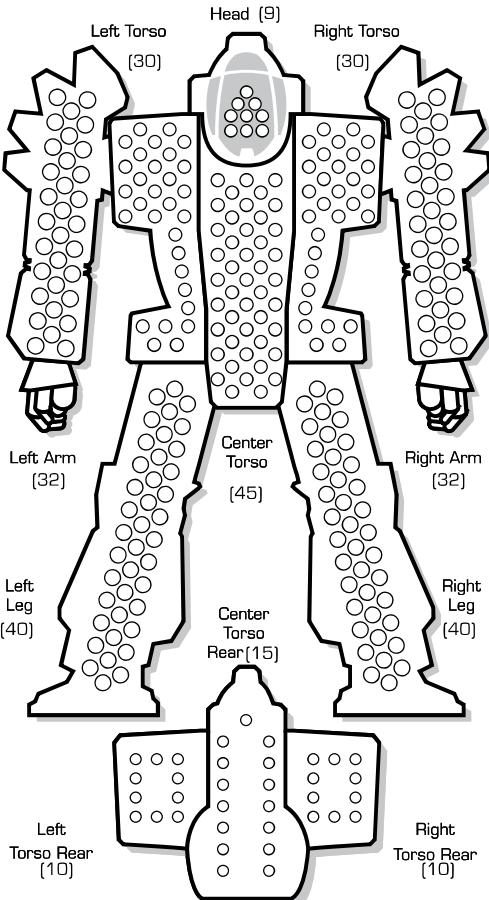
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

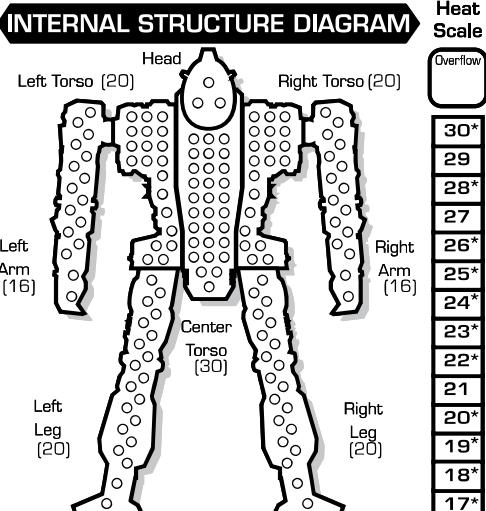
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat 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	16 (32) 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	

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Coolant Pod
- 6. Endo-Composite

БАТТЕЧ

'MECH RECORD SHEET

'MECH DATA

Type: Tenshi TN-10-OB

Movement Points:	Tonnage: 95
Walking: 3	Tech Base: Inner Sphere
Running: 5	[Advanced]
Jumping: 3	Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Streak SRM 6	RA	4	2/Msl [MC]	—	3	6	9
1	TSEMP Cannon	RA	10	0 [DEX]	—	5	10	15
1	Streak SRM 6	LA	4	2/Msl [MC]	—	3	6	9
1	TSEMP Cannon	LA	10	0 [DEX]	—	5	10	15

BV: 3,002

CRITICAL HIT TABLE

Left Arm

- 1-3**

 - 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Streak SRM 6

4-6

 - 1. Streak SRM 6
 - 2. TSEMP Cannon
 - 3. TSEMP Cannon
 - 4. TSEMP Cannon
 - 5. TSEMP Cannon
 - 6. TSEMP Cannon

Left Torso

- 1-3**

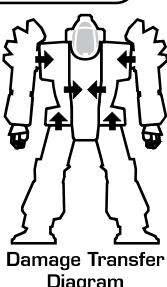
 - 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Medium Pulse Laser

4-6

 - 1. Medium Pulse Laser
 - 2. Ammo (Streak SRM 6) 15
 - 3. Endo-Composite
 - 4. Endo-Composite
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

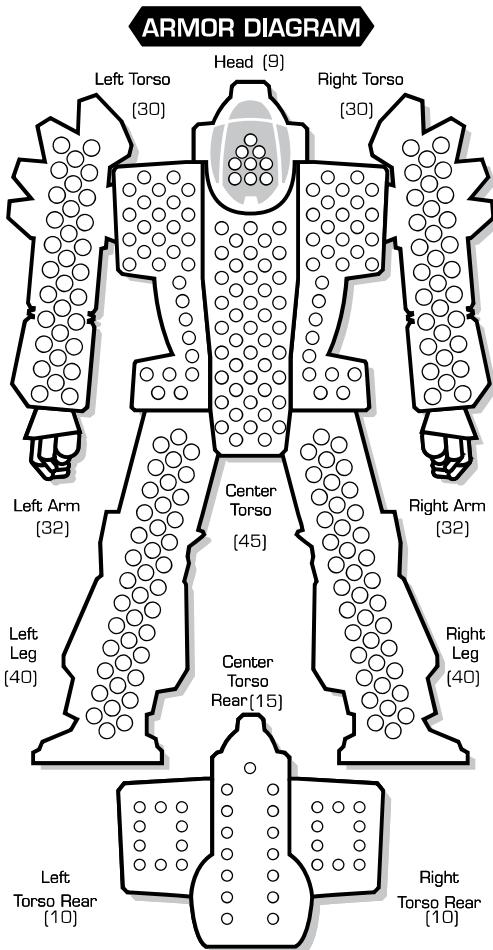
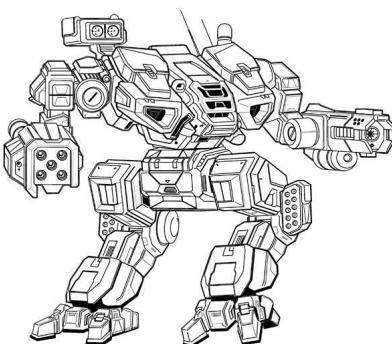


WARRIOR DATA

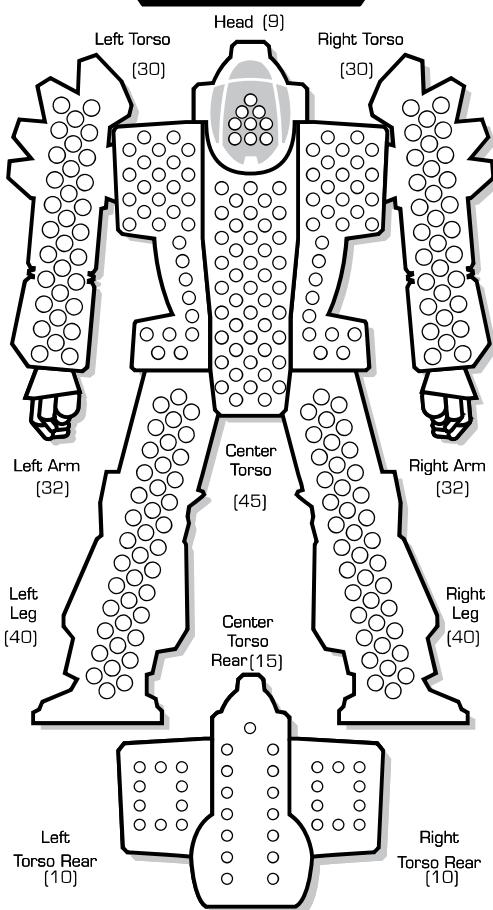
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

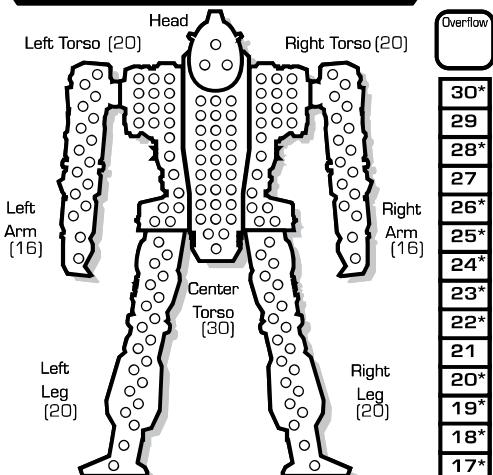
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HFAT DATA

Heat Level*	Effects	16 [32] Double	14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1
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: Tenshi TN-10-OR

Movement Points: 95
 Walking: 3 Tech Base: Mixed Tech (I.S.)
 Running: 5 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Extended LRM 20	RT	10	1/Msl [M.C.S.]	10	12	22	38
1	Extended LRM 20	LT	10	1/Msl [M.C.S.]	10	12	22	38
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

BV: 2,237

CRITICAL HIT TABLE

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser (Clan)
 4. ER Medium Laser (Clan)
 5. Ammo (ELRM 20) 4
 6. Ammo (ELRM 20) 4
 1. Ammo (ELRM 20) 4
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Torso

1. Light Fusion Engine
 2. Light Fusion Engine
 3. Extended LRM 20
 4. Extended LRM 20
 5. Extended LRM 20
 6. Extended LRM 20
 1. Extended LRM 20
 2. Extended LRM 20
 3. Extended LRM 20
 4. Extended LRM 20
 5. Endo-Composite
 6. Endo-Composite
- 4-6

Left Leg

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

Head

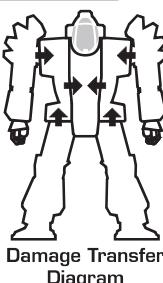
1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo-Composite
 5. Sensors
 6. Life Support

Center Torso

- 1-3
1. Light Fusion Engine
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. Compact Gyro
 5. Compact Gyro
 6. Light Fusion Engine
- 4-6
1. Light Fusion Engine
 2. Light Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. ER Medium Laser (Clan)

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



Damage Transfer Diagram

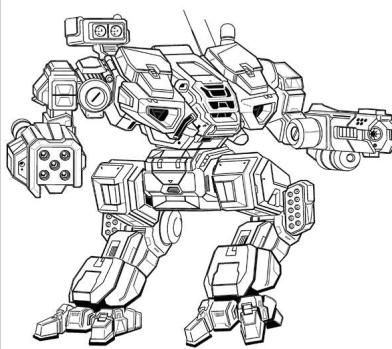
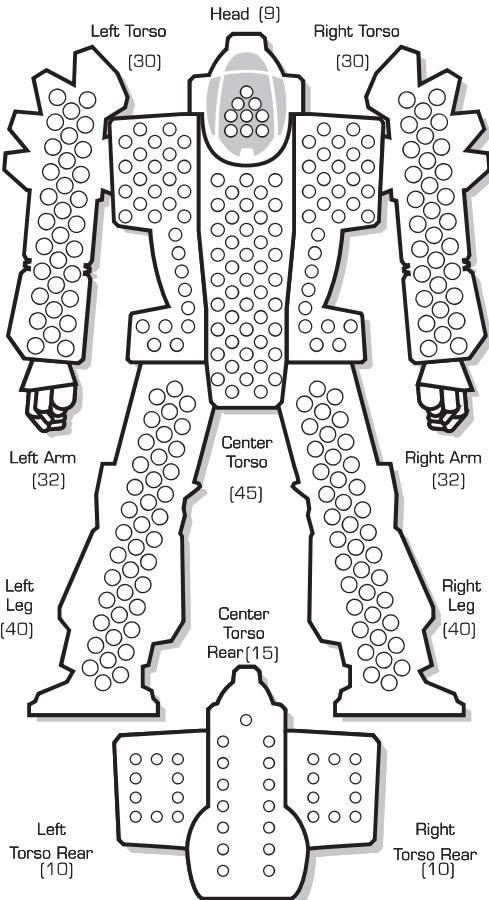
WARRIOR DATA

Name: _____

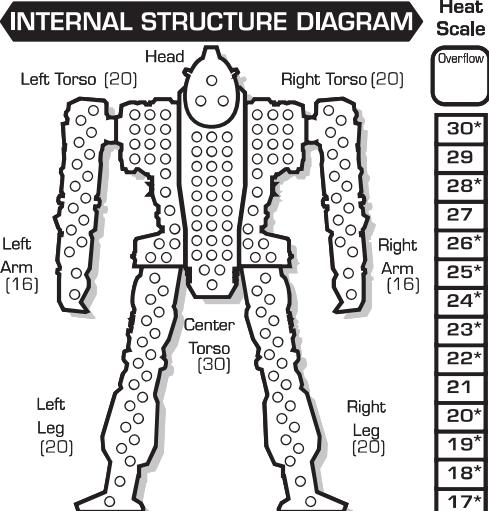
Gunnery Skill: _____ Piloting Skill: _____

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	12 (24) 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	

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Koroshiya KOS-1A

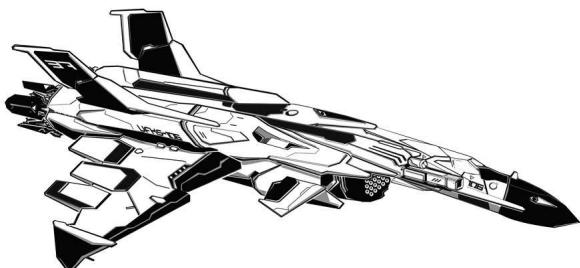
Thrust: 95
Safe Thrust: 6
Maximum Thrust: 9
Tonnage: 95
Tech Base: Inner Sphere
(Advanced)
Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY

Qty	Type	Loc.	Ht	Standard Scale			
				(0-6)	(6-12)	(13-20)	(21-25)
2	Heavy PPC [DE]	N	15	15	15	—	—
1	MRM 40 [MC] w/Apollo FCS	N	12	24	24	—	—
1	Angel ECM Suite [E]	A	0	—	—	6	—

Ammo: (MRM 40) 12
Fuel: 400 Points

BV: 2,877



ARMOR DIAGRAM

Reflective

Nose Damage
Threshold (Total Armor)
11 (103)

Left Wing
Damage Threshold
(Total Armor)
8 (71)

Structural
Integrity:
9

Right Wing
Damage Threshold
(Total Armor)
8 (71)

Aft Damage
Threshold
(Total Armor)
6 (51)

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

CATALYST
game labs

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

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

HEAT DATA

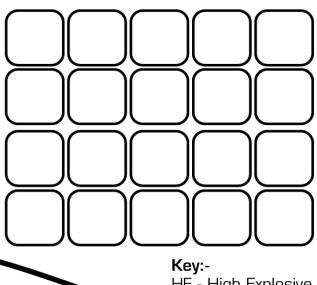
Heat Level*	Effects	Heat Sinks:
30	Shutdown	21 (42)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

EXTERNAL STORES/BOMBS



Key:
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

BATTLETECH

AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Oo-Suzumebachi

Thrust: Tonnage: 170
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Advanced)
 Era: Dark Age

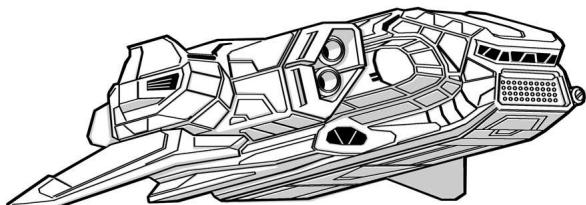
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	Standard Scale			
				(0-6)	(6-12)	(13-20)	(21-25)
Loc.	SRV	MRV	LRV	ERV			
1	MRM 40 [M,C] w/Apollo FCS	N	12	24	24	—	—
3	AMS [DB,PD]	LW	1	—	—	—	—
3	AMS [DB,PD]	RW	1	—	—	—	—
2	ER Medium Laser [DE]	A	5	5	5	—	—

Cargo:
 Infantry Compartment (12 tons)
 Cargo Space - 1 tons (1 door)

Ammo: (AMS) 48, (MRM 40) 12
 Fuel: 800 Points

BV: 1,750



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

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

VELOCITY RECORD

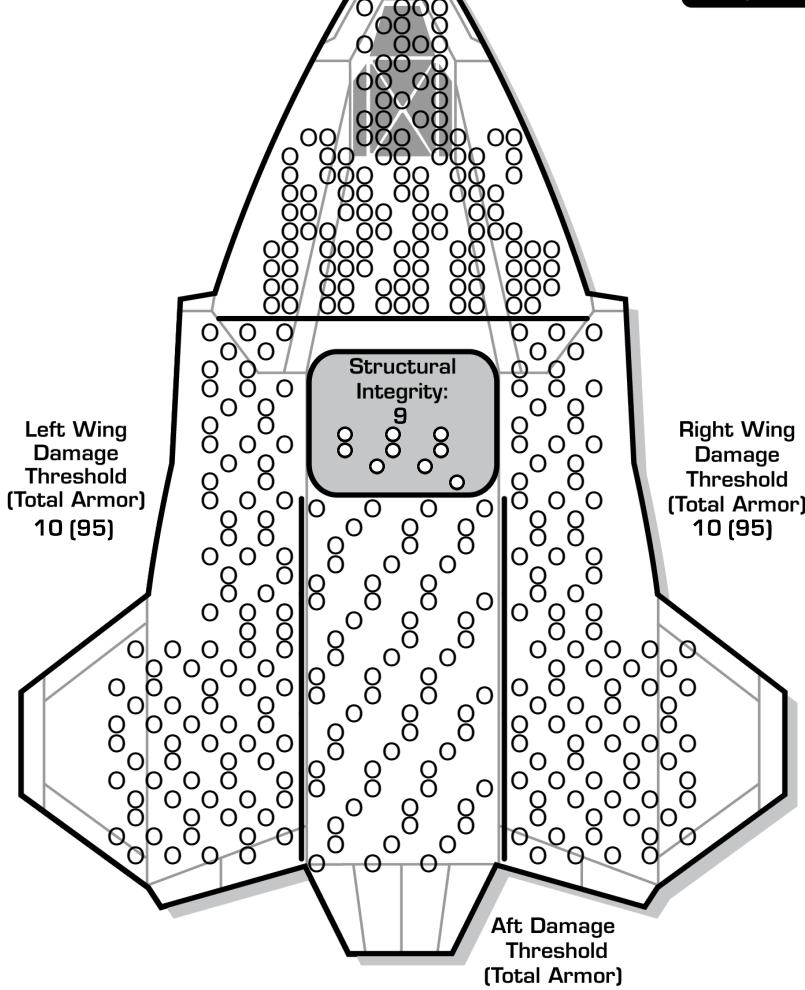
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

ARMOR DIAGRAM

Standard Scale

Nose
 Damage Threshold
 (Total Armor)
 14 (131)



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	Heat Sinks:
30	Shutdown	8 (16) Double
28	Ammo Exp. avoid on 8+	O
27	Pilot Damage, avoid on 9+	O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O