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BATTLETECH

TECHNICAL
READOUT:

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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 Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory.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*.



CAPELLAN CONFEDERATION

CREDITS

Writing

Joel Bancroft-Connors
William Gauthier
Keith Hann
Jason Hansa
Johannes Heidler
Ken Horner
Joshua C. Perian
Christopher Purnell
Craig Reed
Jason Schmetzer
Adam Sherwood
Joel Steverson
Geoff Swift
Mike Timbers
Elliotte Want

Product Development

Jason Schmetzer
Development Assistance
Herbert A. Beas II

Product Editing

Jason Schmetzer

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
Anthony Scroggins

Layout & Cover Design
Ray Arrastia

Illustrations

Chris Daranouvong
Stephen Huda
Alex Iglesias
Justin Nelson
Matt Plog

Unit Stats and Record Sheets

Sebastian Brocks
Joel Bancroft-Connors
Brent Ezell
William Gauthier
Keith Hann
Johannes Heidler
Chris Marti
Jan Prowell
Luke Robertson
Lance Scarinci
Matt Wilsbacher

Proofers and Fact Checkers

Rich Cencarik, Keith Hann, Jason Hansa, Johannes Heidler, Jason Paulley, Joshua C. Perian, Jan Prowell, Craig Reed, Andreas Rudolph, Eric Salzmann, Mike Timbers, Øystein Tvedten, Elliotte Want, Chris Wheeler, Matt Wilsbacher, Patrick Wynne,



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INTRODUCTION

Every report from outside the Fortress shows one thing: the Capellan Confederation is not content to exist—it wishes only to expand.

The history of the Confederation is a history of defeat and derision. The realm of Aleisha Liao, whose foresight led to the Ares Conventions, has always lacked the sheer physical presence of the other Inner Sphere realms and, even in the wake of the Jihad, never was anything but an enemy to the Republic. Daoshen Liao, current chancellor of the Confederation, has driven his armies to conquests his father Sun-Tzu only dreamed of. Since the Blackout and, especially, since the Fortress rose, his Capellan Confederation Armed Forces have reclaimed ancestral worlds lost to the Confederation for centuries.

Chesterton had been a Federated Suns world for so long the Capellans' long-standing claim to the system was almost comical, but in the wake of the Republic's withdrawal into Prefecture X the Confederation flag now flies over that world. Tikonov, a bone of contention between the Confederation and the Federated Suns, and more recently the Republic, is a Capellan world once more. Most of the worlds in that area of space, longtime Suns worlds and founding members of the Republic, are once again shackled beneath the socialist green flag of House Liao.

Farther from the Republic borders, the CCAF succeeded in avenging itself on House Hasek's Capellan March for the slights it endured during the Victoria War early in this century. Victoria itself is reclaimed, and a salient has been driven deeply enough into the march to capture New Syrtis itself.

The Capellan Confederation Armed Forces have proven themselves more adept, more devious and more powerful than any pre-Blackout analysts suspected. Much of this success has come from carefully-hidden production facilities that never quite shut down, but the Liaos have also succored from the factories and stockpiles they've captured on Republic and Federated Suns worlds. The largesse of Victoria, New Syrtis, Tikonov and other worlds now feeds the Capellan war machine.

Republic tacticians should pay careful attention to the adaptation and employment of the Capellans' stealth equipment. Driven by limited resources, the Capellans have always been at the forefront of tactical stealth technology, and with their resources no longer lacking, it can be expected to see these technologies proliferating. In addition, their close ties with the Magistracy of Canopus and the Duchy of Andurien mean Republic soldiers can expect to see influences from those realms' militaries appearing on Republic battlefields, as well.

The Confederation is no longer the plucky underdog it has often appeared. With its traditional enemies weakened, the realm of the Liaos stands at the Republic's gate. After the Clans, the Confederation is likely the Republic's most dangerous adversary.

—Paladin Janella Lakewood

12 October 3145

GAME NOTES

Technical Readout: 3145 (Capellan Confederation) 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 (Capellan Confederation)* 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.

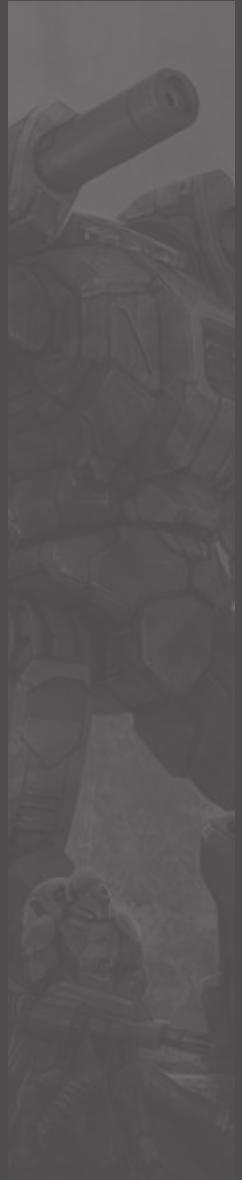
Advanced: Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

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 (Capellan Confederation)* 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.

AMAZON BATTLE ARMOR



The Amazon is a logical development of the Inner Sphere Standard family of battle armor. Tougher and better armed than even the Longinus, the Amazon is a top contender for the middleweight battle armor crown in the Inner Sphere.

CAPABILITIES

Evolutionary rather than revolutionary, the Amazon does not introduce anything original, but it does push the performance envelope to the maximum possible without using Clan technology. Despite the suit's refinement, its simple, traditional layout makes it easy to learn to operate. Combined with its limited number of official configurations, this allows troopers to more easily concentrate on fighting.

DEPLOYMENT

The first operational deployment of the Amazon emphasized its ability to absorb damage, when a bandit raid in the Bass system was countered by elements of the Magistracy Cavaliers. Two squads of Amazons commanded by Lance Corporal Jon Harvey located an isolated AWS-8Q Awesome and began stalking it through the streets of Nortown. Unafraid, the MechWarrior stood his ground within a park, expecting to smash the battlesuits with his trio of particle projection cannon. Even when a suit was struck it kept coming, and the *Awesome* was quickly kneecapped and unable to escape. Deploying their own particle weapons, the battle armor pressed home their attack on the crippled 'Mech, continuously jumping to reduce the effectiveness of the return fire. By the end of the battle, three Amazons were destroyed, but the bandit lay dead in his shattered cockpit.

During a raid on Sirdar in 3110, Capellan Amazons were able to prove their superiority over the Cavalier, the standard trooper battle armor of the AFFS. A light 'Mech lance of Sung's Rangers was ambushed and cut off by a mixed company from the Sirdar CMM. Help swiftly arrived in the form of a triple of *Yün* aerospace fighters, which dropped their payload of battle armor straight into the fray. Led by *Sao-wei* Zachary Golden, the Amazons overpowered the Cavaliers that were swarming their comrades, fighting them claw-to-claw on the hulls of the Liao 'Mechs. Overwhelmed, the surviving Suns battle armor fell back, followed by the CMM infantry, whose ranks were decimated by blasts from the Amazon's recoilless rifles. Despite their losses, *Sao-wei* Golden's troops joined the Capellan 'Mechs as they counterattacked the enemy armored forces. A pair of Amazons swarmed the Davion commander's *Blackjack*, detonating its *Streak* ammunition in a fireball that destroyed all three combatants. In the resulting confusion, the remaining Rangers' 'Mechs were able to fight their way free. Only a squad of Amazons managed to follow them, the rest having sacrificed themselves to rescue their fellow soldiers. Once the two sides were clear, the circling *Yüns* threatened to strafe, stopping all thoughts of pursuit by the Militia troops and allowing the Capellan ground forces to escape.

NOTABLE UNITS

Sao-shao Zachary Golden: Large and imposing, *Sao-shao* Golden was almost too big to fit in his battlesuit, but the speed and ferocity of his attacks belied his size. Promoted as a result of the action on Sirdar, Golden rose to command an infantry battalion before his eventual retirement. To the end of his career he still enjoyed suiting up in his Amazon to fight on the front lines. Heavily scarred and decorated with kill markers, Golden's battle armor was a good luck charm for his troops, who redoubled their efforts to ensure it survived another battle.

Ensign Jessica Grey: An ex-member of the Willows, a gladiatorial battle armor team with an illustrious history in the arenas on Hardcore, Grey rejoined the MAF after a stellar rookie season. Having already served her volunteer term in the armored infantry, she used her winnings to buy her commission. As ambitious as she is skilled, Grey pushes her troops hard to meet her demanding standards. Only her unit's combat record has kept dissent in the ranks to a minimum.

AMAZON BATTLE ARMOR

Type: Amazon
Manufacturer: Foxx Infantry Systems
Primary Factory: Royal Foxx
Equipment Rating: E/X-X-F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg

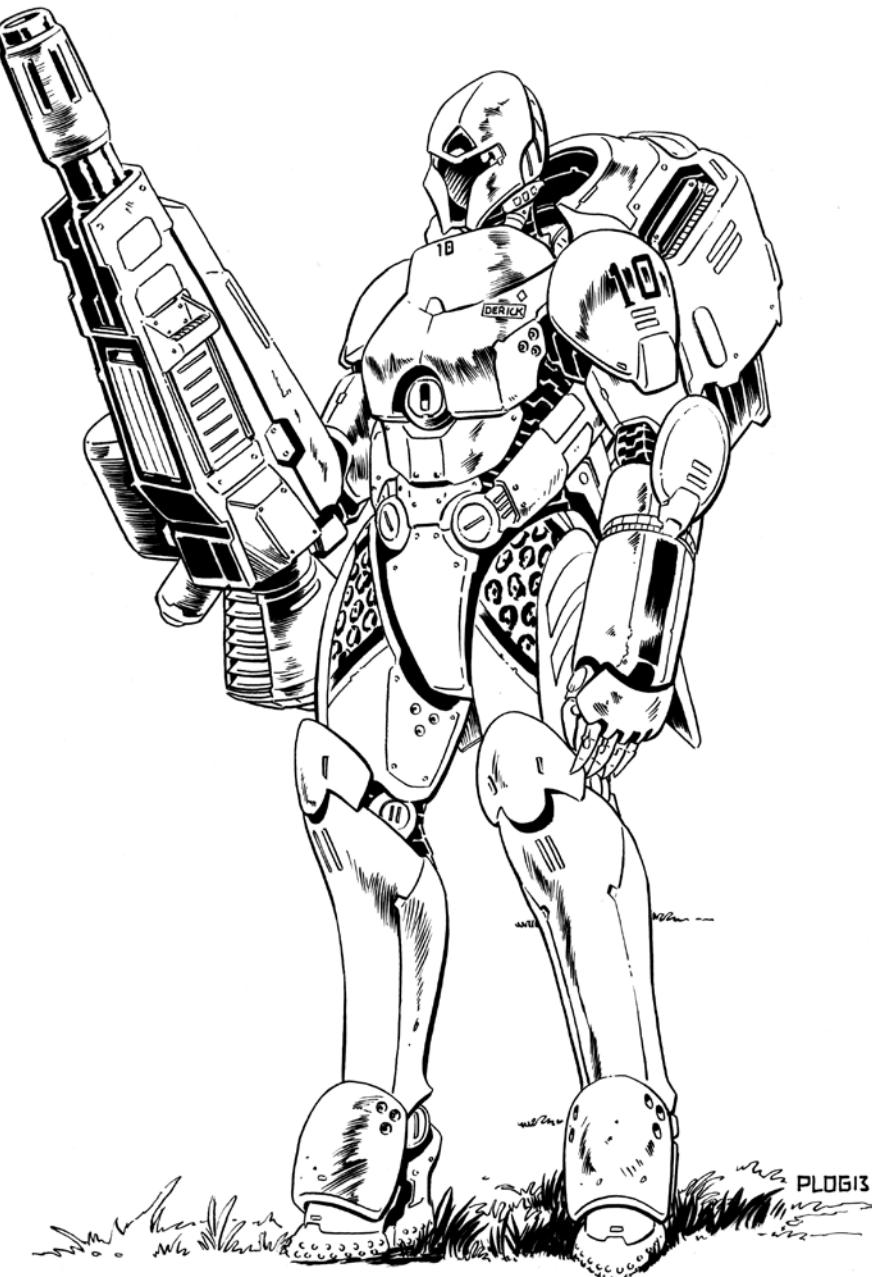
Battle Value:
63 [MRR]
52 [PPC]

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

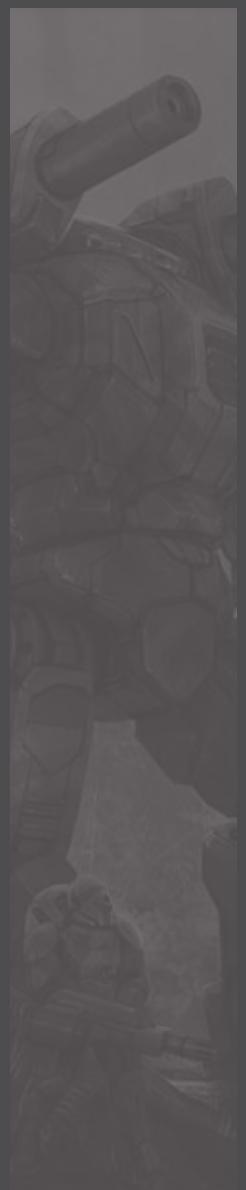
Notes: Features the following Design Quirks: Easy to Pilot.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Battle Claw	15 kg
Armor:	Advanced	5
Armor Value:	10 + 1 (Trooper)	400 kg

Weapons and Equipment	Location	Slots	(Capacity)	Mass
Modular Weapon Mount	RA	1	(2)	10 kg
Medium Recoilless Rifle (20)	—	2		250 kg
Support PPC (15)	—	2		250 kg



SHEN LONG BATTLE ARMOR



The infantryman is perhaps the oldest relic of battlefield technology but remains, even in the thirty-second century, a necessary component of warfare. Necessity aside, it has only been the adoption of powered battle armor that has truly brought him a measure of respect. In the Capellan Confederation's Shen Long heavy battlesuit, an infantryman is a threat to any other combatant on the battlefield.

CAPABILITIES

The Shen Long won its primacy of place in the CCAF with two factors: speed and fire-power, both of which are aided by its quad motive system. The battlesuit is faster than almost any other battle armor in the Inner Sphere and carries a heavy modular payload, making it ideal for cavalry and fast-response roles. The lack of a modular weapon configuration built around an energy-based weapon remains the only recurring complaint from both the CCAF and the MAF.

DEPLOYMENT

Shen Longs lived up to their name—storm dragon—during the AFFS assault on Menke during the Victoria War. There, a company of battlesuit infantry from the Menke Home Guard laid an ambush for a lance from the Davion Assault Guards. The infantry, two platoons of old Fa Shih minelayers and a mixed platoon of Shen Longs, managed to surprise the Davion lance in a cul-de-sac valley. The 'Mechs, over-confident, walked right into the carefully laid minefield—which was when the battle armor troopers sprung their ambush.

While the Fa Shih platoons closed the minefield behind the 'Mechs, the four squads of Shen Longs sprung into action. The platoon's

Interdictor squad put themselves between the lance and the bulk of the armed Shen Longs, using their ECM and mimetic armor to put a wall of electronic noise between their cohorts and the Davion's targeting systems. The other three squads, all armed with MRM launchers, fired and moved. They used their advanced armor and high speed to try and convince the 'Mechs they were more plentiful than they actually were, and it worked. By the time the Davion lance made its way out of the minefield, all four 'Mechs had suffered actuator damage and one, a *Warlord*, lost a leg and was captured.

In 3103, when the AFFS first leapt across the border, one Davion task force landed on Yuris. In the third week of the campaign, a battlegroup of armor and infantry tried to break through the Davion lines around Vitale and relieve the besieged defenders. Instead, the battlegroup was repelled and forced to retreat, hounded all the way by airmobile forces from the Davion LCTs. During the final skirmish the column's platoon of Shen Long battlesuits broke away and tried to escape. They enjoyed some early successes, as their speed kept them away from all but the swiftest pursuers, but the lack of ammunition for their light Gauss rifles soon drove them to surrender when a platoon of Hauberk and Cavalier battlesuits surrounded them.

In the Confederation's ally, the Magistracy of Canopus, the Shen Long is prized as an infantry weapon. Service in a squad or platoon of Shen Longs is seen as a mark of favor among MAF infantrymen, though these units experience high casualty rates. Routinely placed in difficult situations—or if not placed, having sought them out—Shen Long troopers in the Magistracy are among the most bold infantrymen anywhere.

NOTABLE UNITS

Sao-wei Hernán Suarez: Suarez commanded the Shen Long platoon involved in the ambush on Menke during the Victoria War. As a reward for his valor, he was granted a field commission to *sao-wei* and placed in command of an infantry company in McCarron's Armored Cavalry. There he found considerable success, building a full company of Shen Long battle armor that acted as a quick-response unit within the regiment. Injured during the Capellan Crusades, Suarez became a field instructor for the regional training center on Menke.

Lance Corporal Theren Cardiff: During the abortive invasion of the Capellan Confederation by the Duchy of Andurien and Oriente in 3104, a number of Magistracy regiments responded to their ally's need and counterattacked. During the counterattack, Lance Corporal Cardiff and his company of Shen Longs were instrumental in breaking up large formation of standard infantry. Using either machine guns or flamers, Cardiff's company were able to move faster than the Andurien infantry, striking from the flanks or even behind to force them to surrender.

SHEN LONG BATTLE ARMOR

Type: Shen Long
Manufacturer: HellePont Industrials
Primary Factory: Sian
Equipment Rating: E/X-X-F

Tech Base: Inner Sphere
Chassis Type: Quad
Weight Class: Heavy
Maximum Weight: 1,500 kg

Battle Value:

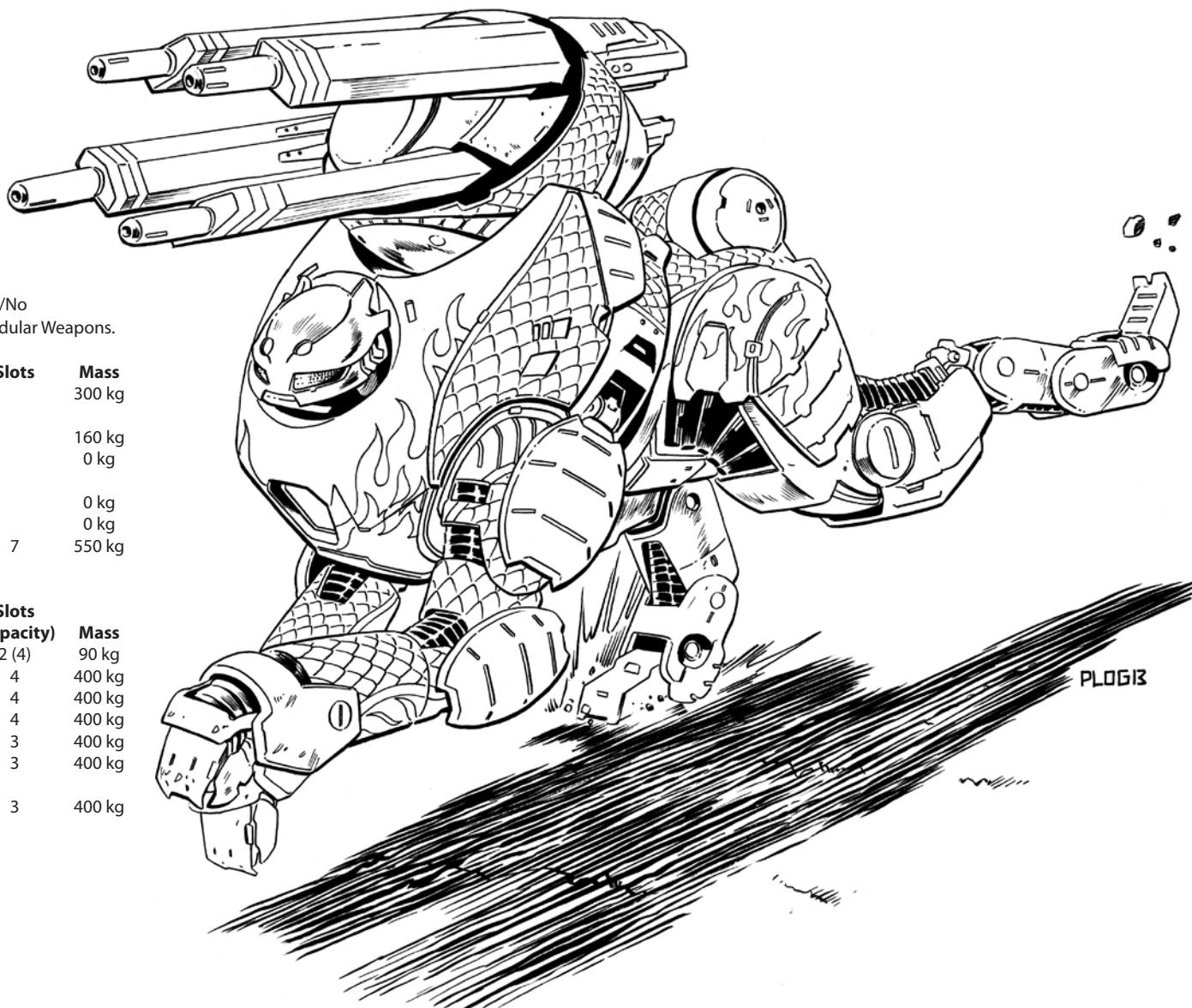
67 [David]
60 [MG]
68 [MRM]
78 [SRM]
53 [Interdictor]
50 [Pop-Up Mine]

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

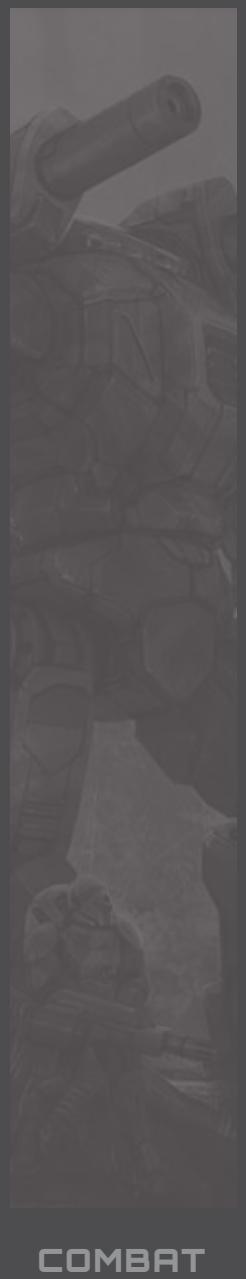
Notes: Features the following Design Quirks: Modular Weapons.

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	4	160 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	NA	0 kg
Left Arm:	NA	0 kg
Armor:	Mimetic	7
Armor Value:	11 + 1 (Trooper)	550 kg

Weapons and Equipment	Slots	Location	(Capacity)	Mass
Modular Turret Mount	2 (4)	Body		90 kg
4 David Light Gauss (15 x4)	—		4	400 kg
4 Machine Guns (50 x4)	—		4	400 kg
MRM 5 (4 shots)	—		4	400 kg
SRM 4 (4 shots)	—		3	400 kg
2 Flamer (10 x2), ECM Suite	—		3	400 kg
2 Heavy Grenade Launchers (20 x2), Pop-Up Mine	—		3	400 kg



LUDUAN SCOUT VEHICLE



Mass: 25 tons

Movement Type: Hover

Power Plant: Magna 145 Fusion

Cruising Speed: 118 kph

Maximum Speed: 183 kph

Armor: Hellespont Lite Stealth

Armament:

3 Mydron Mini Magshot Gauss Rifles

Manufacturer: Novis-AT-H, Inc.

Primary Factories: Detroit

Communications System: Ceres Metals Model

777 with Angel ECM Suite

Targeting and Tracking System: Apple

Churchill 3000 with TAG and Bloodhound

Active Probe

The Capellan Crusades revealed many weaknesses in the CCAF. It proved that it was not enough to have the materiel—one also had to have the right *kind* of materiel. An overemphasis on sheer firepower during their secret buildup meant that the CCAF had neglected the importance of combined arms and specialized units. As the recent fighting has amply demonstrated, the CCAF has filled that gap.

CAPABILITIES

The Luduan is a force multiplier, not a battle tank. Its detection and electronic warfare equipment is second to none, enabling it to root out the most well-concealed units, while jamming attempts by enemy forces to do the same. The Luduan also provides highly mobile target designation capability to Capellan forces. RAF commanders should be prepared to face significantly increased artillery fire when Luduans are present on the battlefield.

DEPLOYMENT

Its specialized role means the Luduan is not required in great numbers, but since first observed in 3136 it has spread to nearly every unit in the Confederation, even those without organic artillery assets. In militia units it is commonly employed as a scout, or attached to artillery vehicle platoons. More prestigious outfits match Luduans up with Arrow IV-equipped 'Mech lances.

Even the most optimistic Capellan planners did not foresee the incredible advances the Confederation has made into Republic and Federated Suns space. With this success has come new tactical dilemmas for CCAF forces, as they find themselves pressed into roles they spent little to time training for. As the CCAF sweeps forward, only token forces can be spared to hold down worlds that have never known Capellan rule, and whose greatest wish is to see it removed.

One such incident occurred on Taygeta. Taygeta had been a Davion world for centuries, and its citizens bitterly resisted the occupation. With most Capellan line units withdrawn in support of the drive on New Syrtis, it fell to elements of Lockhardt's Ironsides to keep Taygeta in check. Realizing that any attempt to hold the entire world would end in failure, the Lockhardt commander built a series of firebases in key areas, while otherwise allowing free rein to Davion resistance fighters and the battered AFFS remnants not yet hunted down. A sharply-fought ambush of a Capellan convoy ferrying supplies between these strongpoints demonstrated the value of the Lockhardts' strategy, and the Luduan it was built around.

Forced to keep to the roads, Capellan convoys were extremely vulnerable. Anticipating this, several Luduans were placed with each convoy. The Luduan's excellent sensor suites detected the ambush, forcing the Davion attackers to launch it prematurely. The other Capellan defenders engaged the enemy, and a sharp firefight broke out, while the trucks and their valuable cargos made their escape. Speedy and shrouded by stealth armor, the Luduans and their ineffectual armament were largely ignored as not worth the effort; this proved to be a fatal mistake. Piercing through Davion jamming with their powerful communications array, the Luduans swept across the battle zone at high speed, marking Davion 'Mechs and infantry positions and then calling in devastating artillery fire from nearby Capellan firebases. Shattered in short order, the Davion attackers broke for cover, but the Luduan's great speed and enhanced detection abilities meant that few of them escaped.

NOTABLE UNITS

Sang-wei Will Coates: Sang-wei Coates commanded the Luduan detachment on Taygeta. Over and above superb command skills, Coates demonstrated a coolness under fire as BattleMechs with many times the firepower of his entire detachment fought around him. When a Davion *Rakshasa* broke off the engagement and moved to intercept the fleeing convoy, Coates repeatedly charged the heavy 'Mech, breaking off at the last moment each time. The frustrated Davion pilot finally attempted to destroy Coates, and in doing so opened himself up to rear attacks from the other Capellan defenders.

LUDUAN SCOUT VEHICLE

Type: Luduan

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 25

Battle Value: 453

Equipment

Internal Structure:

Engine: 145

Mass

2.5

7.5

Type: Fusion

Cruise MP: 11

Flank MP: 17

Heat Sinks: 10

0

Control Equipment:

1.5

Lift Equipment:

2.5

Power Amplifier:

0

Turret:

.5

Armor Factor (Stealth):

3

48

Armor

Value

Front

12

R/L Side

10/10

Rear

8

Turret

8

Weapons and Ammo

TAG

Location

Turret

Tonnage

1

3 Magshot Gauss Rifles

Turret

1.5

Ammo (Magshot) 50

Body

1

Angel ECM Suite

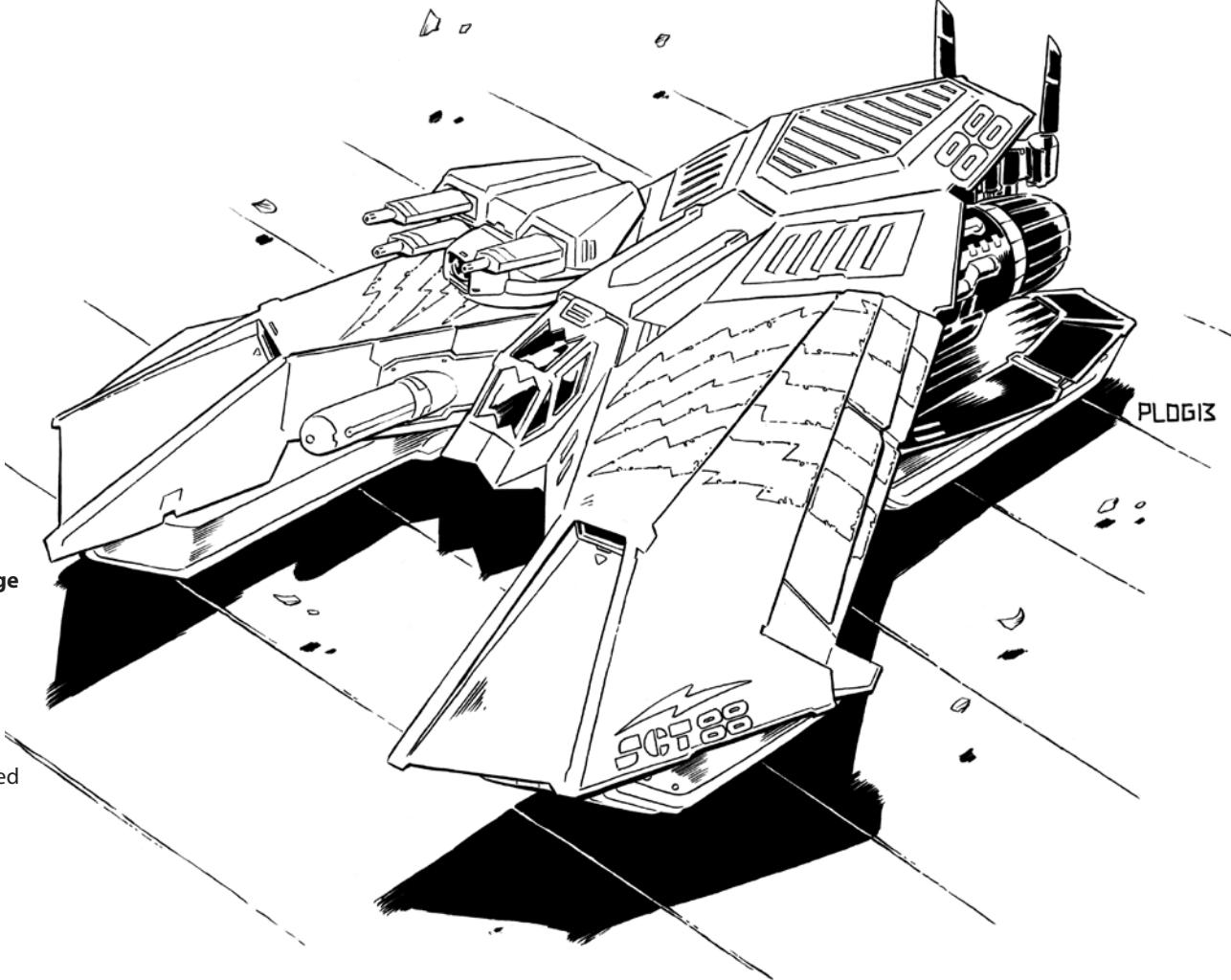
Body

2

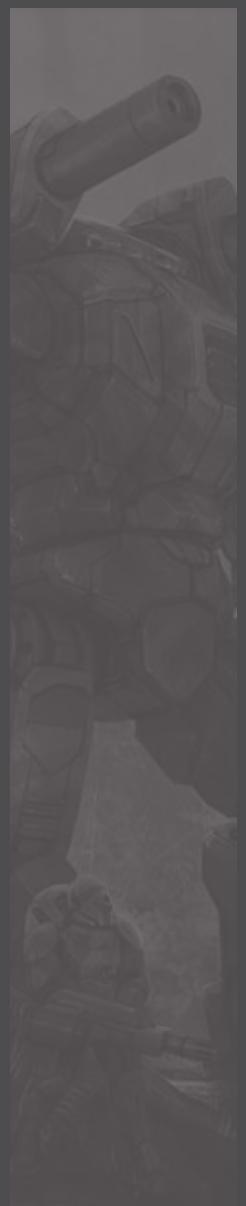
Bloodhound Active Probe

Body

2

Notes: Features the following Design Quirks: Improved Communications.

NISOS ATTACK WIGE



COMBAT VEHICLES

Mass: 35 tons

Movement Type: WiGE

Power Plant: Nissan 200 XL Fusion

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Armor: Hellespont Heavy Ferro-Fibrous

Armament:

1 Ceres Arms Crusher Plasma Rifle

1 Harpoon 6 SRM Launcher

Manufacturer: Quikscell Company

Primary Factories: Ares

Communications System: Endicott Type

6G Maser

Targeting and Tracking System: Dwyerson

Mark IV

In classical mythology, Nisos drove the sons of Metion out of Athens and put Aegeus on the throne. On today's battlefield, the WiGE named for him is an interdictor bridging the gap between scout and dragoon. It outperforms comparable units and sets high standards for reconnaissance, making it a favorite in scout and cavalry battalions.

CAPABILITIES

Quikscell built the Nisos to win over advanced recon forces. The commander's station is unusually spacious and comfortable, which significantly reduces fatigue during long sorties. Both the driver and gunner have comprehensive controls with ultramodern ergonomics. All three stations feature personal storage compartments and adjustable five-point restraints.

Despite its ammo-dependent weaponry, the Nisos is designed for extended field operations with minimal maintenance and support. Modular weapons technology enables reconfiguring between variants as if it were an OmniVehicle, at a fraction of the cost.

DEPLOYMENT

In May 3134, elements of Warrior House Dai Da Chi and McCarron's Armored Cavalry clashed with the Principes Guards on Palos. After several days of fighting, the Capellan invasion was in trouble. The bulk of their force was deployed south of the Grael River Delta, an expansive bayou two hundred kilometers south of the planetary capital, Xer. Two companies of heavy and assault 'Mechs under the command of Major Ruth Janson were tying up three times their number and making the Capellans pay dearly for every kilometer of ground gained.

The Bayou was a labyrinth. Seasonal flooding changed the passable terrain on an almost daily basis. Local fauna, quicksand, and hardy undergrowth hampered conventional infantry reconnaissance and days of heavy rain and strong winds kept Capellan aerial recon units grounded. When the weather broke on 17 March, the Capellans launched a costly gambit. A screening force of six VTOLs supported by a flight of conventional fighters moved the bayou followed by a battalion of CCAF 'Mechs.

The Guards deployed along the only passable stretch of terrain in the vicinity and waited. They handed the Capellans nine casualties in the first hour and only gave up two kilometers. The Guards' aerospace fighters sortied from Xer and easily scattered the Capellan air support. When the Guards' fighters withdrew to refuel, the Capellans revealed their plans. A platoon of Nisoses split from the main force and made a flanking advance through the marsh. The WiGEs were able to easily bypass the bayou's natural obstacles, and with the defending aerial assets temporarily out of the fight, quickly outmaneuvered the heavier defending forces. The Guards withdrew a lance of their fastest 'Mechs to corral the WiGEs, but

they couldn't keep pace. The Nisoses exploited this advantage, striking at the defending 'Mechs from behind and then melting back into the swamp.

Within two hours, the Guards were in disarray and less than half of the defending 'Mechs were in a position to trade blows with the Capellan forces. Major Janson ordered the defending units to withdraw and regroup farther into the bayou. It was a critical mistake. The Nisoses stopped their harassing actions and raced towards the far side of the Bayou and the Guards' supply depot. Although the Nisos were unlikely to defeat Janson's sentry forces, she couldn't afford the risk. The withdrawal became a rout as the Guards raced to protect their supplies.

By the end of the day, the Capellans had crossed the Bayou and gained unfettered access to the M7 Expressway. The Guards had been forced to retreat 100 kilometers to the planetary capital. The Capellans conquered Palos three weeks later.

VARIANTS

The support model swaps the standard weapon package for ELRMs and ER medium lasers.

NOTABLE UNITS

Sang-wei Braxton Xu: Xu commanded the Nisos platoon on Palos. He was awarded the Liao Sunburst of Gallantry for his actions. A student of daring tactics, Xu saw action throughout the Capellan invasion of the Republic. He lost his left arm below the elbow on St. Andre, but recovered and participated in the final battle for New Aragon, where he was credited with one kill and three assists.

NISOS ATTACK WIGE

Type: Nisos

Technology Base: Inner Sphere

Movement Type: WiGE

Tonnage: 35

Battle Value: 1,090

Equipment

Internal Structure:

	200	Mass
Engine:	XL Fusion	3.5
Type:		7

Cruise MP:

9

Flank MP:

14

Heat Sinks:

10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

119

Armor Value

Front

28

R/L Side

22/22

Rear

22

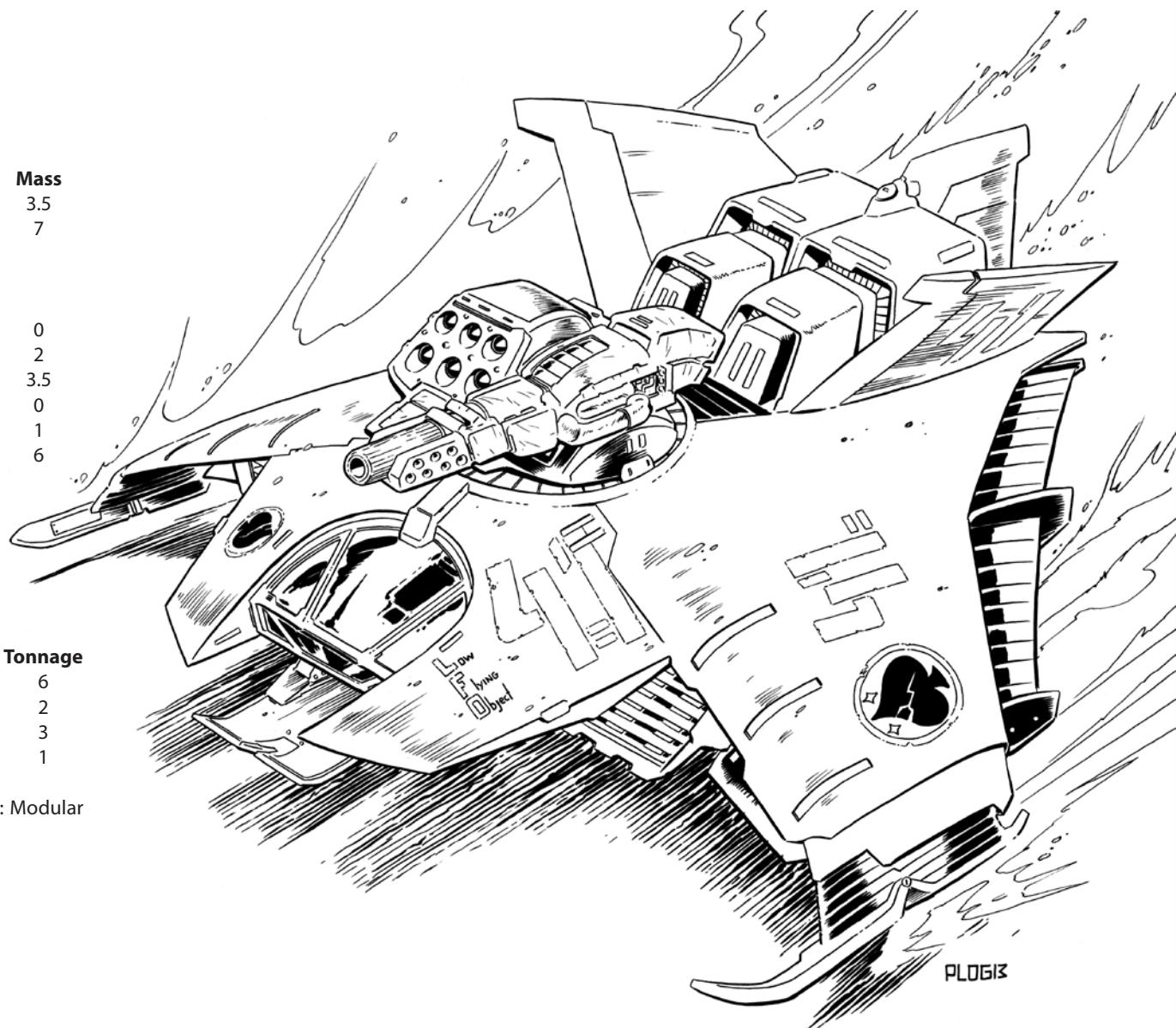
Turret

25

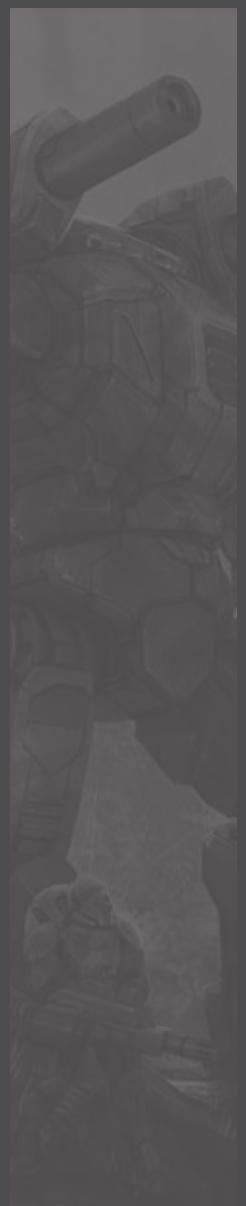
Weapons and Ammo

	Location	Tonnage
Plasma Rifle	Turret	6
Ammo (Plasma) 20	Body	2
SRM 6	Turret	3
Ammo (SRM) 15	Body	1

Notes: Features the following Design Quirks: Modular Weapons, Easy to Maintain.



SHUN TRANSPORT VTOL



COMBAT VEHICLES

12

Mass: 40 tons

Movement Type: VTOL

Power Plant: GM 95 XL Fusion

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Armor: Hellespont Lite Stealth

Armament:

2 Mydron Mini Magshot Gauss Rifles

Manufacturer: Tengo Aerospace

Primary Factories: Sarna

Communications System: Endicott Type 11

Maser with Guardian ECM Suite

Targeting and Tracking System: Dwyerson

Mark XX with TAG and Targeting Computer

Named after the Chinese word for shield, the Shun Transport VTOL is exactly the kind of excellent transportation Confederation troops have come to enjoy since the 3120s. Shrouded in advanced stealth systems, the Shun is designed expressly for the rapid insertion and support of battle armor.

CAPABILITIES

The Shun's blend of stealth capability, agility and support systems makes it both deadly and versatile. Unlike smaller transport VTOLs like the ancient Ripper, the stealthy Shun is capable of infiltrating enemy territory to deliver up to three squads of battle armor. Able to ignore terrain that would stop lesser transports, the Shun's sophisticated technologies make it the infantry transport of choice for many Capellan commanders.

DEPLOYMENT

The border between the Republic and the Confederation has never been peaceful. Even after a concord was reached in the wake of the Crusades, tensions continued to simmer just below the surface. Raids were common, and both sides employed mercenaries as proxies to attack each other. In many of these raids, the Shun proved to be a deciding factor in the battlefield success of the Confederation, such as on Corey in 3130.

Dispatched to Corey in retaliation for a similar raid against Asuncion, a small Republic-sponsored mercenary unit struck the Hollis Industries plant. Targeting warehouses full of new equipment, the raiders stole what they could and wrecked the rest before retreating to their hidden transport. The Sixth Confederation Reserve Cavalry scrambled a flight of Shuns to slow the attackers so the regiment's heavier elements could mobilize and catch the fleeing mercenaries. Flying just above the jungle canopy, the Shuns made a daring run against the raiders' DropShip, dropping battle armor directly onto the ship's hull. The battlesuits swiftly overpowered the surprised crew and secured the vessel for the Confederation. The raiders soon realized their fate was sealed.

Despite an excellent combat record, the Shun is not invincible. During the CCAF invasion of Demeter in 3144, an overconfident Shun flight leader from the Third Tikonov Guards ordered his flight directly into the heavy defenses protecting New Demeter City. Relying solely on the VTOL's stealth armor to safeguard them from detection, the pair was promptly annihilated by accurate anti-aircraft fire.

NOTABLE UNITS

Sang-wei Andrea Hamann: Commander of Hamann's Harassers, *Sang-wei* Hamann is rarely found far from her beloved Shun, Drop Bear. An expert pilot in the Dynasty Guards, Hamann has made a name for herself as a daredevil. Since the invasion of the Capellan March she has flown her Shun through some of the best defenses the AFFS could muster, diving and plunging through heavy enemy fire to deliver her cargo, often landing for only a few seconds to sweep the area with accurate Gauss fire before disgorging her infantry. During the Guards' invasion of Taygeta, the *sang-wei* flew her Shun directly into the teeth of the Syrtis Fusiliers. Oblivious to the danger, Hamann zipped across the battlefield, delivering her battle armor while directing Arrow IV missiles against the defenders' positions with devastating effect. Responsible for the destruction of three 'Mechs, Drop Bear had less than two tons of armor covering its frame when it returned to base.

Sao-wei Lei Gwok: Responsible for the impromptu plan to capture the DropShip on Corey, Gwok has racked up a considerable amount of experience at the controls of his Shun. During Operation GREAT FLOOD, the imaginative Gwok created a series of sub-challenges for inventive delivery of battle armor. His "skipping" method of manual ejection, while effective, has not endeared him to the Sixth's battle armor troopers.

SHUN TRANSPORT VTOL

Type: Shun

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 40

Battle Value: 499

Equipment

Internal Structure:

Engine:	95
---------	----

Type:	XL Fusion
-------	-----------

Cruise MP:	7
------------	---

Flank MP:	11
-----------	----

Heat Sinks:	10
-------------	----

Control Equipment:	2
--------------------	---

Lift Equipment:	4
-----------------	---

Power Amplifier:	0
------------------	---

Turret:	0
---------	---

Armor Factor (Stealth):	96
-------------------------	----

Mass

8

2.5

0

2

4

0

0

6

Armor Value

Front	24
-------	----

R/L Side	23/23
----------	-------

Rear	24
------	----

Rotor	2
-------	---

Weapons and Ammo

2 Magshot Gauss Rifles	Front	1
------------------------	-------	---

Ammo (Magshot) 50	Body	1
-------------------	------	---

TAG	Front	1
-----	-------	---

Guardian ECM Suite	Body	1.5
--------------------	------	-----

Targeting Computer	Body	1
--------------------	------	---

Infantry Compartment	Body	12
----------------------	------	----

Location

Tonnage



Notes: Features the following Design Quirks: Variable Range Targeting.



PREDATOR TANK DESTROYER



COMBAT VEHICLES

Mass: 45 tons

Movement Type: Tracked

Power Plant: Ceres Motors 270 Fuel Cell

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Armor: Hellespont Heavy Ferro-Fibrous

Armament:

1 Mydron Devastator LB 20-X Autocannon

Manufacturer: Ceres Metals Industries

Primary Factories: Indicass

Communications System: Magna-VOX KS2525

Targeting and Tracking System: Magna-VOX

TTS4000

The Predator was designed in the waning days of the Second Succession War as House Liao realized it could not match the BattleMech production of its hostile neighbors. A slew of cheap vehicles was introduced to bridge the gap and fill the depleted ranks of the CCAF. The Predator Tank Destroyer was well-received until a disastrous showing on Spica, which resulted in further contracts going to Quikscell's cheaper Hetzer.

The Predator was revisited when House Liao needed to quickly bolster its collapsing border with cheap units that still offered high performance during the Victoria War. It was first deployed on Victoria itself, where its effective upgrades were a nasty surprise to the invaders.

CAPABILITIES

The Predator is a traditional low-slung casemate tank destroyer with spectacular performance. Though its armor mass is light, its glacis is very thick and a low vertical profile and high speed make it a difficult target. An important improvement in the current incarnation is swapping the Q-Beam autocannon with a Devastator LB 20-X weapon that can easily incapacitate enemy vehicles of any size.

DEPLOYMENT

The six-month meatgrinder on Victoria in 3103 was the modern Predator's baptism of fire. It was disseminated to elite tank crews who were tasked with targeting the commanders of advancing formations. The Predator Tank Destroyer quickly gained a fearsome reputation. A standard tactic was to lay hidden, letting the enemy advance to point blank range, where a single shot of the massive autocannon was often enough to destroy the target. The Predator would then disengage speedily.

Incorrect deployment had initially caused the vehicle's discontinuation more than a century before. A skirmish on Spica in 2974 between elements of the Fifth Syrtis Fusiliers and defending militia illustrated the tank destroyer's limitations in open combat. When the Fusiliers deployed Vedettes in support, the militia countered with Predators. When the two sides met on the Timbers Flats, the thin side armor and limited traverse of the autocannon was exploited by the turreted Vedettes. Though ostensibly better armed, in a freewheeling long-range engagement, the Predators had no chance and were mostly destroyed before a relief force arrived.

The battle of Second Try during the Capellan Crusades is famous for being Kai Allard Liao's last stand. It was also significant for the first deployment of the Hanse main battle tank with the Fifth Hastati Sentinels. Facing what was essentially a super tank destroyer, Capellan Predators needed to outmaneuver their fearsome new foes. Hanse versus Predator skirmishes became a cat and mouse game as it was now the Predators attempting to flank their opponents. Whenever they succeeded, they were effective at immobilizing their targets. The ability to do so repeatedly has cemented the Predator's status as mainstay of Capellan anti-armor forces.

VARIANTS

The original Predator Tank Destroyer featured a less effective internal combustion engine, weapon, and armor. Despite being slower and having less mission endurance, it was essentially the same vehicle.

NOTABLE UNITS

Si-ben-bing Hyacinth Carius: Carius is famous for an engagement in the village of Strausberg, outside of Barns on Victoria. Leading his platoon of Predators to join the retreating Fifth Capellan Defense Force, he encountered a Sixth Syrtis Fusiliers cavalry battalion being refueled at a forward depot. Low on fuel itself but full on ammunition, the Predator platoon charged through the depot, making every shot count. Carius' small force escaped before the surprised Fusiliers could react and left more than half the battalion smoking in its wake.

Carius was immediately whisked off planet, awarded with both the Cluster of Conspicuous Heroism and, in a ceremony rich with symbolism, the Liao Sunburst of Gallantry. For the rest of his career he spent more time in front of cameras than in his new duties as an instructor.

PREDATOR TANK DESTROYER

Type: Predator
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 45
Battle Value: 775

Equipment

Internal Structure: 270
Engine: 270

Type: Fuel Cell
Cruise MP: 6
Flank MP: 9
Heat Sinks: 0
Control Equipment: 2.5
Lift Equipment: 0
Power Amplifier: 0
Turret: 0
Armor Factor (Heavy Ferro): 89

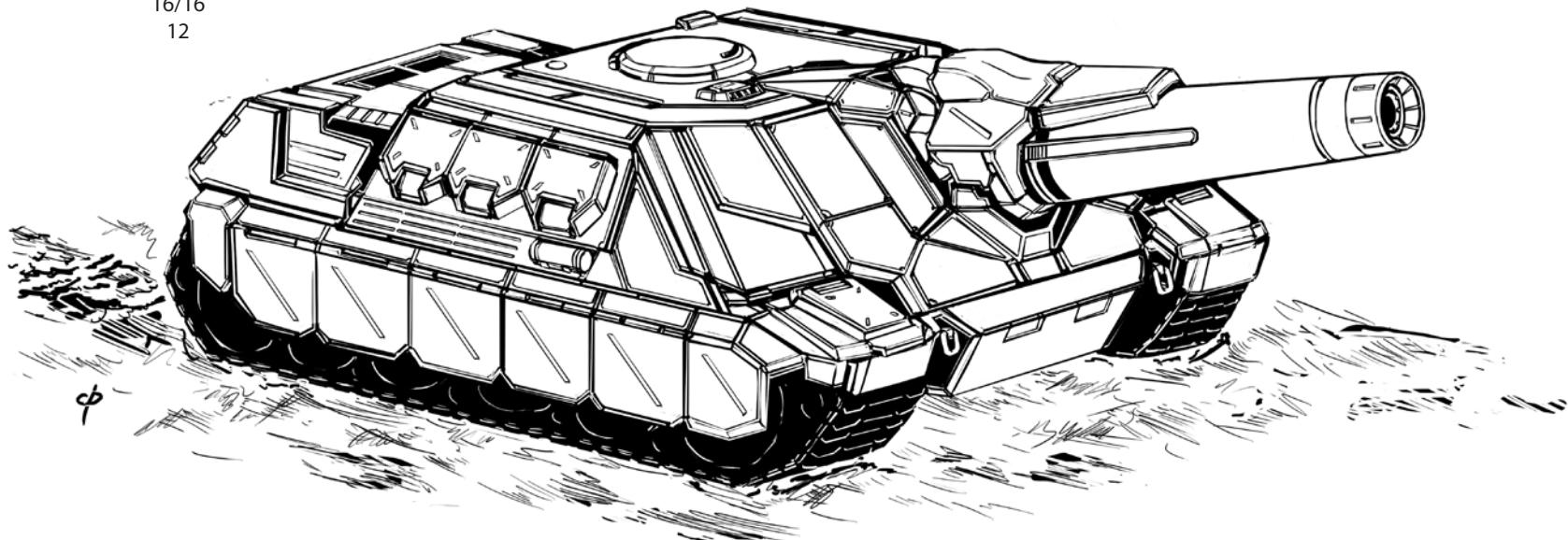
Mass
4.5
17.5
0
2.5
0
0
4.5

*Armor
Value*

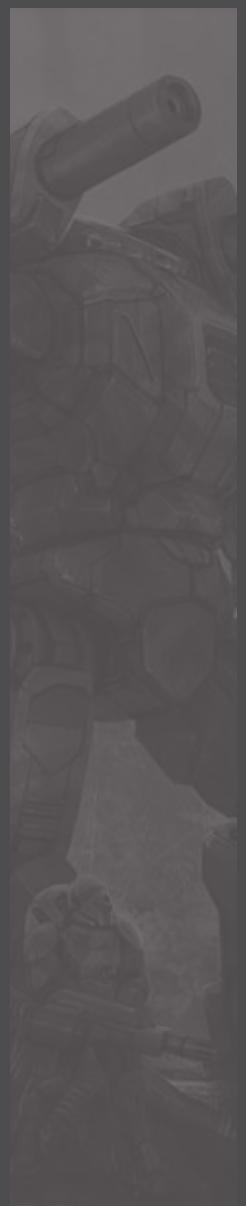
Front 45
R/L Side 16/16
Rear 12

Weapons and Ammo	Location	Tonnage
LB 20-X AC	Front	14
Ammo (LB-X) 10	Body	2

Notes: Features the following Design Quirks: Easy to Maintain, Narrow/Low Profile.



SHERIFF INFANTRY SUPPORT TANK



Mass: 50 tons

Movement Type: Wheeled

Power Plant: Magna 95 Fuel Cell

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: StarSlab/7 Heavy Ferro-Fibrous with
CASE

Armament:

2 Pontiac Ultralight Light Class 5
Autocannons
4 Niu Tou B-Pods

Manufacturer: Majesty Metals and
Manufacturing

Primary Factories: Dunianshire

Communications System: Duotech 65

Targeting and Tracking System: O/P 911

Fifty years of proliferation have spread the Sheriff among the Capellan Confederation and its allies. It is a favorite among militia forces as well as security forces attached to frontline units. Despite its intended use as infantry support, it often finds application far beyond those meager ambitions.

CAPABILITIES

The heavily-armored Sheriff provides perfect mobile cover for infantry advancing into chokepoints. Enemy infantrymen are rarely able to close on the speedy tank, but they learn quickly to stay clear of parked Sheriffs, lest the tank's countermeasures liquefy them with explosive charges. Experienced crews alternate the ammo feeds to the paired autocannons, switching, for example, between precision and armor piercing munitions as the battle demands.

DEPLOYMENT

Sheriffs played a key role in ending resistance on New Syrtis, in February 3145 when guerrilla forces harassed the Confederation invaders and hindered the consolidation after the world fell. The invaders deployed troops, including dozens of Sheriffs, to the major population centers. Saso became one of the final battlegrounds when remnants of the New Syrtis planetary militia launched an assault on one of the Capellan prisons. A company of Sheriffs sped toward the scene with squads of battlesuits holding tight.

Picket 'Mechs spotted the Sheriffs and opened fire, forcing the tanks to find cover and deploy their troops. To distract the enemy 'Mechs, the Sheriffs moved boldly on the Davion forces, darting through the streets, shrugging off devastating enemy fire. Cunning application of specialty ammunition paid off for the Sheriffs. A demi-company of enemy 'Mechs fell to armor piercing rounds before the battlesuit infantry completed their journey through the intervening buildings. Barely a third of the Davion force was able to retreat, while all the imprisoned citizens remained interned.

A pirate raid on Candiear in 3100 placed the defense squarely on the civilian defenders. With nothing else to throw at the raiders, the mayor of Lornak ordered the constabulary to attack. Chief Laramie Makkintyre did the unthinkable: he ordered a frontal assault on the marauding light 'Mech lance. Three Sheriffs provided covering fire while the remaining five sped forward. With little armor remaining after closing the distance, the tanks stunned the MechWarriors by ramming the legs of the 'Mechs. Two of the enemy evaded the desperate tactics and fled, leaving their legless comrades to an unpleasant fate.

The disastrous effort to chase prisoners escaping from Divinity Gulag on Ito in 3130 cost two Sheriff crews their lives. The prisoners fled into the Misty Fens during the monsoon season. The pursuing Sheriffs slid off the road in the driving rain and became mired in the marshy terrain. As the crews emerged from their tanks, the prisoners turned about and vented the frustration at years of imprisonment. The surprised crews took some of the prisoners with them thanks to the B-pods, but in the end all the Sheriff crews were torn to pieces.

NOTABLE UNITS

The Hired Guns: This military police battalion, based on Warlock, provides security and police protection. A battalion of Sheriffs provide security for their patrols and prisoner transport. Their current posting on the newly-conquered world of Taygeta has cost them five of their Sheriffs so far. Incessant insurgent attacks by surviving elements of the Taygeta militia keep the Guns on edge.

Laramie Makkintyre: Makkintyre received the Canopus Cluster for his heroic tactics in repelling a pirate attack on Candiear. He lost his left arm when the *Wasp* he charged fell on his Sheriff and partially crushed it. Makkintyre remains on Candiear, but travels often to other worlds to aid in training their militia in nonstandard defensive tactics.

SHERIFF INFANTRY SUPPORT TANK

Type: Sheriff

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 50

Battle Value: 810

Equipment

Internal Structure:

Engine: 95 Fuel Cell

Type:

Cruise MP:

Flank MP:

Heat Sinks: 0

Control Equipment: 2.5

Lift Equipment: 0

Power Amplifier: 0

Turret: 1

Armor Factor (Heavy Ferro): 198

Armor Value

Front: 42

R/L Side: 39/39

Rear: 39

Turret: 39

Weapons and Ammo

2 Light AC/5

Ammo (Light AC) 80

B-Pod

B-Pod

B-Pod

B-Pod

B-Pod

CASE

Location

Turret

Body

Front

Right

Left

Rear

Body

Tonnage

10

4

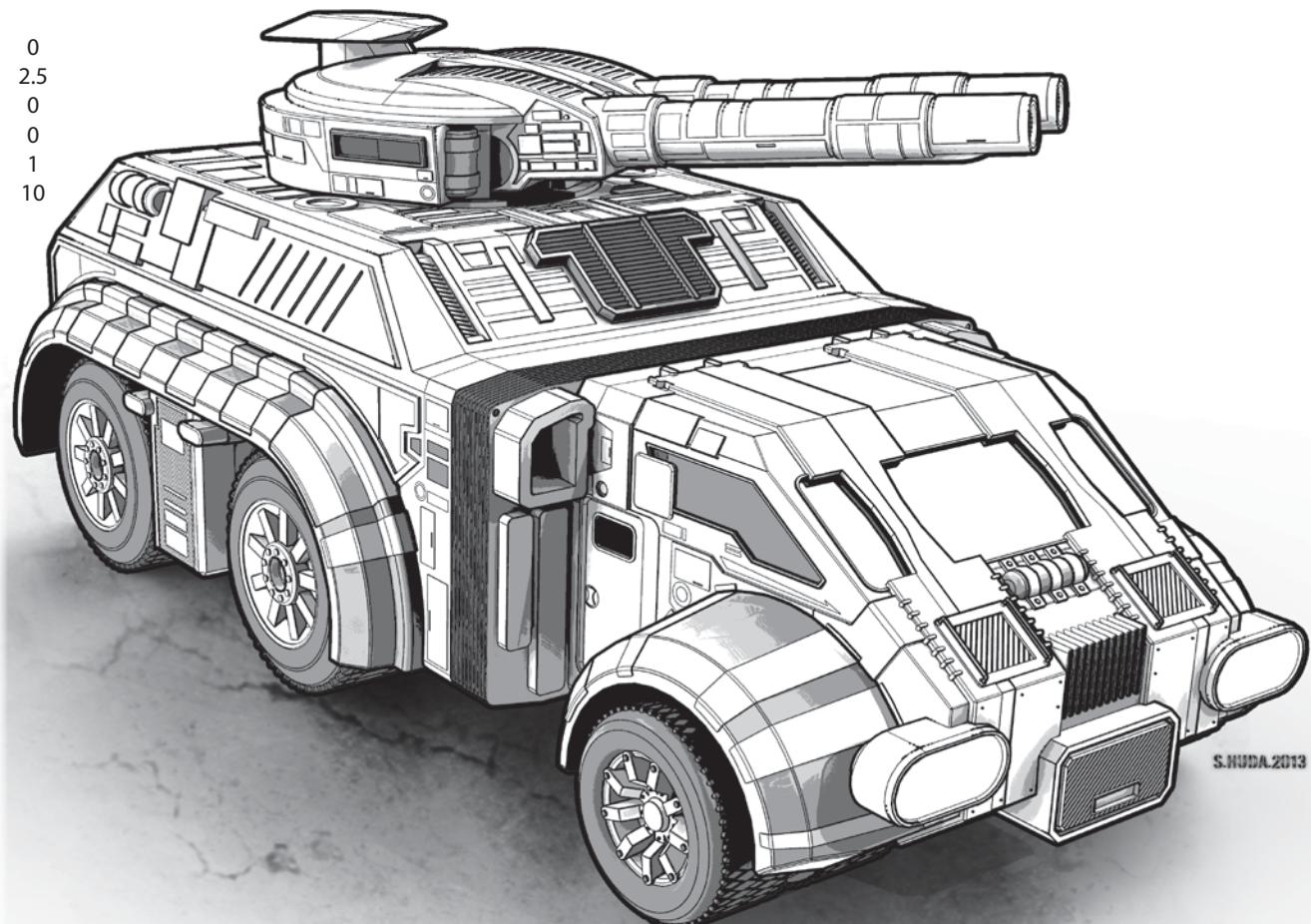
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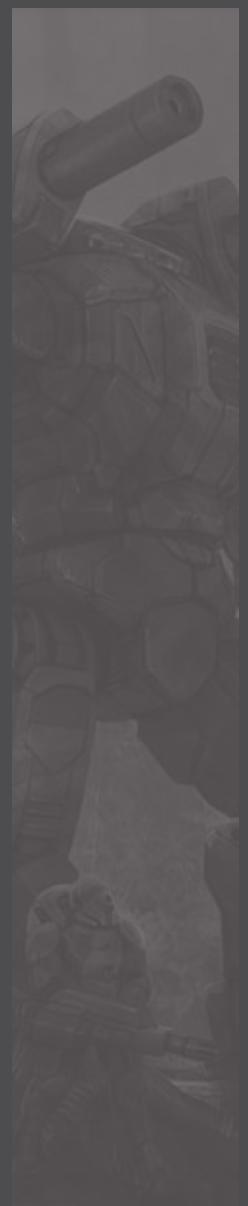
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5

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



ZAHN HEAVY TRANSPORT



Mass: 65 tons

Movement Type: Wheeled

Power Plant: Ceres Motors 305 Fuel Cell

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: Durallex Heavy Ferro-Fibrous

Armament:

2 Ceres Fire Flower Conventional Flamers

1 Doombud 7-Tube Multi-Missile Launcher

Manufacturer: Ceres Metals Industries

Primary Factories: Lockton, Menke

Communications System: CeresCom Model 74-N

Targeting and Tracking System: Ceres/

Maladev 5 with TAG

Nicknamed “wheeled devil” by RAF forces during the Capellan Crusades for its low profile and fire-based weaponry, the Zahn heavy transport has cemented its nefarious reputation throughout the Inner Sphere. It has proliferated widely within Confederation and its allies, numerous mercenary battalions, and even some Republic formations.

CAPABILITIES

The Zahn is the preferred transport of elite Capellan and Magistracy regiments for its ability to ferry a large complement of troops and materials into combat comfortably. Its impressive weapons array and thick armor make it ideal for ambushes and fire support missions while its speed gives it an impressive hit and run capability. Unfortunately, its use during the massacre on Liao has given it a stigma among the forces of the Republic and its allies.

DEPLOYMENT

In 3111, during the infamous Night of Screams on Liao, Capellan troops secreted a

number of Zahn heavy transports onto disguised military DropShips. Once grounded, the Zahns blew through defensive checkpoints, disgorged their troops, then joined them as they savagely attacked the populace. Using the Zahn’s paired flamers and inferno missiles, the invaders bathed building after building in waves of flame. Survivors recounted chilling tales of the wheeled devil’s eerily glowing eyes—the city’s flames reflected in the Zahn’s cab windows—as they belched gouts of flame onto crowds of panicked civilians.

Incensed at these heinous attacks, RAF forces engaged in “devil hunting” throughout the remainder of the conflict, searching out and concentrating fire at any Zahn, often heedless of other enemies. Capellan troops soon learned to use this stigma to their advantage. Using TAGs, they would call in flights of Arrow IV missiles and artillery from distant support batteries reducing their attackers to scrap in moments. Despite this tactic, many Knights amassed impressive tallies devil hunting.

That same year, the First MAC sent a company of Zahns to raid a large RAF supply depot on New Canton. Using infantry to secure the depot, the Zahns took positions along the main supply route and waited. As RAF militia approached the depot, the Zahns targeted them with their TAGs. They then called in fire from Sniper gun trailers they had left at the depot. Thinking to close the distance, the militia charged the Zahns, only to find themselves nose to nose with a hidden complement of disguised AC/20 gun trailers. The combined missile and autocannon fire routed the militia, leaving the Capellans free to loot and salvage the militia’s equipment at leisure.

NOTABLE UNITS

Sao-wei Duko Seng: A minor Capellan noble, Sao-wei Seng commanded the Zahn transports used during the Night of Screams. Hailed as a hero of the people by the Strategios for his actions, Seng was secreted away shortly afterward for a lengthy public relations tour, though his current whereabouts are unknown.

The Republic, however, placed his name at the top of a war crimes list, with a bounty for his capture so high that even the infamous Bounty Hunter reportedly took an interest. Seng remains at large, although a majority of the crews who participated in the massacre on Liao were killed in action by RAF devil hunting squads.

The Fire Breathers: *Nom de guerre* of the First MAC’s Zahn support company, they gained fame and affection throughout the Capellan Crusades through their successful ambush of RAF forces along the Republic’s border. Raiding for nearly two years, they amassed a large stockpile of war materiel that they funneled to Capellan formations, keeping them well supplied while frustrating RAF logistical efforts. Despite several attempts by devil hunters to end their raiding, the Fire Breathers never faltered, surviving until war’s end when the majority of their crews became instructors at various Capellan academies.

The Fire Breathers’ commander, *Sang-wei* Bianca Villegas-Aldama, is number four on the Republic’s list of outstanding war criminals despite the fact that no civilians were ever targeted in a Fire Breather raid. Her command vehicle, Devil Dog, has been passed to her niece, Jackie Villegas, who is currently assigned to the Red Lancers.

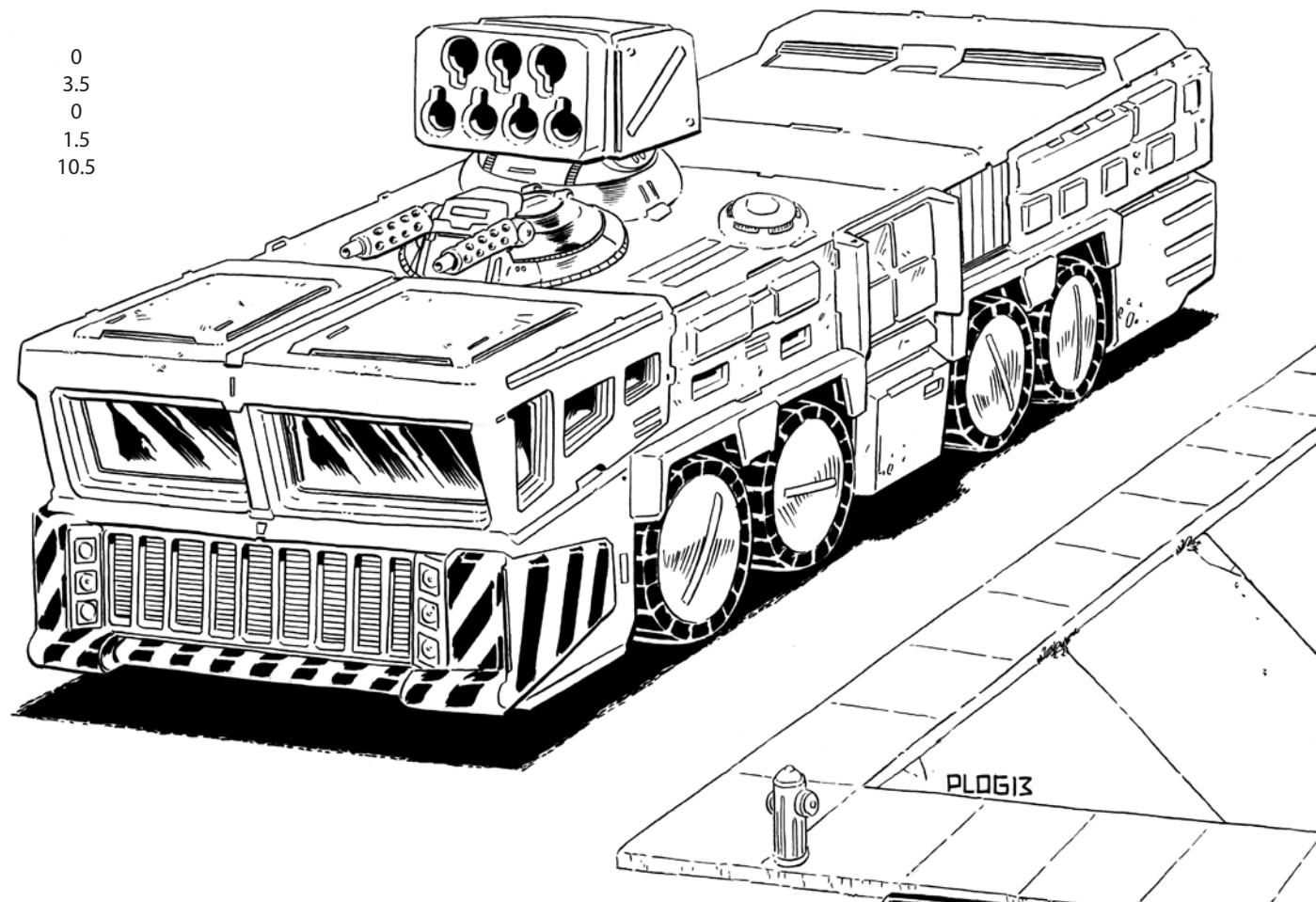
ZAHN HEAVY TRANSPORT

Type: **Zahn**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 65
 Battle Value: 792

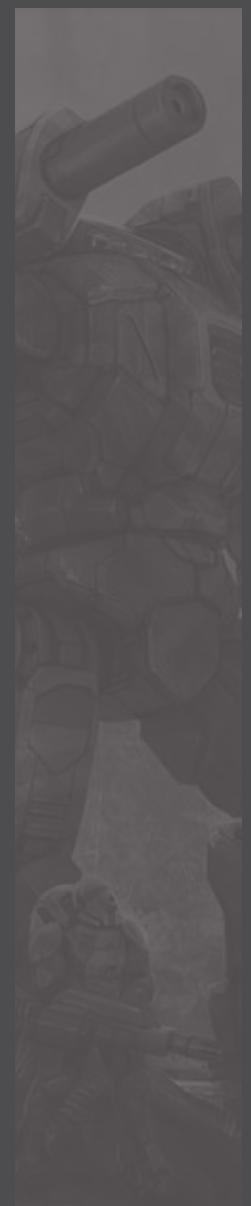
Equipment		Mass
Internal Structure:		6.5
Engine:	305	23.5
Type:	Fuel Cell	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	1	0
Control Equipment:		3.5
Power Amplifier:		0
Turrets:		1.5
Armor Factor (Heavy Ferro):	208	10.5
		Armor Value
Front	50	
R/L Side	40/40	
Rear	28	
Turret 1	25	
Turret 2	25	

	Weapons and Ammo	Location	Tonnage
2 Vehicle Flamers	Turret 1	1	
Ammo (Flamer) 40	Body	2	
MML 7	Turret 2	4.5	
Ammo (MML) 51/42	Body	3	
TAG	Turret 2	1	
Infantry Compartment	Body	8	

Notes: Features the following Design Quirks: Narrow/Low-Profile.



PIXIU HEAVY TANK



Mass: 70 tons

Movement Type: Tracked

Power Plant: Magna 350 XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: Ceres Heavy Stealth

Armament:

1 Inokuma Gauss Rifle

1 Sian/Ceres Serval Thunderbolt 5 Missile Launcher

1 Ceres Fire Flower Conventional Flamer

Manufacturer: Aldis Industries

Primary Factories: Betelgeuse

Communications System: Olmstead 44 with
Guardian ECM Suite

Targeting and Tracking System: Omicron VIII

Named after a wealth-hoarding guardian beast of Asian legend, the Pixiu Heavy Tank debuted in 3093 and first saw action during the Victoria War of the early 32nd century. Though originally intended to support the formidable Po II, it soon branched out into broader roles. Four decades later it remains one of the most effective armored vehicles ever deployed by the CCAF. It is a testimony to the reputation of the tank that both Republic and Davion commanders frequently resort to calling down artillery on positions they suspect a Pixiu platoon of holding.

CAPABILITIES

The Pixiu's blend of long-range weaponry, stealth capability, agility, and armor protection makes it both deadly and versatile. It is more than capable of harrying assault forces, ambushing scout units, and carrying out flanking movements. One particular specialty is to attack heavier tanks at long range,

reversing to dictate the engagement range and relying on its stealth armor to give it the advantage. In the event things go badly, crews can use the flamer to set fires and withdraw under smoke cover.

DEPLOYMENT

Pixiu production is reserved for the use of the CCAF and, in much lesser numbers, the MAF. The most common tactical deployment is to see one platoon of Pixius combined with two platoons of shorter-ranged tanks, such as the Po II, to form a heavy armored company. Only the most elite and prestigious units of the CCAF boast the Pixiu in large numbers.

One of the most notable battles influenced by the Pixiu, and one which displayed the tank at its most versatile, occurred on Sarna in 3113. Elements of Stone's Lament were sent to raid the important Capellan world and pin down the Prefecture Guard. The Capellans elected to occupy a defensive position in the fortifications outside the Tengo Aerospace factory in Backtal, making use of the fixed defenses and heavy mine fields to hold off the elite Republic troops.

As the bulk of the Lament tore into the Guard's lines an armored detachment was sent through the radioactive badlands north of Backtal to outflank the defenders. The Capellans anticipated the maneuver and stationed a brand-new company of Pixius outside the dead city of Narais. The Pixius maneuvered effectively in the crater-pocked hellscape around the city and drove off screening Republic hovercraft with Gauss rifle fire. But behind the scouts came a company of M1 Marksman main battle tanks crewed by elite soldiers determined to push through.

The resulting clash pitted the incredible skill of the Lament crews and the raw power of their assault tanks against the mobility and stealth of the Pixius. The Capellans retreated from crater to crater at full speed in reverse gear, keeping their most heavily armored facing pointed at their enemy. That maneuver allowed the Pixius to soak up more hits than might have been expected, while their success keeping the range open and stealth armor taxed even the Lament's gunners. Though their crews were no match individually for the Lament's crack forces, the Capellans had managed to stack their advantages to create a fair fight.

In the end the Lament claimed three Pixius while the Guard tanks disabled two M1 Marksmen. The battle cost valuable time and depleted the ammunition stores of the Lament tanks, leading their commander to call off the flanking maneuver. The victory outside Narais allowed the Guard to retreat without being outflanked, ultimately preserving the regiment.

NOTABLE UNITS

Sao-wei Kyoko Reins: Sao-wei Reins—Kooky to her fellow officers in the Prefecture Guard—was assigned one of the Pixius from the battle of Narais and christened it Moonbeam following a ceremony in which she festooned the machine with sacred crystals. Whether or not the ceremony warded off negative waves as she claimed, Moonbeam has destroyed a dozen Davion 'Mechs in the past year.

PIXIU HEAVY TANK

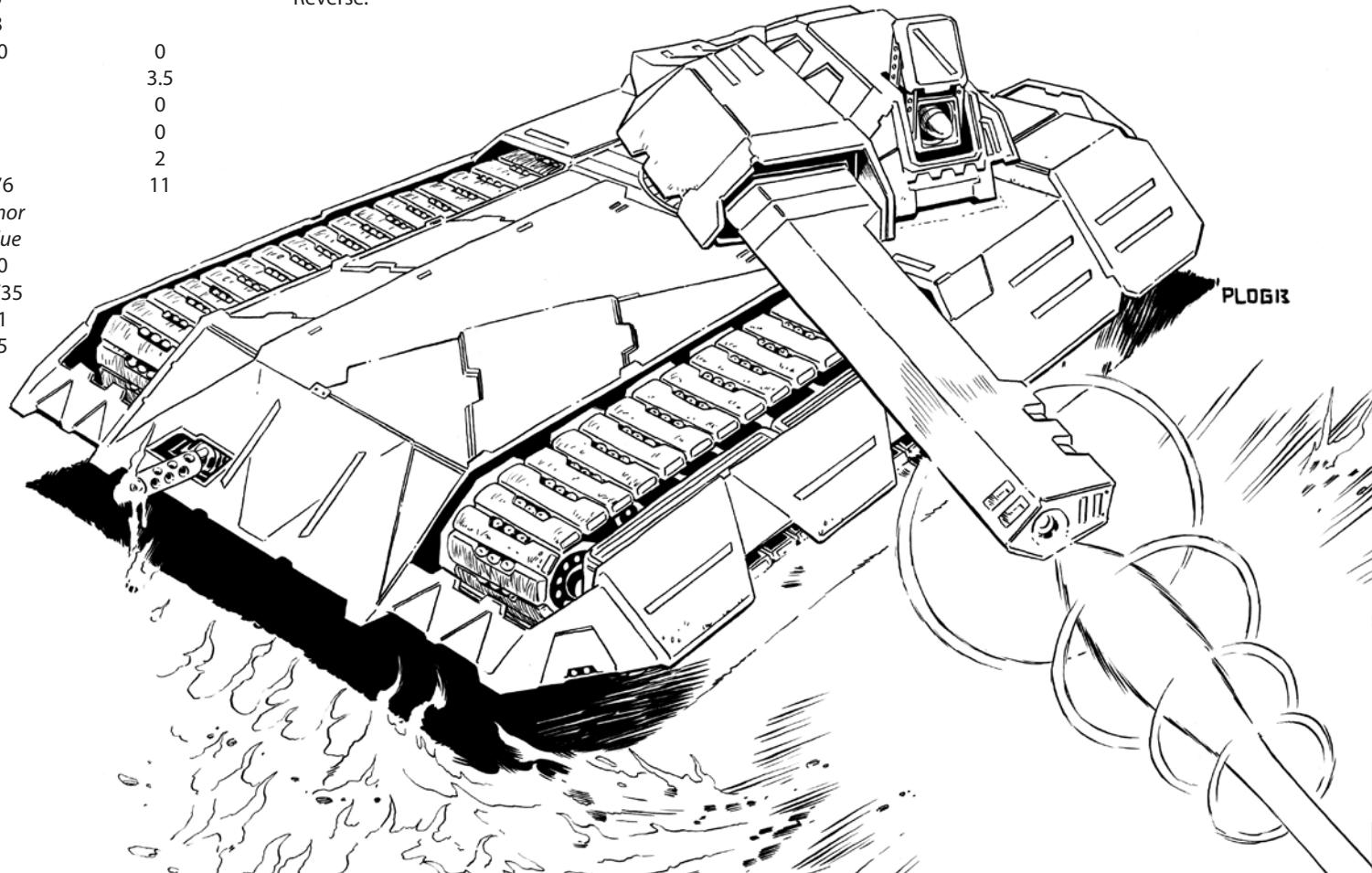
Type: Pixiu
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 70
 Battle Value: 1,450

Equipment

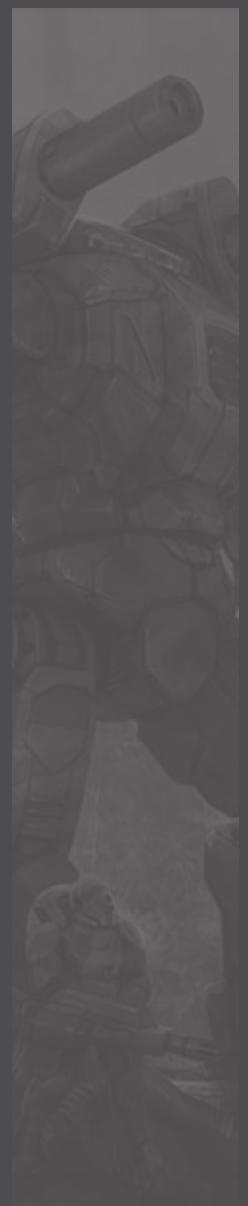
Internal Structure:	Mass	
Engine:	350	22.5
Type:	XL Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor (Stealth):	176	11
	Armor Value	
Front	50	
R/L Side	35/35	
Rear	21	
Turret	35	

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
Ammo (Gauss) 16	Body	2
Thunderbolt 5	Turret	3
Ammo (Thunderbolt) 12	Body	1
Vehicle Flamer	Front	.5
Ammo (Flamer) 20	Body	1
Guardian ECM Suite	Body	1.5

Notes: Features the following Design Quirks: Power Reverse.



ARROW IV ASSAULT VEHICLE



Mass: 80 tons

Movement Type: Tracked

Power Plant: GM 240 Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: StarSlab/7 Heavy Ferro-Fibrous
with CASE

Armament:

1 Luxor I Arrow IV Artillery System
2 Blankenburg Medium Variable-Speed
Pulse Lasers
2 LFN Lindblad Shotgun Anti-Missile
Systems

Manufacturer: Majesty Metals and
Manufacturing, Brooks Incorporated
Primary Factories: Canopus IV (MMM),
Andurien (Brooks)

Communications System: Communicator

Targeting and Tracking System: FireScan
with IndirectTrack

During Naomi Centralalla's drive to free Canopus IV from the clutches of the Thirty-fourth Word of Blake Militia, Arrow IV-equipped Demolishers of the Red Lancers played a vital role in driving the Blakists from the Canopian capital. This battle showed the MAF High Command the full effectiveness of a properly deployed Arrow IV force. The MAF was soon buying Capellan Arrow IV Demolishers in large numbers. In 3089, Majesty Metals capitalized on the new Magistracy focus on Arrow IV artillery by releasing the Arrow IV Assault Vehicle.

CAPABILITIES

The Majesty Arrow IV Assault Vehicle (AAV) gives up one launcher to the Demolisher Arrow IV tank. This sacrifice allows it to mount considerably more armor and defensive armament, a noted weakness of the Demolisher

platform. In a move that harkens back to the Long Tom artillery land trains, the AAV chassis is reinforced for towing, allowing it to haul its own ammo trailers. The AAV's launch racks are designed to be modular, with all ammunition stored in the racks, and CASE protects the main chassis from explosions in the turret. This allows the launchers to be quickly removed and replaced with new racks, greatly speeding up battlefield reloading.

DEPLOYMENT

Demand for the durable AAV soon outstripped Majesty Metals' ability to fulfill orders, prompting it to sell manufacturing rights to the Andurien branch of Brooks Incorporated in 3101. The AAV can be found across the Free Worlds, the Taurian Concordat, in mercenary commands and even as far afield as Lyran units on the Jade Falcon border.

The Arrow IV Artillery Vehicle's durability played a deciding factor in the Red Lancers' recent 3145 savaging of the First Federated Suns Armored Cavalry on Almach. Trying to use their famed hit and run tactics, the Armored Cavalry instead found itself being constantly herded by Arrow IV barrages and forced into brutal short-range firefights with the heavier Red Lancer's BattleMechs. In an effort to silence the Arrow IV launchers, General Andrea Chapman sent a company of Fulcrum III hovertanks behind Capellan lines to hunt down the Liao artillery.

Expecting Demolisher Arrow IV tanks, the Davion Fulcrums found their slashing missile attacks foiled by the side-mounted anti-missile batteries of the AAVs. The AAVs' independently-turreted VSP lasers tracked the Fulcrums as they closed, without any interruption to the Arrow IV bombardment. Expecting to disable the motive systems of the AAVs and then destroy them in

detail, the captain of the Fulcrum company instead found close to half of his tanks grounded and the rest in quick retreat after destroying only one AAV and crippling three others.

The uninterrupted Arrow IV barrage kept the First Armored Cavalry from disengaging from the Red Lancers. By the time the Lancers' 'Mechs had finished mauling the Davion unit, barely a quarter of the Armored Cavalry escaped off-world. *Sang-shao* Cao Culverton personally commended his artillery crews for their bravery and contribution to the defeat of their hated enemy.

NOTABLE UNITS

***Si-ben-bing* Elsa Buchanan:** During the Almach battle, vehicle commander Buchanan ordered her AAV into a reckless charge that crushed one of the Davion Fulcrums under her tank's front treads. When it was discovered that the Fulcrum was the company commander's, and that he was Thomas Davion, a distant cousin of First Prince Caleb Davion, Buchanan was promoted to *si-ben-bing* and made the senior NCO of her platoon of Arrow IV Artillery Vehicles.

Tweedledee and Tweedledum: The use of CASE in the Arrow IV Assault Vehicle has made it a very popular acquisition for mercenaries, thanks to the ease of repair should the ammo be hit. In the late 3090s, the Battle Corps Legion purchased two AAVs, which they nicknamed Tweedledee and Tweedledum. Together the two tanks have been rebuilt no less than eight times in the last forty years. Lieutenant Walt Dyer commands the two AAVs today, having served his entire career aboard one or the other of the tanks from his start as a loading monitor on Tweedledum.

ARROW IV ASSAULT VEHICLE

Type: Arrow IV Assault

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 80

Battle Value: 1,404

Equipment

Internal Structure:

Engine: 240

Mass

8

17.5

Type: Fusion

Cruise MP: 3

Flank MP: 5

Heat Sinks: 14

4

Control Equipment:

4

Lift Equipment:

0

Power Amplifier:

0

Turrets:

2.5

Armor Factor (Heavy Ferro): 267

13.5

Armor

Value

Front 45

R/L Side 44/44

Rear 50

Turret 1 32

Turret 2 52

Weapons and Ammo

2 Medium VSP Lasers

Location

Turret 1

Tonnage

8

Arrow IV Artillery

Turret 2

15

Ammo (Arrow) 20

Body

4

Anti-Missile System

Right

.5

Anti-Missile System

Left

.5

Ammo (AMS) 24

Body

2

CASE

Body

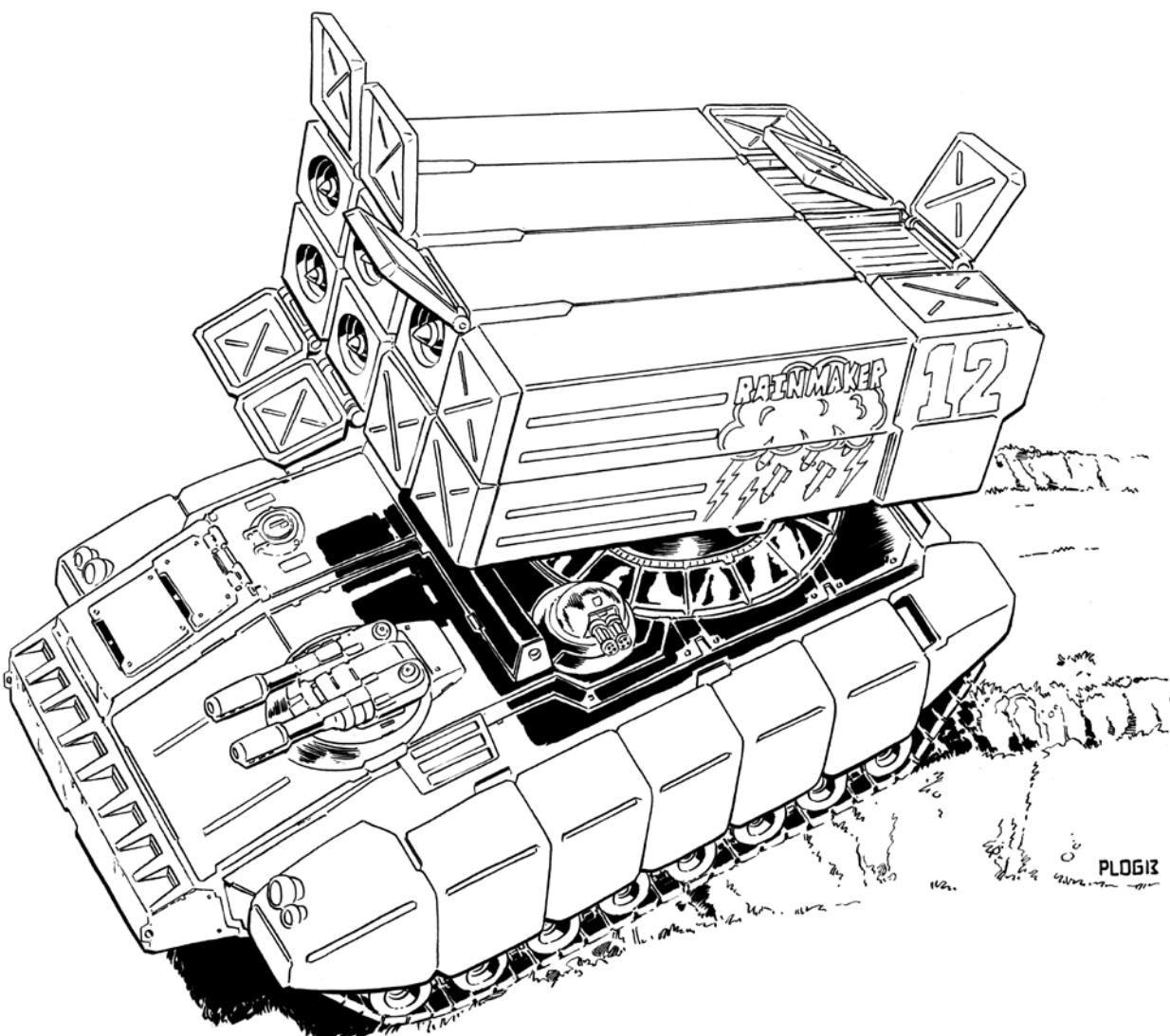
.5

Trailer Hitch

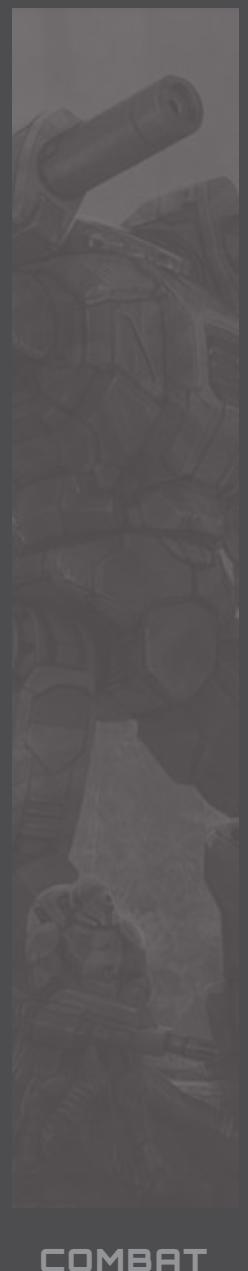
Rear

0

Notes: Features the following Design Quirks: Fast Reload.



BEHEMOTH II HEAVY TANK



Mass: 100 tons

Movement Type: Tracked

Power Plant: Vlar 300 XL Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: ArcShield Max III Advanced

Ferro-Fibrous

Armament:

1 Poland Main Model C Gauss Rifle

8 Sian/Ceres Serval Thunderbolt 5

Missile Launcher

4 Death Blossom 10-Pack

Rocket Launchers

Manufacturer: Aldis Industries

Primary Factories: Betelgeuse, Terra

Communications System: Olmstead 44

Targeting and Tracking System: Omicron VIII

The Behemoth II is the best tank that no one wanted and the most famous loss leader of the thirty-second century. In an effort to spur sales, Aldis gifted many commands with the tank between May 3108 and January 3110. In the second half of 3110, they sold twice as many as they'd given away.

The tank earned its reputation for indestructibility during the Capellan Crusades. Even the famed Challenger X, in its heyday, failed to instill the same degree of terror in MechWarriors.

CAPABILITIES

Few tanks match the Behemoth II's firepower. The increasingly rare—and expensive—Ajax B, DI Morgan, and Gürteltier are its closest competitors, but none have the deadly Omicron VIII. Compared to its contenders, the Behemoth II acquires targets seventeen percent faster, and calculates long range firing solutions a staggering thirty-one percent faster.

The primary gunner's station controls turret rotation, and each weapon is independently

targeted within that firing arc. Gunnery stations can be reconfigured on the fly to control a different set of weapons. Each tracks up to ten contacts with priority tagging and threat assessment for two targets per station.

DEPLOYMENT

In early 3117 elements of the Fourth Oriente Hussars raided Shuen Wan. The defenders included detachments from House Tsang Xiao and Kraken Unleashed. Together they fielded a platoon of Behemoth IIs. The defenders met the Hussars on a high desert plateau fifteen kilometers from the Old Lanzhou textile factory. The high temperature and open terrain favored the long range firepower of the Capellan forces, and they deployed their Behemoth IIs in hull down positions holding their northern flank.

The attacking force included a company of fast medium 'Mechs led by Captain Jocelyn Teague in her *Shockwave*. Teague led her unit on a flanking advance to enfilade the Capellan line. Easily gaining the high ground occupied by the Behemoth IIs, Teague expected the tanks to withdraw once their defilade had been neutralized. Instead, the tanks held their ground and levied the full fury of their firepower at the advancing 'Mechs. Thanks to their legendary accuracy, the Behemoth IIs dropped two of Teague's 'Mechs at 500 meters.

Teague scattered her forces, leading one lance in a sweeping advance that put the Behemoths in crossfire. The Capellans held their ground and concentrated on the bulk of Teague's force. Although the tanks were savaged, their armor held and they dropped another two 'Mechs. By the time Teague's surviving 'Mechs had closed within 300 meters, their number had been cut in half while all four

tanks somehow remained operational. Teague retreated with her remaining forces losing another 'Mech in the process.

When Teague's company failed to dislodge the tanks, the Hussars sent a lance of heavy 'Mechs charging up the hill. The Capellans used precise, long range fire to blunt the advance and drive the retreating Hussars into deadly crossfire between two Capellan companies where all four 'Mechs were destroyed.

The Behemoths held their position throughout the battle. Amazingly, all four tanks were still operational when the Hussars withdrew.

VARIANTS

The support variant keeps the Gauss rifle and exchanges the rest of the weaponry for an ER large laser and a mixture of LRM s and Streak SRMs.

NOTABLE UNITS

Pleasure Circus: This is the name of a support Behemoth II assigned to the First Canopian Cuirassiers. Painted in parade livery, the tank is used by MAF recruiters to entice enlistments into conventional forces. It has spent the last thirty years touring the Magistracy and appeared at multiple celebrations and five feature holofilms. The magestrix personally appoints the crew of Pleasure Circus for two-year terms. These appointments are highly sought after, but in a departure from traditional Canopian politics, they cannot be purchased.

Yi-si-ben-bing Lien Jew: Jew commanded the platoon of Behemoth IIs during the Hussars' raid on Shuen Wan. She received the Grand Cordon of Merit for her actions. Jew retired in 3135, and now works for Aldis, testing prototype tanks and other combat vehicles.

BEHEMOTH II HEAVY TANK

Type: Behemoth II

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 100

Battle Value: 1,903

Equipment

Internal Structure:

Engine:	300	Mass
Type:	XL Fusion	10
Cruise MP:	3	14.5
Flank MP:	5	

Heat Sinks:	10	0
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Control Equipment:	5	
--------------------	---	--

Lift Equipment:	0	
-----------------	---	--

Power Amplifier:	0	
------------------	---	--

Turret:	4.5	
---------	-----	--

Armor Factor (Ferro):	268	15
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Armor	
-------	--

Value	
-------	--

Front	65
-------	----

R/L Side	55/55
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Rear	38
------	----

Turret	55
--------	----

Weapons and Ammo

Gauss Rifle

Ammo (Gauss) 16

8 Thunderbolt 5

Ammo (Thunderbolt) 96

4 Rocket Launcher 10

Location

Turret

Body

Turret

Body

Turret

Tonnage

15

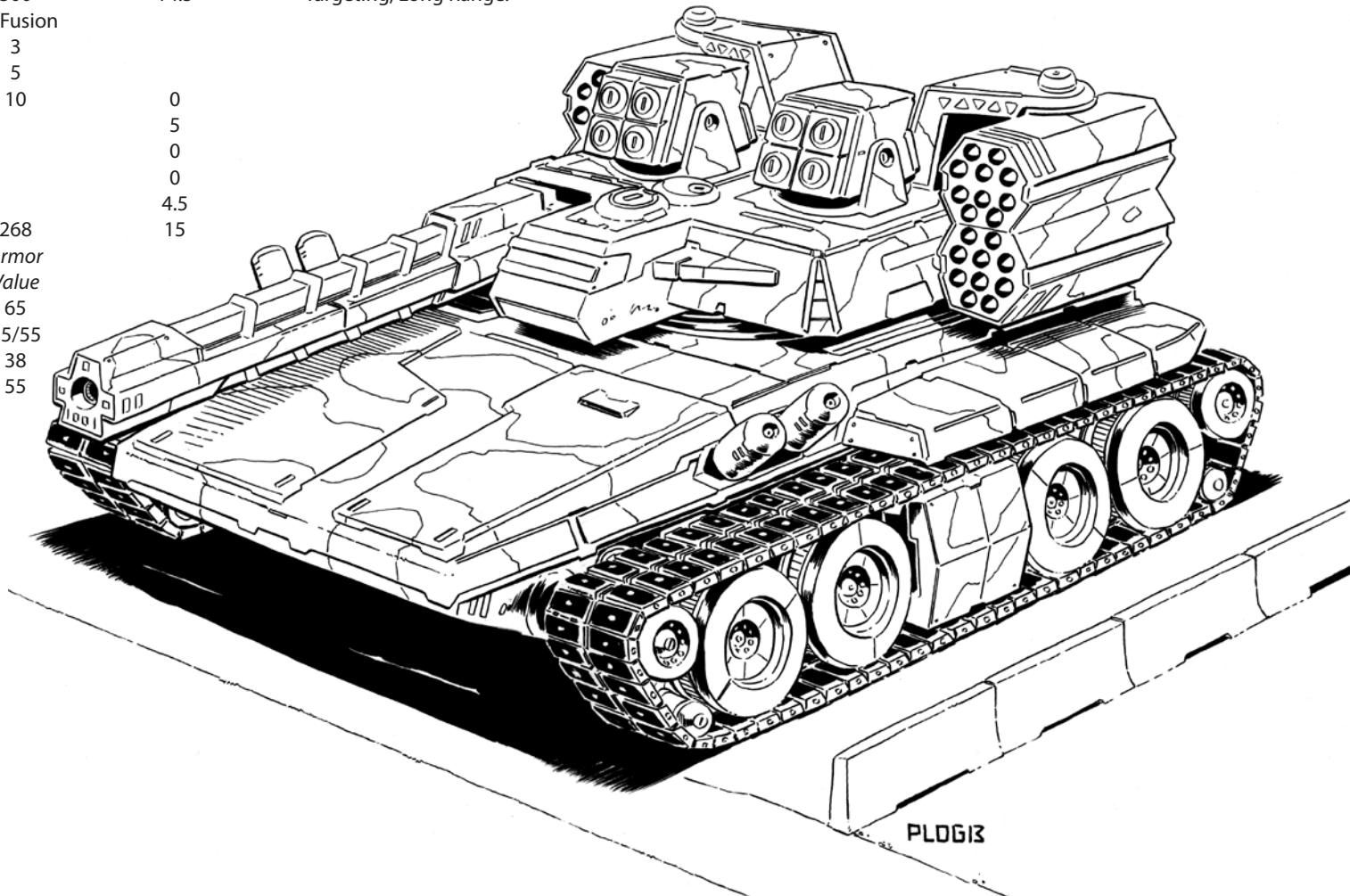
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24

8

2

Notes: Features the following Design Quirks: Improved Targeting, Long Range.



GN-20 GÙN

Mass: 20 tons

Chassis: Ceresplex Light Omni Endo Steel

Power Plant: Rawlings 100

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Ceres Standard

Armament:

10 tons of pod space

Manufacturer: Ceres Metals Industries

Primary Factory: Capella, Lockton

Communications System: Hellespont

TiteBeam

Targeting & Tracking System: Apple Churchill 2000

On the eve of the Capellan Confederation's most recent invasion of the Republic of the Sphere, Ceres Metals Industries released a new light OmniMech. Named for the most basic of the four traditional Chinese fighting weapons, the fighting staff, the *Gùn* was designed for the most basic form of modern combat, infantry combat. Whether fighting against enemy infantry or supporting friendly battle armor and infantry forces, the *Gùn* is the infantryman's worst enemy and favorite ally.

CAPABILITIES

An OmniMech is an unusual choice for what is essentially a garrison unit, but this OmniMech provides benefits that are useful in garrison forces. One benefit is the ability to quickly deploy and relocate battle armor forces, a staple of Capellan garrison forces. Unlike offensive actions, defensive actions require a commander to counter many different types of attacks. The ability to change weapons configurations of the *Gùn* based on the enemy forces, combined with the mechanized battle

armor capabilities, was determined enough of a benefit to offset the extra costs in construction and supplies.

DEPLOYMENT

The *Gùn*'s most notable assignment occurred during the Capellan conquest of New Hessen in 3144. After major combat had ceased and the planetary rulers surrendered, a lance of *Gùns* from the Second McCarron's Armored Cavalry were sent to establish a field outpost. Along with a company of infantry and a platoon of Arrow IV Assault Vehicles, the lance was tasked with guarding a mining facility in a remote area while new Capellan overseers restarted production.

A week after their arrival, the miners revolted, killing the overseers and attacking the guarding forces with two mixed lances of *MiningMechs* and *LoaderMechs*, a company of assorted vehicles, and over 150 miners attacking on foot with whatever tools they could find. The lance, two *Gùn Primes* and one each of the other two configurations, led the counterattack on the miners. The *MiningMechs*, *LoaderMechs*, and vehicles quickly fell to the combined fire of the A and B configurations and directed Arrow IV artillery support. Witnessing two-thirds of their number fall to plasma fire, the remaining miners scattered, seeking out any hiding spot they could find. The last of the miners were flushed out using the A configuration's Bloodhound Active Probe.

The *Gùn* has begun deployment to select units among the CCAF, MAF, and even the forces of Andurien. Despite the years of cooperation between the CCAF and MAF, differences can still be seen in the deployment of the *Gùn*. Deployed in the CCAF as a support or garrison unit, the *Gùn* is a prized frontline battle armor transport and combat unit for the MAF.

Former Knight of the Sphere Rick Raisho defeated four *Gùns* in late 3144 with only his *Centurion*. Seeing two companies of infantry being savaged by the *Gùns*, Raisho challenged the lance to "pick on someone more their size." The Capellans thought they could easily defeat the ancient *Centurion*, but Raisho quickly shredded the thin armor of the *Gùns* with his *Centurion*'s Luxor Devastator-20 Autocannon.

Infantry commanders drill their forces to quickly identify the *Gùn Prime* configuration; its fearsome plasma weapon can quickly eliminate an entire platoon of infantry. All RAF units are advised to consult the warbook carefully when facing a *Gùn*, as the B configuration is rarely deployed without supporting artillery units within range.

NOTABLE UNITS

Garrett's *Gùns*: The *Gùns* were assigned to infantry support duties as punishment for offenses including accidentally crippling their commander's *Yu Huang* and tripping on and crushing a Regulator. Sang-wei Garrett O'Donnell, seeking avenues to advance his career, volunteered to command the leaderless lance and trained the lance extensively. After months of training and combat deployments, the *Gùns* became the best infantry support lance in the Second McCarron's Armored Cavalry and are frequently detached from their normal garrison assignments for special duty.

GN-20 GÙN

Type: GÙN
 Technology Base: Inner Sphere
 Tonnage: 20
 Battle Value: 775

Equipment

	Internal Structure:	Mass
Internal Structure:	Endo Steel	1
Engine:	100	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		.5
Cockpit (Small):		2
Armor Factor:	56	3.5
	Internal Structure	Armor Value
Head	3	7
Center Torso	6	7
Center Torso (rear)		2
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	6

Weight and Space Allocation

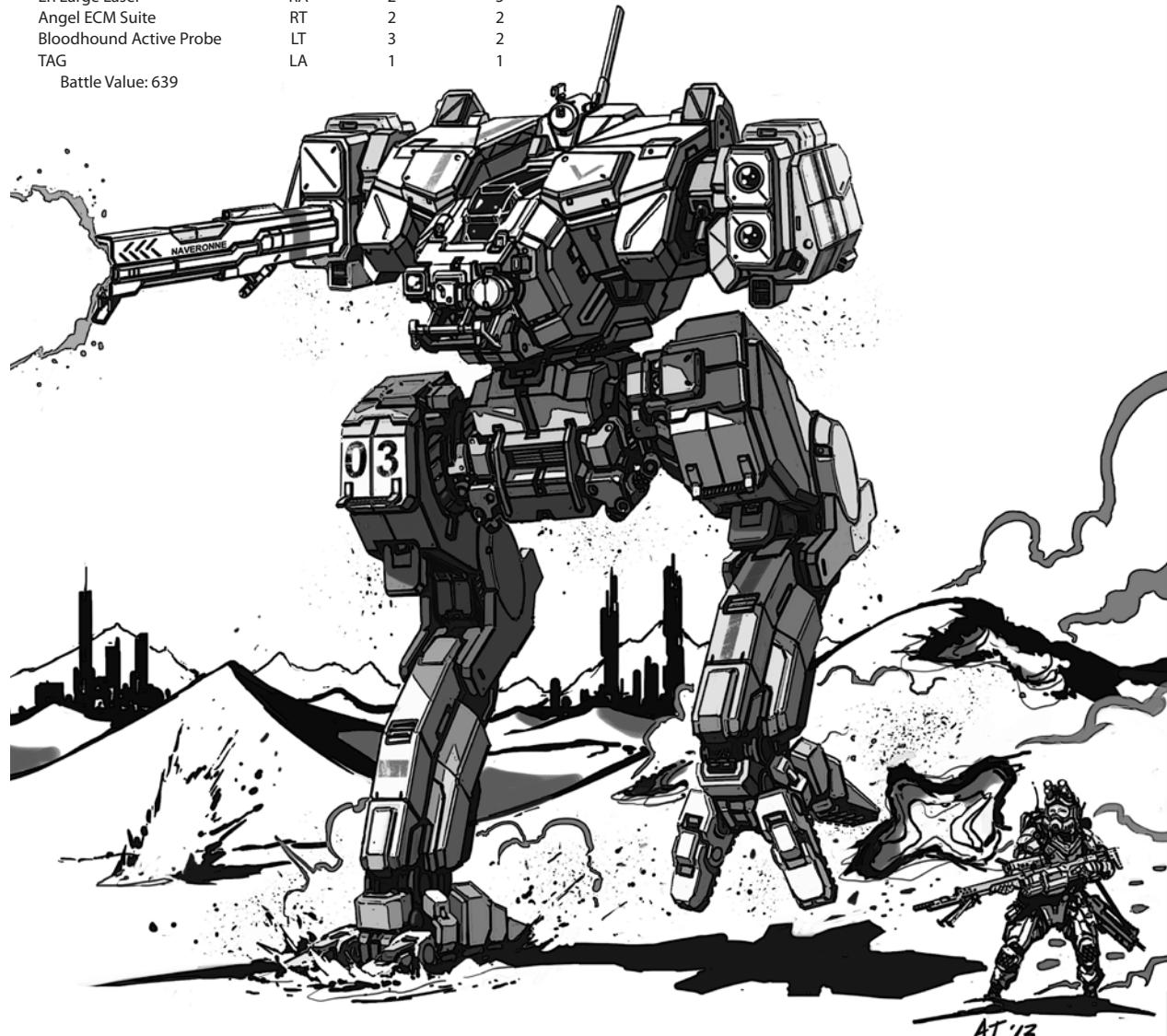
Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	2 XL Gyro	0
Right Torso	6 Double Heat Sink 2 Endo Steel	4
Left Torso	6 Double Heat Sink 2 Endo Steel	4
Right Arm	3 Double Heat Sink 3 Endo Steel	2
Left Arm	3 Double Heat Sink 3 Endo Steel	2
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Improved Targeting, Short.

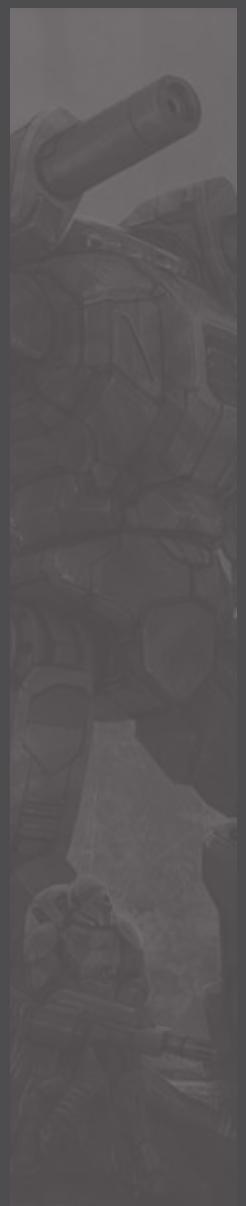
Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RT	2	2
2 ER Medium Lasers	LA	2	2

Alternate Configuration A
 Heavy PPC
 Battle Value: 685

Alternate Configuration B
 ER Large Laser
 Angel ECM Suite
 Bloodhound Active Probe
 TAG
 Battle Value: 639



ABS-5Y ANUBIS



Mass: 30 tons

Chassis: Detroit Type II Endo Steel

Power Plant: Ceres Motors 210 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

2 Ceres Arms Striker Light Particle

Projection Cannons

2 Ceres/Sian Jaguar LRM 5 Launchers

Manufacturer: Detroit Consolidated

MechWorks

Primary Factory: Krimari

Communications System: Ceres Metals

Model 666 with Guardian ECM Suite

Targeting & Tracking System: Dynatec 990

The *Anubis* has served the Magistracy of Canopus for eight decades as a fast scout. The present version sacrifices a bit of speed for significant upgrades in weaponry. *Anubises* are common scout 'Mechs in Canopian and Capellan regiments, especially finding service in long range search-and-destroy missions thanks to their subtly upgraded sensors.

CAPABILITIES

Anubises combine speed and stealth to excellent effect. A common refrain is that "the only *Anubis* you see is the one that wants to be seen." When enemies spot the *Anubis* at all, it is often part of its plan to lure enemies into the Thunder minefields sown by its paired LRM 5s. Long-range weaponry serves the MechWarrior by encouraging any engagements to take place at extreme ranges, where stealth armor can better protect the scout.

DEPLOYMENT

The Fourth Andurien Cavalry inserted two companies of fast 'Mechs, including two lances of *Anubises* purchased from the Magistracy, for a reconnaissance of Ruschegg in March 3145. The scout 'Mechs blazed through the cities and countryside, finding a complete absence of BattleMech defenders. The mission was recon only, but the MechWarriors could not pass up the temptation. Instead of returning to their DropShips with their findings, the scouts thought they could overwhelm the planetary militia by themselves.

The *Anubises* led the charge into Boniard City, bypassing the defenders and seeking to cut off potential avenues of retreat by laying Thunder minefields. As the rest of the scouts moved in, the defenders sprang their trap. Well-concealed tank-hides split to reveal heavy battle tanks that had been missed in the recon sweeps. The attackers might have been BattleMechs, but they were grossly outnumbered, outmassed and outgunned. The *Anubises* had succeeded in denying fields of escape, which now kept them from aiding their comrades. Still, their extreme speed allowed them to sweep about the city and attempt to save their beset fellows.

Pinpoint PPC fire gave the *Anubises* the advantage of range. Crippling some of the tanks relieved most of the scout 'Mechs so they could escape, but the pullout from the city was stymied by the arrival of a company of hovertanks. The damaged scouts were cut off once again, leaving the *Anubis* MechWarriors with little choice but to abandon those comrades who could not escape. Less than half the recon force returned to their DropShips, most of them *Anubises*.

The *Anubis* has long been a favorite of the Colonial Marshals. When the Glorious Mayhem pirate band briefly left the Capellan Confederation to raid the Fronc Reaches, they met initial success by limiting their time in any system. They arrived on Appian in 3127. The command marshal of Appian was Sudarshan Ramanathan. Marshal Ramanathan assigned the militia and one lance of Colonial Marshals to defend the capital while he led a lance of *Anubises* in an active defense. The pirates were hard-put to hit the streaking Marshals force, which maintained maximum speed and stayed at range. When the pirates sought to retreat, Ramanathan moved in and damaged the enemy DropShip before he was killed by its return fire. The pirates managed to flee—barely—leaving wreckage and lost loot behind.

VARIANTS

The ABS-5Z replaces the weapons with ER medium lasers and Streak SRM 4s, while adding TAG and additional stealth armor.

NOTABLE UNITS

Sao-shao Herman Wu: Sao-shao Wu of the Death Commandos prefers to use his *Anubis* over other 'Mechs because of its speed and stealth armor. As an advance guard for the chancellor, Wu arrives early and scouts far and wide beyond the chancellor's intended destination. Traces of his activities are only found after he has moved on. The wreckage of structures, bodies and machines of war stand silent testimony to his deadly efficiency.

ABS-5Y ANUBIS

Type: Anubis

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 1,042

Equipment

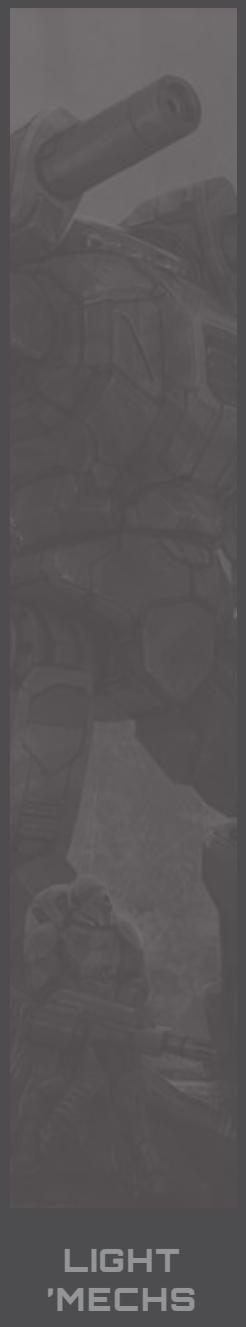
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	88	5.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	12

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	RA	2	3
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
Guardian ECM Suite	CT	2	1.5
LRM 5	LT	1	2
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Improved Sensors.



YHC-3E YINGHUOCHONG



Mass: 35 tons

Chassis: Confederate 5

Power Plant: Hermes 210 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Anderson High Propulsion 12s

Jump Capacity: 240 meters

Armor: Hellespont Lite Ferro-Fibrous

Armament:

1 Type DDS "Kingston" Extended-Range Particle Projection Cannon

Manufacturer: Hellespont 'Mech Works

Primary Factory: Betelgeuse

Communications System: Zenith Sqwak Box 7

Targeting & Tracking System: Apple Churchill 2000 with TAG and Remote Sensor Dispenser

The *Yinghuochong* is a reincarnation of the Capellan Confederation's first BattleMech—the *Firebee*. Built on a heavily modified *Firebee* chassis, the *Yinghuochong* has become a symbol of national pride for the Confederation.

CAPABILITIES

The *Yinghuochong* is purpose-built to house the Sea Fox-made *Kingston* particle cannon. Serendipity smiled on the engineers who struggled to integrate the Clan weapon with Inner Sphere technology. Thanks to an accidental (and exceptionally brilliant) cooling jacket design, the *Yinghuochong*'s PPC generates seven percent less heat than traditional models yet still retains its normal range and power output.

DEPLOYMENT

Yinghuochongs featured prominently in the Capellan invasion of Cumberland in 3144. A mixed unit of *Yinghuochong* and *Agroteras* screened the Capellan force as they moved through the Sarasota Flats. The Flats is an expansive badland located 370 kilometers

northeast of the Cerulean Waters factory. With daytime temperatures exceeding fifty-seven degrees and nights dropping as low as nineteen, the Flats is a formidable obstacle. Orbital reconnaissance put the Davion defenders in the Flats but was unable to pinpoint their position.

Sao-shao Liko Shaiu commanded the screening force. As he neared the Flats, he discovered significant electromagnetic interference. A savvy tactician, he realized the combination of scorching temperatures and interference would hinder the AFFS far more than his screening force and began a game of cat and mouse that lasted for four days.

Shaiu used the superior mobility of his units to ferret out the Davion positions and delivered a series of hit-and-run raids targeting their slowest and heaviest assets. Although his entire lance weighed less than 200 tons, they disabled three Davion heavy 'Mechs and two assault 'Mechs. He entangled the AFFS forces long enough for a detachment from the Capellan force to bypass the Flats and capture two Davion DropShips.

Yinghuochongs also participated in the invasion of New Syrtis. On the fifth day of fighting, aerial reconnaissance pinpointed a Davion mobile headquarters 600 kilometers from the front lines. While the bulk of the Capellan force concentrated near Brandon's Crossroads, they dispatched a pair of *Yinghuochongs* as a hunter-killer unit.

After five days sneaking through enemy territory, the Capellans had closed to eighty kilometers when they were discovered. A lance of *Wolfhounds* and *Hatchetmen* intercepted them on a lightly forested stretch of ground.

Although significantly outgunned by the Davion 'Mechs, the *Yinghuochongs* scored a lucky head shot that dropped the first *Wolfhound*. The Capellans then used their

range advantage to heavily damage the other *Wolfhound* before it could close. Although both *Yinghuochongs* took hits, they were able to disable the *Wolfhound*. They then used their speed to pick apart the *Hatchetmen* at range. When it became clear that the Davion 'Mechs would not be able to stop the *Yinghuochongs*, the Haseks responded by redeploying their mobile headquarters. This disruption in command and control operations gave the Capellan forces an early advantage in the conflict and helped them win the battle of Brandon's Crossroads.

VARIANTS

Hellespont has been plagued by supply difficulties with the Sea Fox-made ER PPC. The 3Y variant replaces the Sea Fox ER PPC with a TSEMP. Although several other weapons were considered, the TSEMP's growing popularity with the CCAF led to its selection.

NOTABLE UNITS

Zhong-shao Liko Shaiu: Shaiu commanded the screening force during the invasion of Cumberland. He was promoted to for his actions there and now commands Second Battalion of Third McCarron's Armored Cavalry. He has structured his command company around fast light and medium 'Mechs and still pilots his *Yinghuochong*, despite the availability of more suitable command 'Mechs.

Sang-wei Jing Wei Chui: Chui led the hunter-killer unit on New Syrtis. A veteran of two dozen battles, Chui has turned down promotion three times to remain a lance commander, stating that she does not want to be responsible for the lives of more soldiers. She commands the recon lance of Alpha Company in Liko Shaiu's battalion.

YHC-3E YINGHUOCHONG

Type: Yinghuochong

Technology Base: Mixed Inner Sphere

Tonnage: 35

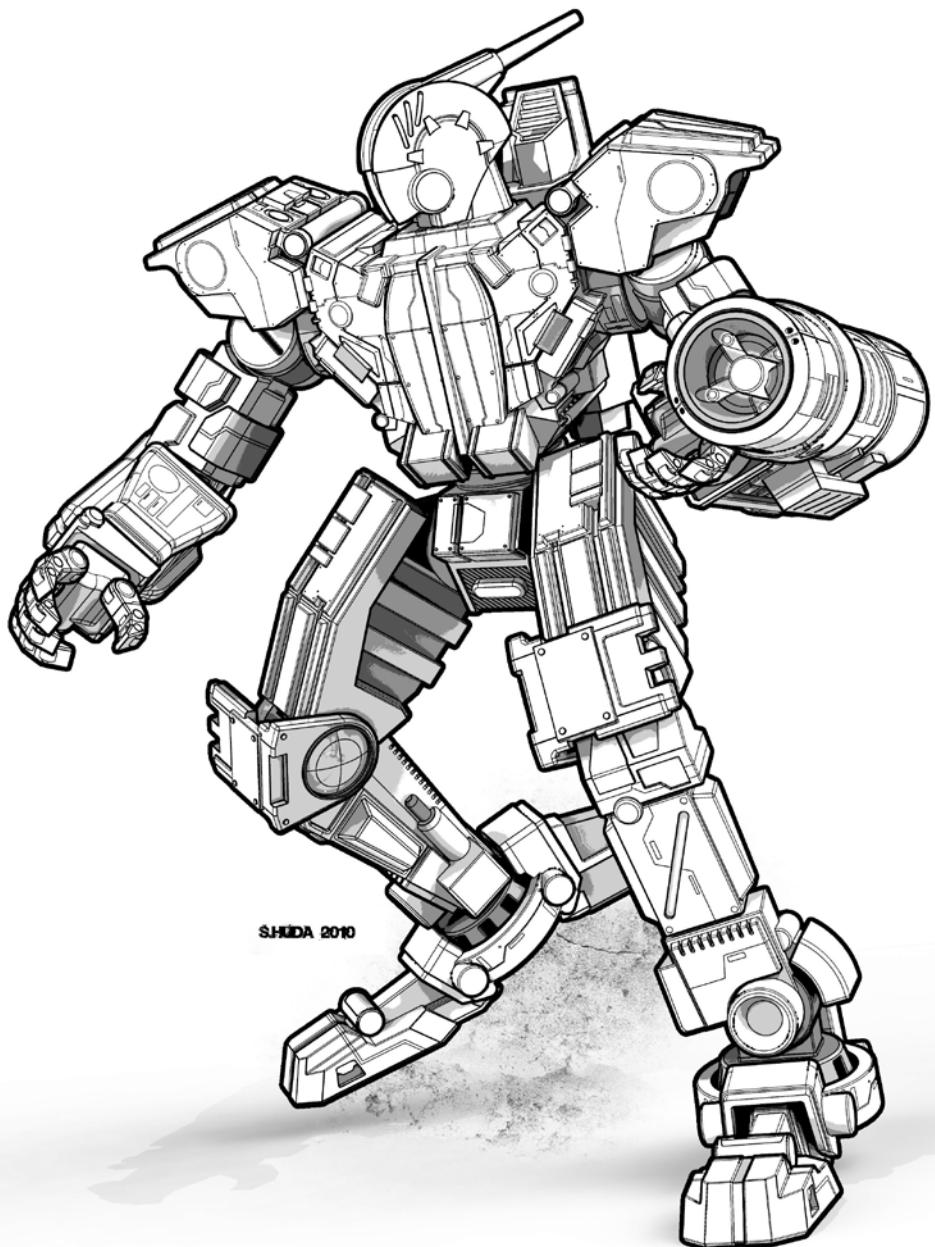
Battle Value: 1,401

Equipment

		Mass
Internal Structure:		3.5
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Light Ferro):	118	7
	Internal Structure	Armor Value
Head	3	9
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	16

Weapons and Ammo	Location	Critical	Tonnage
TAG	RA	1	1
Remote Sensor Dispenser	H	1	.5
ER PPC (C)	LA	2	6
Improved Jump Jet	RL	2	1
Improved Jump Jets	RT	6	3
Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1

Notes: Features the following Design Quirks: Improved Cooling Jacket (ER PPC (C)).



CAL-1MAF CALLIOPE

Mass: 40 tons

Chassis: Dynastic 40 Endo Steel

Power Plant: Nissan 200

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 42F Ferro-Fibrous with CASE

Armament:

1 Ceres Arms Plasma Rifle

1 Spencer Selectable 9-Tube
Multi-Missile Launcher

Manufacturer: Majesty Metals and
Manufacturing

Primary Factory: Dunianshire

Communications System: FoxxCom 79

Targeting & Tracking System: FoxxFire 222

Tasked to design a garrison BattleMech to defeat both infantry and vehicles, Magistracy engineers began initial work on the BattleMech that would become the *Calliope* in 3124. Focused on rugged reliability and ease of maintenance, the *Calliope* was introduced in 3127.

CAPABILITIES

With a similar speed and armor profile, the *Calliope* has begun replacing the venerable *Snake* BattleMech in anti-battle armor missions. With a plasma rifle and MMLs as the primary and secondary armaments, the *Calliope* is dependent on ammunition to fight, but has proven lethal against its chosen enemies. Often replacing the *Snake* as one-for-one swap, the homegrown *Calliope* is quickly becoming a source of pride for the Magistracy units they serve in.

DEPLOYMENT

Named after the muse of poetry, the *Calliope* was made available for purchase by nations allied with the Magistracy: the Duchy

of Andurien and the Capellan Confederation. The MAF took the majority of the initial production run, but Majesty Metals deliberately held back a percentage for the mercenary market, hoping that the *Calliope* would quickly see combat to spur sales among the state buyers. This proved prescient, as a lance of *Calliopes* was involved in action the following year.

Sold to a mercenary unit in the employ of the Marian Hegemony, *Calliopes* were present during the invasion of Logan Prime. Held in reserve by the Marian commander, they were released to counter a Lothian counter-attack involving nearly of full battalion of rifle infantry in APCs. The lance slaughtered the infantry with their plasma rifles, most of them still in their lightly-armored transports. Those that managed to dismount to attack the BattleMechs found themselves quickly outranged by the BattleMech's MML systems. Though the overall campaign proved a disaster for the Hegemony, the battle was won by the mercenaries—who also made a tidy profit selling their battleROMs to Majesty Metals for inclusion in sales pitches.

The first known instance of a *Calliope* fighting BattleMech opponents was in 3129, on the world of Afarsin. Fighting in the equatorial desert, a pair of *Calliopes* was able to slow, and eventually defeat, two lances of medium and light pirate BattleMechs by using their plasma rifles to great effect. Using them to overheat and slow their opponents, the pair eventually caused a pirate *Crusader*'s LRM ammunition to explode, turning the tide of battle. Unfortunately, this subsequently caused an uptick in destroyed *Calliopes*, as MechWarriors on more temperate worlds engaged BattleMechs and found themselves outmatched. The MAF quickly learned to team

green *Calliope* MechWarriors with more experienced lance mates to ensure they use the slow, lightly armored BattleMech for its purpose—hunting infantry, not glory.

NOTABLE UNITS

MechWarriors Rachel Bartzis and Alexandria

"Lexy" Hoover: The two MAF MechWarriors that fought the pirates on Afarsin, they had been ordered to intercept the pirates and buy time for the rest of the garrison to dig in. In their two-hour-long running battle, however, they slowed, halted, and then routed the pirates. They almost failed in their clean sweep due to the *Calliope*'s ammunition reliance. Crippling the last pirate 'Mech with the last of their missiles, the two *Calliopes* had to punch and kick the pirate *Hollander* into submission.

Sao-wei Randall Cortina: Piloting a *Calliope* in the CCAF, Sao-wei Cortina fought against AFFS forces in the initial invasion of Demeter in 3135. Duplicating the success of the *Calliope*'s first battle, he decimated waves of AFFS infantry and militia, set fire to several suburbs to contribute to the chaos of the battle before incinerating a AFFS battalion command post. His breaching the defensive line delayed the arrival of reinforcements to the main axis of Capellan attack, and was one of the contributing factors of their eventual victory. He did not live to see it, though—swarmed by three squads of Salamander battle armor, he was quickly overwhelmed by the vengeful fire-resistant troops and killed in his cockpit.

CAL-1MAF CALLIOPE

Type: Calliope

Technology Base: Inner Sphere

Tonnage: 40

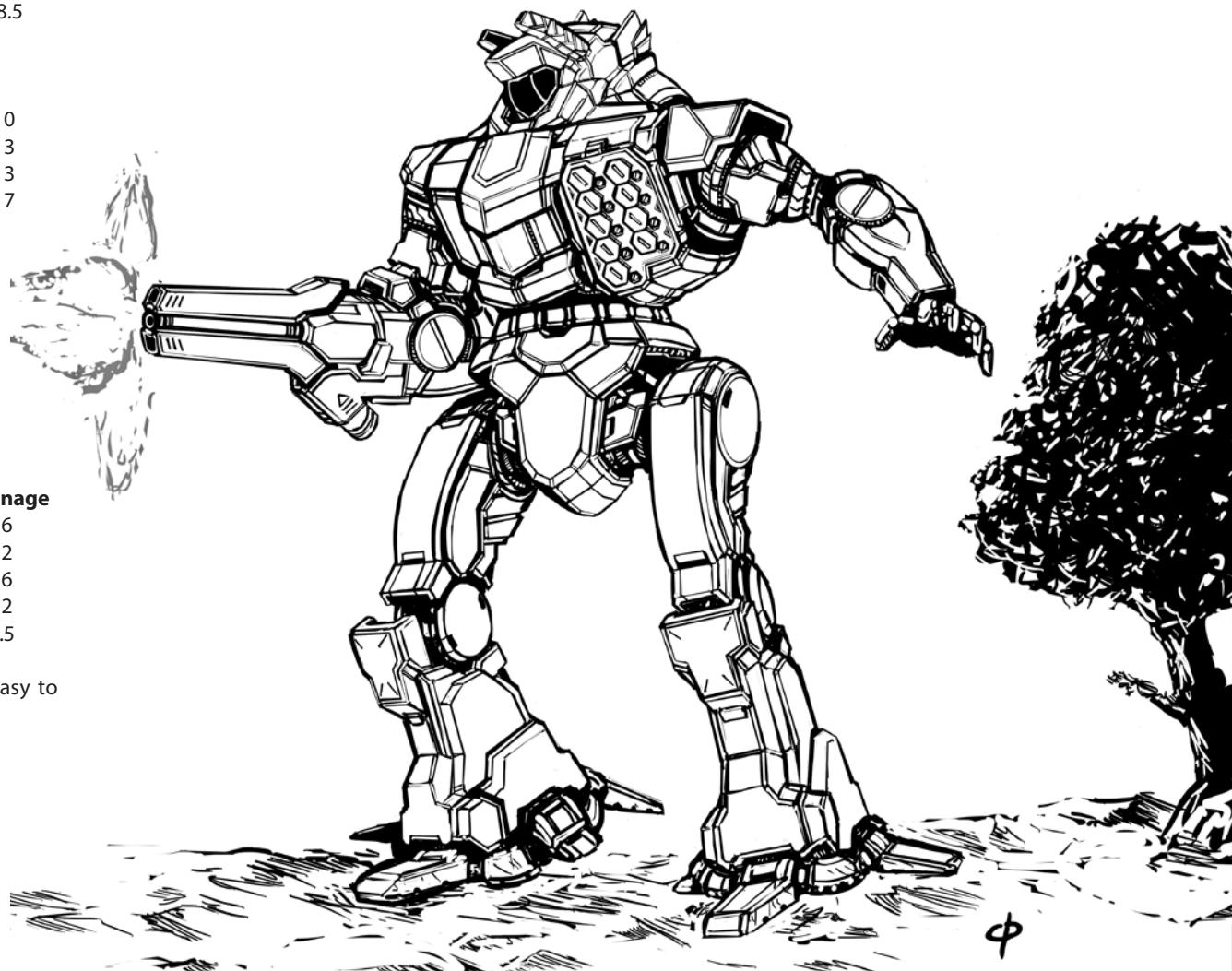
Battle Value: 1,125

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		3
Cockpit:		3
Armor Factor (Ferro):	125	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	19
Center Torso (rear)		5
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	15

Weapons and Ammo	Location	Critical	Tonnage
Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RT	2	2
MML 9	LT	5	6
Ammo (MML) 26/22	LT	2	2
CASE	LT	1	.5

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



RVN-5X RAVEN II

Mass: 40 tons

Chassis: Hellespont Type R2 Endo Steel

Power Plant: VOX 280 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

2 Firmir Improved Extended Range
Medium Lasers

1 Doombud MML 5 Launcher

1 Firmir Hypnos Tight-Stream
Electromagnetic Pulse Cannon

Manufacturer: Hellespont 'Mech Works

Primary Factory: Sian

Communications System: Ceres Metals
Model 777 with Angel ECM Suite

Targeting & Tracking System: Apple Churchill
3000 with Bloodhound Active Probe

The *Raven II* is the latest version of the Confederation's iconic *Raven* BattleMech. Based on the experimental *Raven-3X*, this BattleMech carries on the mission of bringing highly-mobile electronics warfare to the battlefield originated by the *Ravens* of a century ago.

CAPABILITIES

The *Raven II* is heavier, faster, and more armored than its predecessors. Only the 3X's electronics suites were kept when Hellespont redesigned the BattleMech. The Hypnos TSEMP cannon gives the *Raven* the ability to cripple an enemy long enough for the crew to be captured, though repeated firings will interfere with the BattleMech's electronics.

DEPLOYMENT

In 3125, during a campaign to raid former Confederation worlds held by the Free Worlds League since the Third Succession War, *Raven IIs* were the key to winning the campaign on Iknogoro. *Raven IIs* from several battalions were deployed in augmented scouting lances, with orders to locate and pin down as much of the planetary militia as they could. The *Raven IIs*' superior speed and electronics were instrumental in discovering and eliminating several militia ambushes before they could be sprung. After three days of fighting, the Liao units had driven the militia out of the capital and into the mountains.

When the Capellans located the militia field headquarters, several *Raven IIs* formed the core of a headhunter strike unit. The headhunters penetrated the militia lines and raced for the headquarters. There, they found the militia commander and her staff in a mountain gorge called Black Rock Pass, desperately trying to evacuate, while several militia BattleMechs guarding the location raced to intercept the headhunters.

The headhunters attacked, relying on their speed and heavy ECM coverage to give them the edge. The Hypnos TSEMP cannon was a complete surprise to the militia, and after several of their BattleMechs were shut down, the rest of the militia's BattleMechs retreated in panic. The *Raven IIs* chased down the headquarters convoy and captured it. Without a command structure, the militia defense collapsed.

Operation CELESTIAL REWARD saw *Raven IIs* play a strong role in the Dynasty Guard's seizure of Avigait from the First Syrtis Fusiliers. The *Raven*'s extra speed and stealth armor help

them surprise and eliminate the Davion scouts before they could fully report the Guards' deployment. Once the battle began, the *Raven IIs*'s superior ECM devastated the Fusiliers' C³ networks, while their TSEMP cannons shut down several key Davion commanders, allowing the Guards to shatter the LCT and drive the survivors into the Blackfield Forest.

Before the Fusiliers could regroup, another *Raven II*-led headhunter strike found and wiped out the Fusiliers' headquarters. The Guard spent several days hunting down Davion survivors, with the *Raven IIs* leading the way.

NOTABLE UNITS

Sang-wei Jun Ko Li: Li commanded the headhunter unit that captured the Iknogoro militia commander and headquarters at Black Rock Pass. His aggressive tactics and the use of the *Raven II*'s speed and the TSEMP cannon has been noticed by the Strategios. Quiet, and intense, Li now commands a scouting company in the Fourth Capellan Chargers, and there are indications the Death Commandos are interested in him.

Ensign Della Burton: Burton has the distinction of being the first Magistracy Armed Forces' MechWarrior to be assigned a *Raven II*. Commanding a scouting lance in the First Canopian Light Horse, Burton has been putting the *Raven II*, which she's named George, through its paces and has been enthusiastic about the BattleMech. A bright, bubbly personality, Burton reportedly earned the money for her commission as an exotic dancer.

RVN-5X RAVEN II

Type: Raven II

Technology Base: Inner Sphere (Advanced)

Tonnage: 40

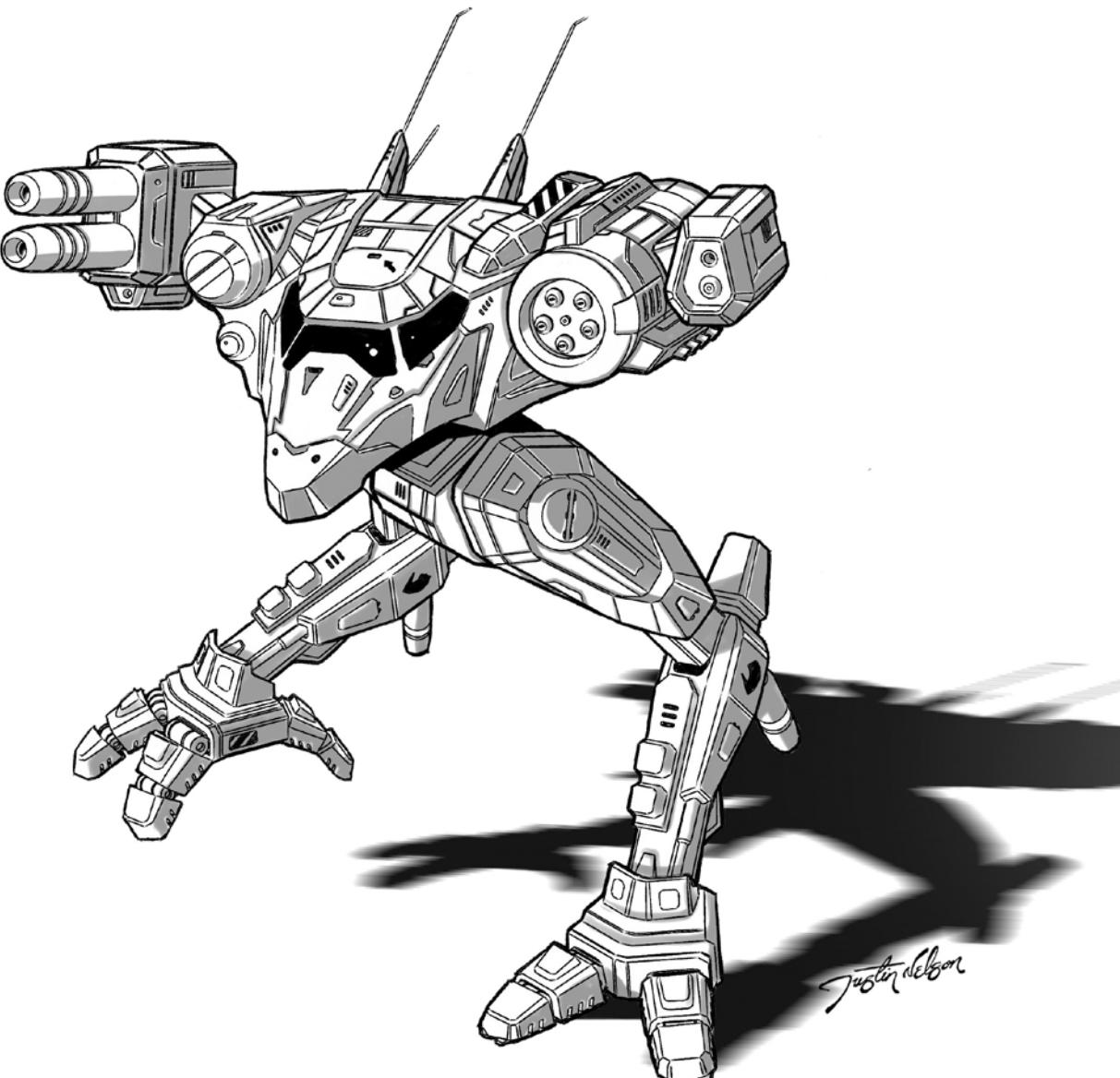
Battle Value: 1,858

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	112	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	17
Center Torso (rear)		4
R/L Torso	10	14
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	10	13

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Angel ECM Suite	RT	2	2
Bloodhound Active Probe	RT	3	2
MML 5	LT	3	3
Ammo (MML) 48/40	LT	2	2
TSEMP	LA	5	6

Notes: Features the following Design Quirks: Improved Sensors.



AGT-1A AGROTERA

Mass: 50 tons

Chassis: Earthwerks PXH II Reinforced
Endo Steel

Power Plant: Rawlings 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 45 with Partial Wing

Jump Capacity: 240 meters

Armor: Durallex Light

Armament:

1 Ceres Arms Smasher Extended Range
Particle Projection Cannon

1 Diverse Optics 37V Medium
Variable-Speed Pulse Laser

1 Diverse Optics Medium Pulse Laser
2 Diverse Optics Small Pulse Lasers

Manufacturer: Majesty Metals and
Manufacturing

Primary Factory: Canopus IV

Communications System: Tek BattleCom

Targeting & Tracking System: Tek Tru-Trak
with TAG

Developed in the early thirty-second century, the *Agrotera* is based on the Word of Blake's *Phoenix Hawk* variant. Majesty Metals advertises it as an alternative to ammo-dependent 'Mechs like the *Legionnaire* and *Shockwave*. Considerable firepower flexibility helps the *Agrotera* excel in a variety of roles, though it is frequently deployed in support of lighter scouts.

CAPABILITIES

A fully energy-based complement of weapons gives the *Agrotera* the sort of battlefield endurance and loitering capability that quartermasters love, though they often curse the inclusion of VSPs, as maintenance parts can be difficult to acquire.

First-time pilots of the 'Mech inevitably rave about its comfortable and spacious

cockpit. Despite these advantages, qualifying times are still slightly longer than other 'Mechs in its class due to the complexity of operating the VSPs and partial wing.

DEPLOYMENT

During the Capellan invasion of Cumberland in 3144 a mixed unit of *Agroteras* and *Yinghuchongs* dealt the Federated Suns a costly loss in the Sarasota Flats. The soaring temperatures in the Flats limited the *Agroteras*' ability to leverage its firepower and relegated it to filling the same role as the *Yinghuchongs*. Together, the 'Mechs spent four days sniping at the Federated Suns forces.

Once the enemy forces had been located, the Capellans would single out a straggling or otherwise vulnerable heavy or assault 'Mech target it with all four of their PPCs. They quickly withdrew, using their considerable jumping capacity to clear plateaus, escape box canyons and otherwise frustrate the pursuing defenders. After the first day, many of the Davion MechWarriors, frustrated with the constant harassing fire, toggled for alpha strikes and unleashed them as soon as the Capellans appeared. For many of these 'Mechs, the heat generated overwhelmed their cooling systems and brought them dangerously close to shutdown. Although the tactic was occasionally successful in damaging the Capellans, it more frequently backfired for the AFFS, leaving immobile 'Mechs as tempting targets for the harassing force.

By the end of the fourth day, the Capellans had disabled five Davion 'Mechs while sustaining moderate damage. The constant distraction allowed a Capellan detachment to bypass the Flats and capture two of the Federated Suns DropShips.

In early 3108 *Agroteras* newly deployed to First Magistracy Highlanders clashed with bandit forces on Bethonolog. The attackers,

grounded twenty kilometers from the Canopian Industries consumer electronics factory. The Highlanders mobilized immediately, but the only units fast enough to intercept the bandit 'Mechs were a pair of *Agroteras*.

The *Agroteras* engaged the bandit's lance of aging heavy 'Mechs as they reached the factory. With more than three dozen buildings in the complex the battle favored the highly maneuverable *Agroteras*, but the Highlanders were outweighed by nearly 200 tons. Realizing that they did not have to defeat the bandits, merely keep them engaged until the slower Highlander units could arrive, the *Agroteras* employed hit and run tactics. They delivered a savage volley of fire and then leapt over buildings to avoid the bandit counterattack. By the time the remaining Highlanders arrived, the *Agroteras* had destroyed one bandit, crippled another, and damaged the remaining two. The surviving bandits surrendered.

NOTABLE UNITS

Major Victoria de Chaves: De Chaves commanded a recon lance in the First Magistracy Highlanders during the bandit raid in 3108. She has moved through the ranks since, and has served as the Highlander's executive officer for the last eight years. De Chaves favors ultra-mobile forces and has been slowly increasing the Highlanders' complement of reconnaissance 'Mechs.

Sao-shao Gan Ting: Currently assigned to the Capella War College, Gan Ting has devoted considerable effort to tactics involving partial-wing-equipped 'Mechs. Surprisingly, these tactics do not include death from above. Ting decries them as reckless and wasteful. Ting forbids practicing deaths from above and has been given leave to expel any students who attempt them.

AGT-1A AGROTERA

Type: Agrotera

Technology Base: Inner Sphere (Advanced)

Tonnage: 50

Battle Value: 1,693

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6*	
Heat Sinks:	10 [20]*	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		6
R/L Torso	12	18
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	18

Weapons and Ammo	Location	Critical	Tonnage
Medium VSP Laser	RA	2	4
Medium Pulse Laser	RA	1	2
Small Pulse Laser	RT	1	1
TAG	H	1	1
Small Pulse Laser	LT	1	1
ER PPC	LA	3	7
Actuator Enhancement			
System	LA	2	1.5
Partial Wing	RT/LT	4/4	3.5
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1

Notes: Features Full-Head Ejection System. *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard Atmosphere (see pp. 293 and 295, TO, for additional rules).



LI-O VANDAL



Mass: 65 tons
Chassis: StarCorp 120-Flex Endo Steel
Power Plant: VOX 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph with Supercharger
Jump Jets: None
Jump Capacity: None
Armor: ArcShield VII Mk.8 with CASE II
Armament:
26.5 tons of pod space
Manufacturer: StarCorps Industries
Primary Factory: St. Ives
Communications System: Telestar Model XTD-131
Targeting & Tracking System: Apple Churchill 3200 Adaptive

The *Vandal* was rushed into production only a few years ago using long-abandoned schematics. It surprised the Confederation's enemies, boosting its combat record by overwhelming opposition that did not know what to expect from the unknown OmniMech.

CAPABILITIES

Lances including at least one *Vandal A* provide a powerful advantage with a boosted C³ network. All three configurations carry a variety of weapons, with similar variation in weapons and ranges making the *Vandal* a generalist in combat. The speedy *Vandal* excels at cavalry tactics, firing on the enemy from all ranges as it closes distance.

DEPLOYMENT

Vandals have ravaged the Federated Suns defenders trying to slow the Capellan invasion. Several lances of the OmniMech spearheaded the assault on Spica in late 3144. Elements of several CCAF regiments stormed the border world in a lightning assault that never had a chance of bogging down. *Vandals* blazed past hastily thrown up pickets and attacked the rear echelons before the defense could be properly raised. The heavy firepower of the *Vandals*, with targeting aided by the C³ network, shredded the defenders far worse than a lance of comparably-fast light or medium 'Mechs.

A similar result was obtained on Demeter when Warrior House Ijori made planetfall. The fast Ijori elements stormed the defenses of New Demeter City. The *Vandals* could have bypassed the front lines with their terrific speed, but instead used their C³ networks to combine fire and savage the AFFS troops seeking to stop them. The *Vandals* soon ran into tougher opposition, though. Powerful ECM systems on the defenders disrupted the C³ networks. The *Vandals* proved their efficacy as individuals, as the lances executed perfect classic tactics. The *Vandals* ran circles around their enemies and cut them to pieces with hardly a hitch in the advance. The city's defense crumpled as the *Vandals*' own ECM systems interfered with the defenders' communications, preventing deployment to those points most in need. The world fell in mid-December.

The Third Canopian Cuirassiers and Fourth Andurien Cavalry raided Glevakha in March 3145.

The raid was intended merely to determine the state of Glevakha's defenses, but it quickly turned for the worse. A company of the elite Fourth Rim Commonality Guards was carrying out arctic-alpine training in the towering Kyyivska Peaks. The heavy-mineral nature of the mountain range kept the Guard 'Mechs from being detected. As the raiders swept New Kiev and other nearby cities, the Guards slipped from the slopes and began an assault on the raiders' DropShips. Desperate pleas by the DropShip crews brought the raiders flying back, the *Vandals* leading the way. Their combination of speed and firepower drove off the aggressive defenders long enough for the raiders to board and flee the world in disarray.

NOTABLE UNITS

Lien-zhang Tau Qin Son: Son led the first lance into Spica's capital city. He decapitated the militia commander's *Legionnaire* with one swipe of his *Vandal B*'s vibroblade. He was promoted from *pai-zhang* after the last of the defenders were eliminated. He rejoined Warrior House Hirisu soon after, and now commands a scout company.

Commander Marjorie van Elder: Elder led a strike company in the joint Canopian-Andurien raid on Glevakha in early 3145. She had been in line for a promotion until her carelessness almost cost the Magistracy a company of modern 'Mechs and two DropShips. She is eagerly awaiting a chance to redeem herself.

LI-O VANDAL

Type: **Vandal**
 Technology Base: Inner Sphere
 Tonnage: 65
 Battle Value: 1,881

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit (Torso-Mounted):		4
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	21	32
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	19
R/L Leg	15	26

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	4
Center Torso	1 Cockpit	0
Right Torso	1 Life Support 3 XL Engine 1 Life Support 1 CASE II	7
Left Torso	3 XL Engine 1 Life Support 1 Supercharger 4 Endo Steel	3
Right Arm	2 Endo Steel	6
Left Arm	4 Endo Steel	4
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Variable Range Targeting.

Fixed Equipment	Location	Critical	Tonnage
CASE II	RT	1	1
Supercharger	LT	1	1.5

Weapons and Ammo

Primary Weapons Configuration—Advanced

Rotary AC/5	RA	6	10
ER Small Laser	RA	1	.5
Ammo (RAC) 40	RT	2	2
Angel ECM Suite	H	2	2
Boosted C ³ Slave	H	2	3
Large VSP Laser	LA	4	9

Alternate Configuration A—Advanced

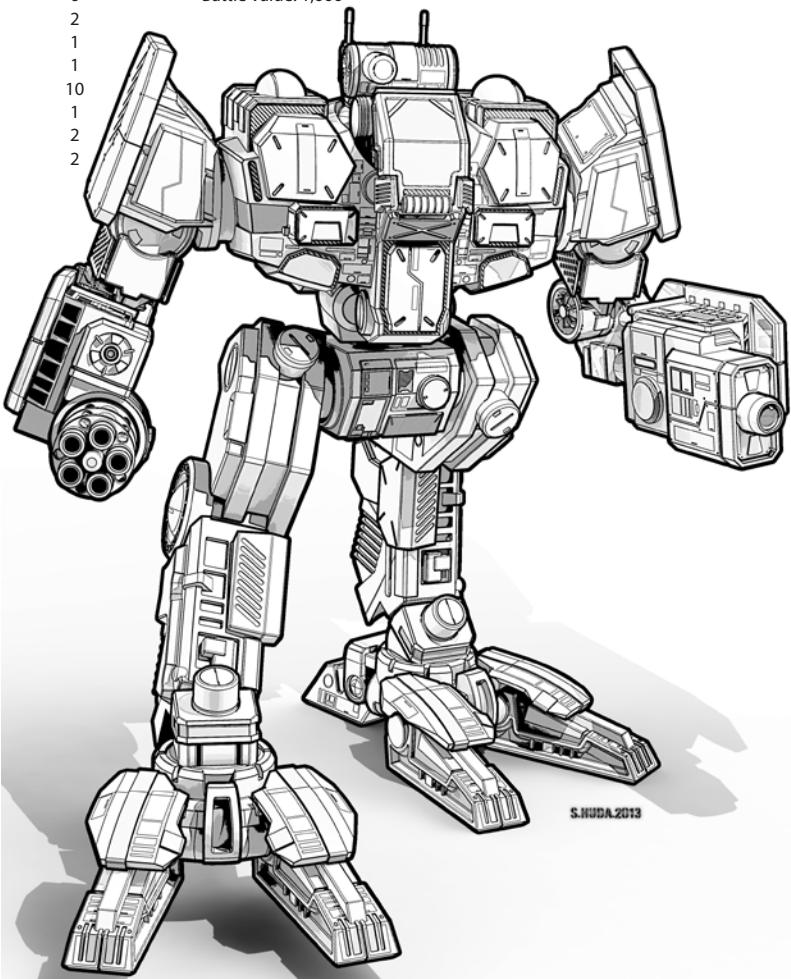
Laser Anti-Missile System	RA	2	1.5
Boosted C ³ Master	RA	6	6
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
Double Heat Sink	RT	3	1
Heavy PPC	LA	4	10
PPC Capacitor	LA	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2

Battle Value: 1,865

Alternate Configuration B—Advanced

Medium Vibroblade	RA	2	5
ER Flamer	RA	1	1
MML 5	RT	3	3
Ammo (MML) 72/60	RT	3	3
Mine Dispenser	RT (R)	1	.5
Angel ECM Suite	H	2	2
Boosted C ³ Slave	H	2	3
Targeting Computer	LT	2	2
Snub-Nose PPC	LA	2	6
TAG	LA	1	1

Battle Value: 1,666



S. HUDA 2013

CPLT-L7 CATAPULT II

Mass: 70 tons

Chassis: Hollis Mk.II-Beta Endo Steel

Power Plant: GM 280 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Anderson Propulsion 25

Jump Capacity: 120 meters

Armor: Ceres Heavy

Armament:

2 Holly "Ballista-20" LRM-20 Launchers

2 Firmir Hypnos Tight-Stream

Electromagnetic Pulse Cannon

2 Diverse Optics Sunfire Extended Range

Medium Lasers

Manufacturer: Hollis Incorporated

Primary Factory: Corey

Communications System: O/P COM-211

Targeting & Tracking System: O/P 1078

Colloquially known as the scorched coffin, the *Catapult II* is scorned by most MechWarriors due to its combination of weaponry and heat management issues. Despite its reputation, the *Catapult II* is highly effective when deployed properly.

CAPABILITIES

Designed as an indirect fire-support 'Mech and TSEMP test platform, the *Catapult II* is remarkably similar to its predecessor. The highly reliable Ballista launchers cycle faster than competing systems from domestic manufacturers and the Diverse Optics lasers have a history of solid performance.

The TSEMP has become popular with the CCAF, appearing on many newer 'Mechs. After prototypes showed stress fractures in the weapon's housings, the chassis was increased by five tons to better support the weapons. Hollis claims this reinforcement also extends the life limit on the chassis by fifteen years.

The O/P targeting and tracking system has a reputation for being functional and reliable, but certainly not exceptional. In most circumstances it performs satisfactorily, but when tracking the maximum number of contacts, the system begins to stutter. Many technicians reconfigure the software suite, reducing the maximum number of tracked targets by fourteen percent to alleviate this issue.

DEPLOYMENT

In 3145 elements of the Third McCarron's Armored Cavalry and Sung's Rangers invaded Taygeta. There, they faced determined resistance from members of the Ridgebrook Capellan March Militia and Fifth Crucis Lancers. In the rolling hills outside of the capital city, two companies of Capellan forces engaged a battalion of Davion defenders. The Capellans approached cautiously, using a lance of *Catapult II*s and other fire support 'Mechs to bombard the AFFS position before committing to the fight. Ammunition consumption has always been a concern for the *Catapult*, and the *Catapult II* designers addressed this by equipping the 'Mech with fifty percent more ammo and larger missile racks. Despite these improvements, the *Catapult II*s exhausted their stores within twelve minutes. Undaunted, *Sangwei* Quon Yue formed his lance at the center of the Capellan line and, supported by a lance of heavy 'Mechs, led the advance.

Yue directed his lance mates to stagger their shots so that two of the 'Mechs were firing their TSEMPs while the other two were recharging. The *Catapults* used their TSEMPs to paralyze a defender and then their companions destroyed it. The Davion commander ordered his forces to withdraw to avoid falling victim to the Capellan tactics. Unfortunately for the defenders, this provoked the *Catapults* into great

shows of bravado and they charged in, immobilizing Davion 'Mechs and pummeling them with physical attacks. By the end of the battle, the Capellans had suffered thirty percent casualties—including two of the *Catapult II*s—while the larger Davion force had been reduced by nearly fifty percent, largely due to the *Catapults*.

The L7L variant participated in the attack on New Syrtis, where it distinguished itself in a urban brawl. The desperate Davion defenders resorted to inferno munitions during the battle for Brandon's Crossroads, and while these weapons were particularly effective against 'Mechs with stealth armor, the L7L's heat-dissipating armor worked flawlessly and allowed them to maintain continuous fire with their MMLs. In an hour of vicious street-to-street fighting three L7Ls supported by a *Lao Hu* defeated a lance of heavy Davion 'Mechs supported by multiple squads of Cavalier battle armor.

VARIANTS

The CPLT-L7L features a more traditional weapons load built around MML 9s and plasma rifles and carries heat-dissipating armor.

NOTABLE UNITS

Stinger: Stinger is the name of a *Catapult II* currently with the Third McCarron's Armored Cavalry. The 'Mech earned its name due to an unusual glitch with the TSEMP system. A grounding issue results in the MechWarrior receiving an electric shock whenever the weapon is fired. The shock is not dangerous, but is painful and distracting. Despite two complete overhauls of the TSEMP system, the problem persists. The Wild Ones has embraced Stinger's notoriety; serving six months assigned to her has become part of the hazing process for some newly-transferred MechWarriors.

CPLT-L7 CATAPULT II

Type: **Catapult II**

Technology Base: Inner Sphere (Advanced)

Tonnage: 70

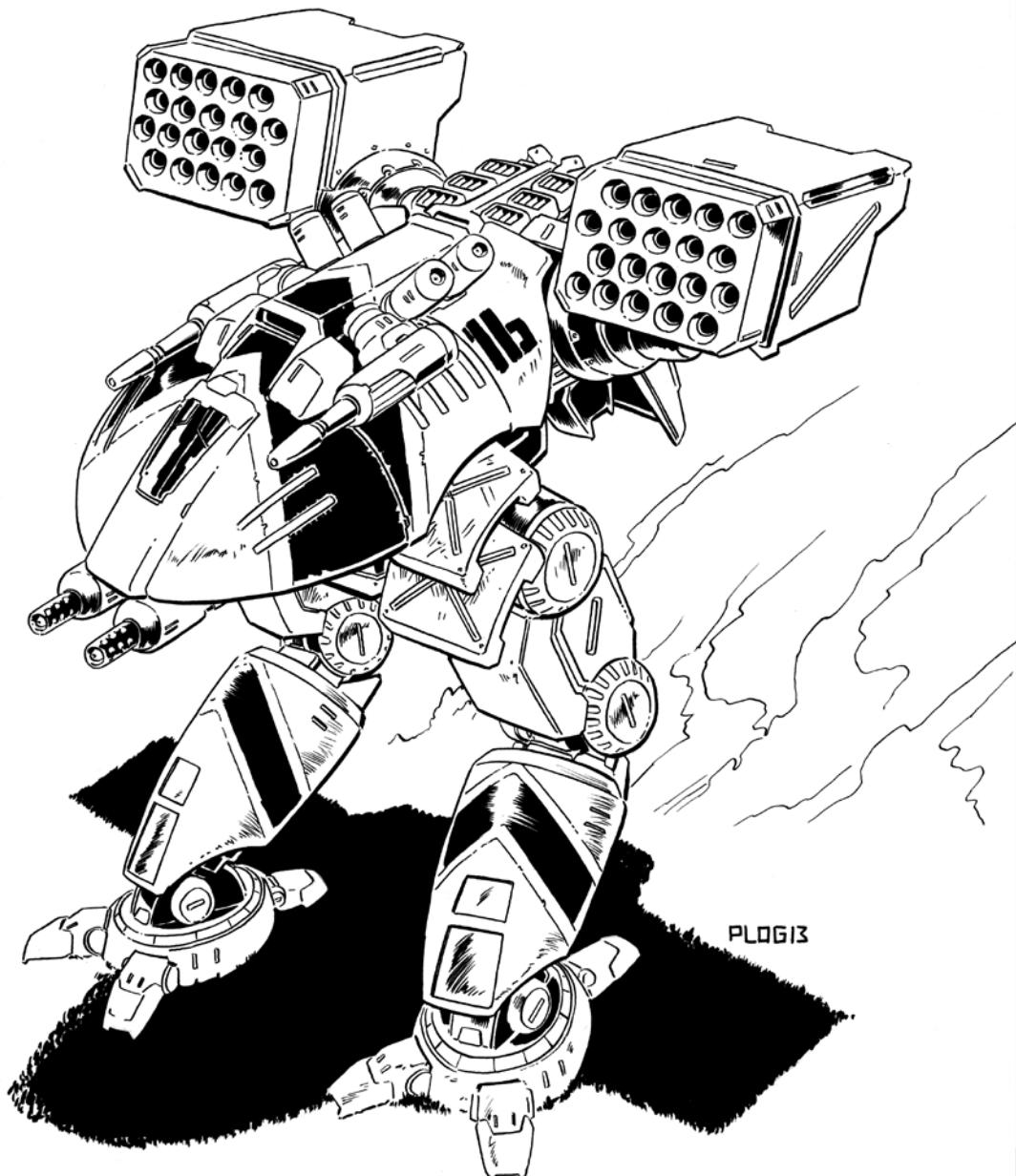
Battle Value: 2,783

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	168	10.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	26
Center Torso (rear)		11
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	11	14
R/L Leg	15	19

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RA	5	10
Ammo (LRM) 12	RT	2	2
TSEMP	RT	5	6
2 ER Medium Lasers	CT	2	2
TSEMP	LT	5	6
Ammo (LRM) 12	LT	2	2
LRM 20	LA	5	10
Jump Jets	RT	2	2
Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Bad Reputation.



MS-1A MORTIS

Mass: 75 tons

Chassis: StarFrame MS Endo Steel

Power Plant: PlasmaStar 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Hellespont Leaper

Jump Capacity: 150 meters

Armor: Chilton 365

Armament:

1 Holly MML 5 Launcher

1 Death Blossom 10-Tube
Rocket Launcher

1 Ceres Arms Eradicator Heavy
Particle Projection Cannon

Manufacturer: StarCorps Industries

Primary Factory: Emris IV, Menke

Communications System: Garret T23-A

Targeting & Tracking System: Garret D5j

As a design shared between their respective StarCorps branches, the *Mortis* is a symbol of what could be a long-term trend toward Liao-Marik rapprochement. It is also a brutal close-combat specialist that clearly displays the influence McCarron's Armored Cavalry had in its design. The *Mortis* has earned a ferocious reputation on Solaris VII and the battlefields of the Inner Sphere alike, and shows no sign of losing favor with its operators.

CAPABILITIES

At first glance the *Mortis* appears under-armed for a heavy 'Mech. That first glance may be the only one many MechWarriors get, as the *Mortis* is optimized for brutally dismantling opponents at short range. Its heavy armor, speed, and jump capability make it effective in urban combat and other constricted terrain. Actuator enhancement systems lend the *Mortis* a surprising accuracy with its heavy PPC and 'Mech-scale hatchet.

Accordingly, the *Mortis* is used aggressively to break fortified defenses or hunt down priority targets, and is rarely seen in the line of battle.

DEPLOYMENT

StarCorps on Menke designed the *Mortis* with input from the MAC regiments following the defense of the planet in the Victoria War. The company was allowed to share the specifications with its plant on Emris IV in a show of reconciliation with Oriente. From these suppliers the *Mortis* has also been made available to Canopus, Andurien, and Regulus, as well as the mercenary and Solaris VII markets.

One recent action illustrating the potential of the *Mortis* occurred on Elektroigli in August 3141, following an abortive coup by pro-Regulan forces to keep the world out of the reformed Free Worlds League. Elements of the Fourteenth Regulan Hussars were smuggled into the capital and seized control, leading the planet's president to request aid from Oriente. A relief force from the First Orloff Grenadiers was dispatched to aid the local militia in ejecting the invaders.

Lieutenant Ekaterina Orloff's lance was assigned to harass the Hussars rear area. Her *Mortis* proved highly effective supporting the lighter 'Mechs of her command. They would harass and bring to bay heavier 'Mechs and she would demolish them. After several days of battle the Regulans elected to retreat from the capital to make a rendezvous with arriving DropShips. The Grenadiers pursued them through the broken hills leading to the Casmanian lake country, with Ekaterina's lance still attacking in the Regulan rear.

Eventually Orloff's force was tasked with dealing with the Hussars' prized *Trebuchet* lance, which had deployed on top of Hill 27A and was raining down LRM fire on the Grenadier

vanguard. Ekaterina's *Mortis* led the way, jumping from hill to hill before making a death from above maneuver into the middle of the Regulan lance. Once among the medium 'Mechs she assailed them with accurate PPC and SRM fire while carving each in turn with her hatchet, strewing the hill with *Trebuchet* parts.

Holovid footage of the massacre soon circulated among the new FWLM and outward into the rest of the Inner Sphere.

VARIANTS

A recent Capellan-exclusive variant, the MS-1P has been fitted with TSEMP and a large VSP laser and seems to be deployed against targets the CCAF would prefer disabled and captured.

NOTABLE UNITS

Captain Ekaterina Orloff: Her impressive showing on Elektroigli earned Orloff a promotion as well as favorable attention from the Oriente media. The HV interviews have also, much to her dismay, made Ekaterina the focus of Duke Orloff's efforts to arrange a political marriage in the new League. She has since become a vocal supporter of action against the League's hereditary enemy, House Steiner, in an effort to distract her cousin.

Sao-shao Flavio Liao: Flavio was a gladiator with Tandrek Stables known more for his debauched parties than for almost breaking into the Top Ten in 3133. In 3136 he suddenly liquidated his assets and took his customized *Mortis*, Yamarajah, back to the Confederation to enlist in the Capellan Hussars. His flashy 'Mech skills and capable leadership, along with a previously unsuspected fanaticism, have seen him rise quickly in the CCAF.

MS-1A MORTIS

Type: **Mortis**

Technology Base: Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 1,984

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	375 XL	19.5

Walking MP:	5
Running MP:	8
Jumping MP:	5

Heat Sinks:	11 [22]	1
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Gyro:		4
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Cockpit:		3
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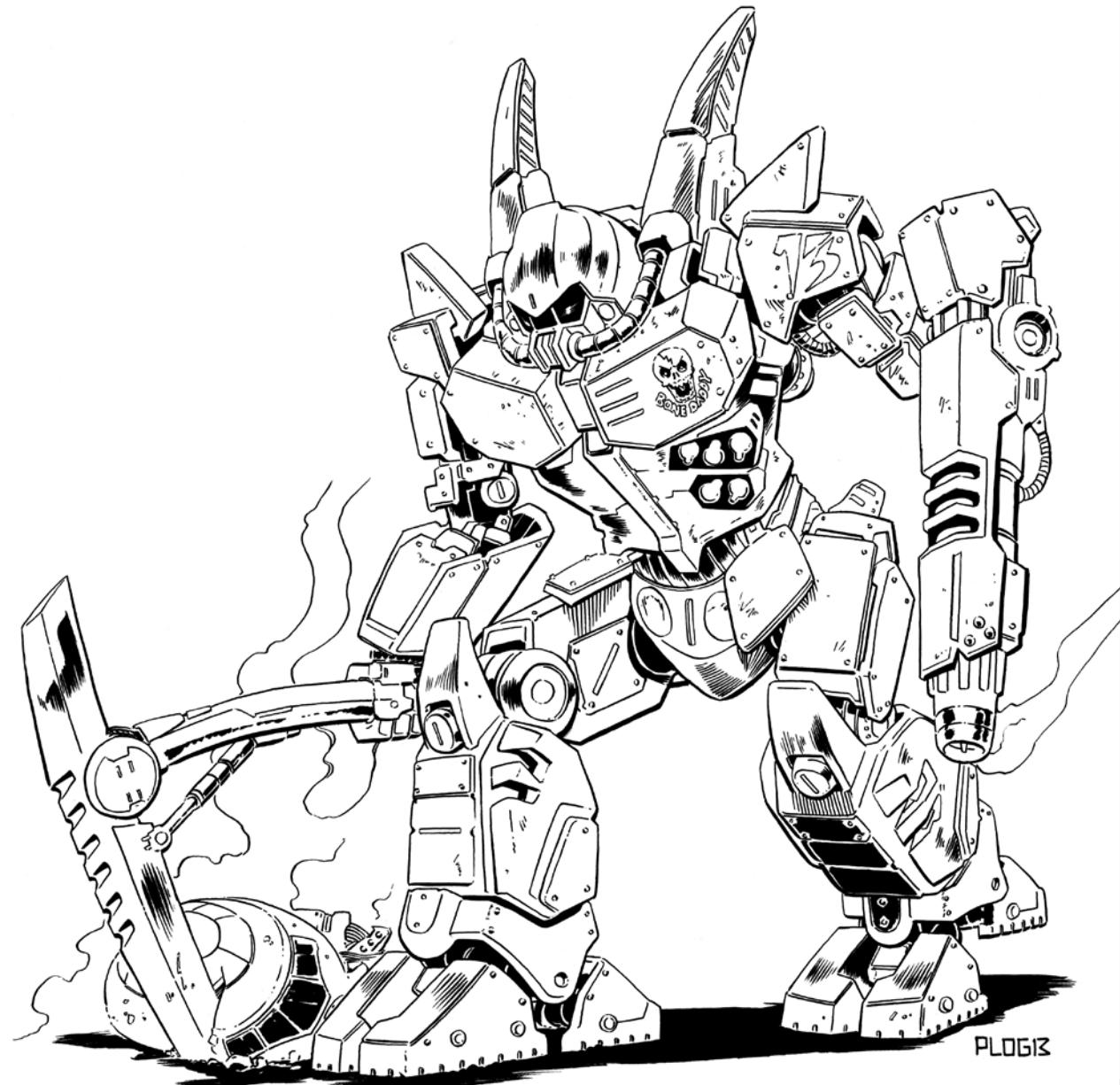
Armor Factor:	208	13
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	Internal Structure	Armor Value
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	21
R/L Leg	16	25

Weapons and Ammo

	Location	Critical	Tonnage
Hatchet	RA	5	5
Actuator Enhancement System	RA	3	2.5
MML 5	RT	3	3
Ammo (MML) 48/40	RT	2	2
Rocket Launcher 10	CT	1	.5
Heavy PPC	LA	4	10
Actuator Enhancement System	LA	3	2.5
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Distracting.



TNZ-N3 TIAN-ZONG

Mass: 75 tons

Chassis: Hellespont Type TZ Endo Composite

Power Plant: Rawlings 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite II Stealth

Armament:

2 Mydron Concussor Gauss Rifles

2 Ceres Arms Striker Light

Particle Projection Cannons

Manufacturer: Hellespont 'Mech Works

Primary Factory: Sian

Communications System: Ceres Metals

Model 777 with Angel ECM Suite

Targeting & Tracking System: Radcom TXXII

Originally intended as a mobile fire support platform for the shadow lances, the *Tian-zong*, or celestial general, far exceeds its intended role. Deadly at all ranges and well-known for its exceptional electronics and command suite, the *Tian-zong* is the Capellan Confederation's premier command 'Mech.

CAPABILITIES

Heavily armed, solidly armored and aided by a sophisticated command and control suite, the stealthy *Tian-zong* can close with enemy forces and deliver a massive, punishing barrage with little fear of reprisal. Its paired Gauss rifles and light PPCs deliver deadly, accurate fire yet barely tax its heat exchangers. Furthermore, its advanced electronics allows it to easily coordinate battalion-level operations, making it the preferred choice of elite regiments.

DEPLOYMENT

During the siege of Victoria by AFFS forces, Warrior House Kamata used the *Tian-zong*'s

stealth and command abilities to great effect. Timing their attack to coincide with a poorly concealed unit rotation between battered elements of the Sixth Syrtis Fusiliers LCT and the reconstituted Forty-second Avalon Hussars LCT, the elite Warrior House maneuvered two companies of shadow lances between a break in the lines. Comprised principally of *Tian-zongs*, they used stolen encryption keys to pass behind enemy lines. Then, catching the AFFS regiments mid-rotation, they tore into their flanks with abandon. The result was pandemonium. Their first combined volley felled a full company of 'Mechs, while the second volley disabled or destroyed another dozen.

With the sudden loss of so many 'Mechs, both regiments broke and ran. However, they quickly realized their error and regrouped for a counterattack. By then, Warrior House Kamata had smartly withdrawn back behind the cover of their lines.

On Arboris, elements of the First MAC used the *Tian-zong* to significantly delay a company of Hastati Sentinels. Commanding a single shadow lance and a platoon of light tanks, *Sang-wei* Clara Parks was charged with securing the planet in advance of follow-on forces. However, on landing she learned that the Hastati Sentinels were already reinforcing Arboris for operations against the Confederation.

Hunted, outgunned and outnumbered, *Sang-wei* Clara Parks used convenient weather to close with and repeatedly ambush the Sentinels' patrols. Each time, she and her lance engaged at differing ranges to throw them off-guard. Emboldened by her victories and repeated snubbing of the Sentinels' best warriors, she brazenly engaged in a duel with a RAF *Peacekeeper* assault 'Mech.

Very soon into the duel Parks realized she was outmatched. Luckily, her stealth armor

made it hard for the *Peacekeeper*'s pilot to target her lighter 'Mech, and she was able to withstand several volleys without taking significant damage. Nevertheless, Parks saw her armor was failing. After a particularly brutal exchange she attempted to withdraw by ducking into a squall but soon realized that the *Peacekeeper* made no move to stop her. She approached the motionless assault 'Mech only to find that her last Gauss slug had shattered the *Peacekeeper*'s cockpit.

Within weeks additional Capellan troops arrived and the battle for Arboris began in earnest. *Sang-wei* Parks eventually claimed the *Peacekeeper* for House Liao.

VARIANTS

There are two major variants of the *Tian-zong*. The first replaces the light PPCs with extended-range lasers and heat sinks while the second exchanges the Gauss rifles for light versions and ER large lasers.

NOTABLE UNITS

***Sang-wei* Clara Parks:** A descendant of *Sang-shao* Elaine "Blaze" Parks, commander of the First MAC during the recapture of St. Ives, Clara Parks has struggled to measure up to her grandmother's legend. Naming her *Tian-zong* Blaze in honor of her grandmother, *Sang-wei* Parks has racked up an impressive kill score fighting border skirmishes with the RAF and Oriente Protectorate. However, despite her latest exploits on Arboris, her willingness to risk those under her command for what appears to be personal glorification has garnered the attention of the Maskirovka.

TNZ-N3 TIAN-ZONG

Type: **Tian-zong**

Technology Base: Inner Sphere

Tonnage: 75

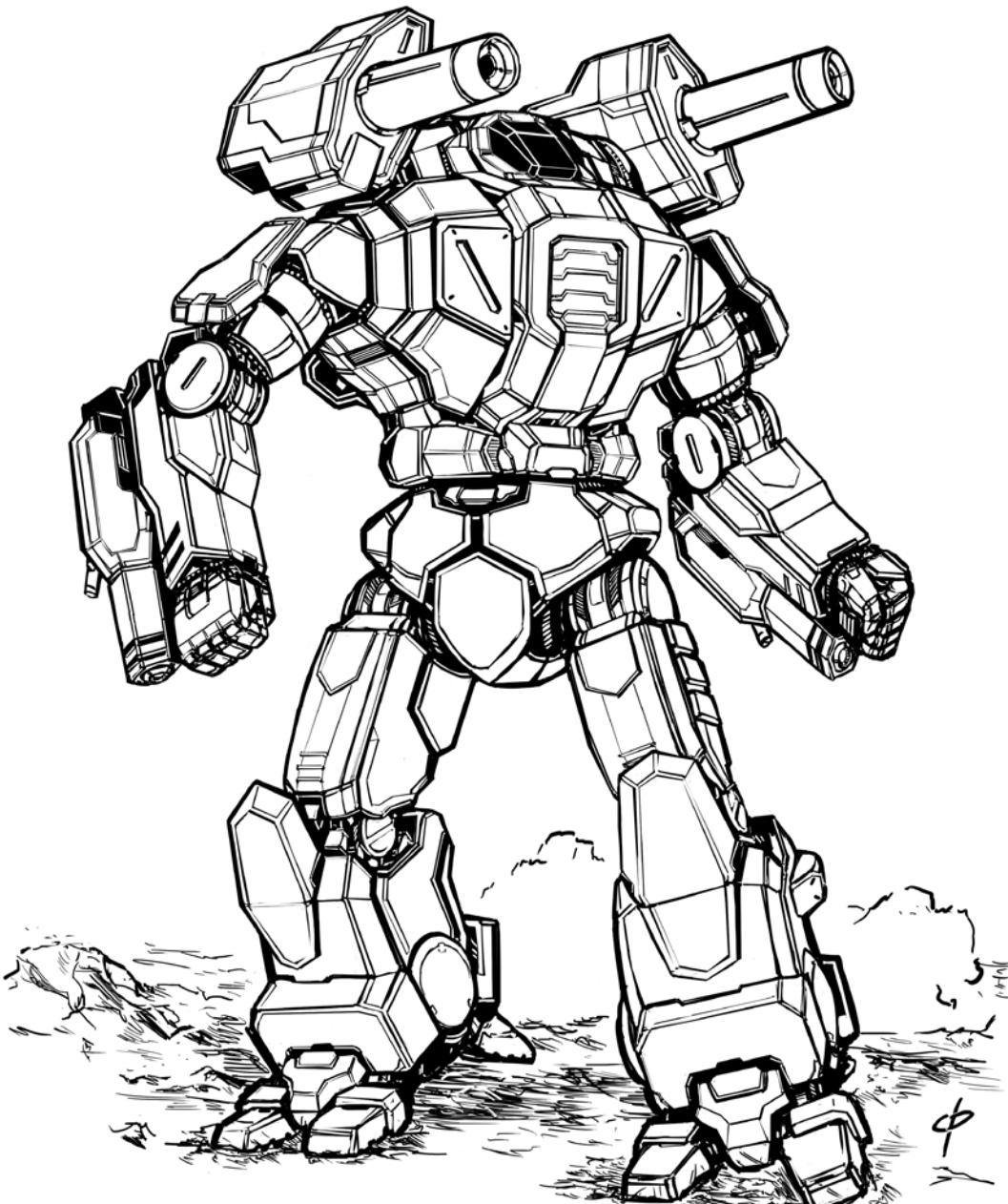
Battle Value: 2,072

Equipment

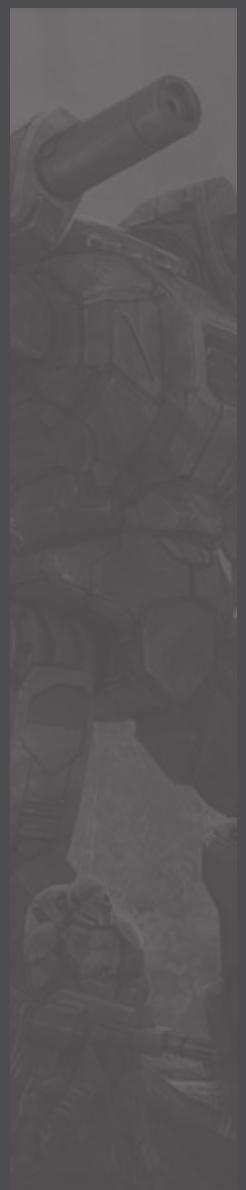
		Mass
Internal Structure:	Endo-Composite	6
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor (Stealth):	216	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	26

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	RA	2	3
Ammo (Gauss) 8	RA	1	1
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	H	1	1
Angel ECM Suite	CT	2	2
Gauss Rifle	LT	7	15
Ammo (Gauss) 8	LA	1	1
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Command BattleMech.



LN-4B LU WEI BING



Mass: 85 tons

Chassis: HildCo Type VI-T Endo Steel

Power Plant: Strand 340 Light

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: GM Jetstar

Jump Capacity: 120 meters

Armor: Starshield with CASE II

Armament:

1 Mydron Devastator LB 20-X Autocannon

2 Ceres Arms Striker Light

Particle Projection Cannons

1 Doombud MML 5 Launcher

Manufacturer: Tao Mechworks

Primary Factory: Sarmaxa

Communications System: CeresCom Model

21-RS with Angel ECM Suite

Targeting & Tracking System: C-Apple Churchill

The loss of Victoria was a major blow to the Capellan Confederation's defense industry. The work on an expansion to the facility on Sarmaxa was accelerated and the first 'Mech to roll off the lines was the new cornerstone of the CCAF's assault forces, the *Lu Wei Bing*, named in honor of the revolutionaries that led the Green movement to overthrow the corrupt communist regime of twenty-first century China.

CAPABILITIES

Sometimes derided as an overgrown *Victor*, the *Lu Wei Bing* combines durability and mobility with a Mydron Devastator Autocannon. With little other firepower, pilots have frequently, in private, wished for a Gauss weapon for greater reach. MechWarriors have a mixed bag when it comes to protection: the armored cockpit can save them from instant death, but the large amount of ammunition has left more than one

MechWarrior in a vegetative state after cascading explosions destroyed their cerebral cortices with feedback.

DEPLOYMENT

The CCAF has dispersed the *Lu Wei Bing* to most Capellan regiments, focusing on replacing damaged assault 'Mechs and not favoring any particular brigade. Generally it has been used to replace other low-end 'Mechs but in some cases used to free up a *BattleMaster*, *Atlas* or other command 'Mech for an officer. Not only has *Lu Wei Bing* production kept up with the attrition rate of *Victors* and *Strikers*, it has allowed rare *Cyclopes* to be spared frontline duty.

The *Lu Wei Bing* played a prominent role in the Battle of Red Clay Hills on Tikonov. The Fifth Sian Dragoons had pushed far into the Republic's battle line and had stopped to consolidate their gains. The Republic counterattack of two full companies focused squarely on a small hill held by a single Dragoon company. Unwilling to spar at distance with the stealth-equipped *Archers*, *Cataphracts* and *Jinggaus*, they advanced on the Dragoon position only to be met by a lance of *Lu Wei Bing*s guarding the other two lances.

Using their jump jets for mobility and the sparse vegetation to shield themselves from the entire unit, the *Lu Wei Bing*s forced the Republic forces on the defensive. Between the durability of the *Lu Wei Bing*s and their constant movement, the Republic was unable to dispatch them nor were they able to find good shots against the fire-support units with their stealth armor. Attempts to advance on the fire support unit resulted in the *Lu Wei Bing*'s Devastators brought to bear on the thin rear armor of the Republic 'Mechs. The breaking point came

when *Sao-wei Gryzlov's Lu Wei Bing* took a particle cannon to the cockpit. The assault 'Mech shook off the blow and returned fire, cockpit structure showing through a gaping hole in the armor, like a cyborg warrior finally revealed. The Republic forces withdrew, five of their number unable to pull back while only one *Lu Wei Bing* was inoperable on the battlefield.

NOTABLE UNITS

MechWarrior Sun Tzu Kawano: The newest pilot of Meng Po, a *Lu Wei Bing* that has seen eight different pilots in its thirty-two years of service, is a recent graduate of Sarna Martial Academy. Members of the Third Liao Guards have become very superstitious about this 'Mech, believing it cursed. The last two pilots have scoffed at the curse and each has not survived their first combat action. Sun Tzu believes that Meng Po should not be feared, but respected for the fifty-three kills its pilots have accumulated and looks forward to his first live-fire action.

Sang-wei Anatoly Gryzlov: The hero of Red Clay Hills, he continues to pilot his *Lu Wei Bing*, Bon, with the grace of a much smaller 'Mech. At Red Clay Hills, between his natural grace and Bon's ECM, Republic soldiers were convinced that his *Lu Wei Bing* was equipped with stealth armor and closed the distance to get better shots, only to find themselves felled by his autocannon, infernos and brutal kicks. *Sang-wei Gryzlov* was promoted after Battle of Red Clay Hills providing a new challenge. Instead of an assault lance backed by fire support, he now has two lances of cavalry 'Mechs to drive opponents into the guns of his four assault 'Mechs, including one other *Lu Wei Bing*.

LN-4B LU WEI BING

Type: Lu Wei Bing

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 2,045

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	340 Light	20.5

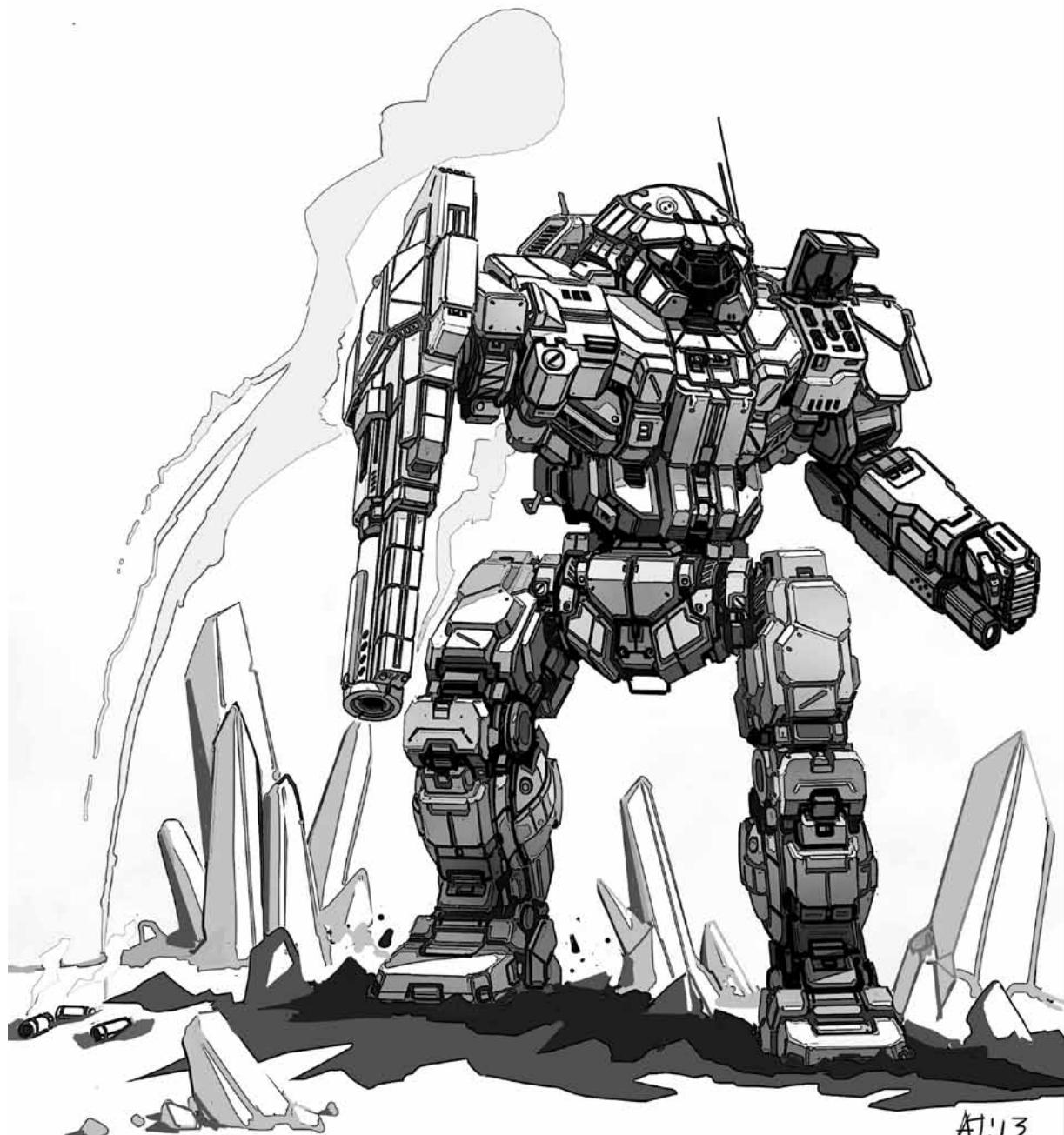
Walking MP:	4	0
Running MP:	6	4
Jumping MP:	4	4

Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit (Armored):		4
Armor Factor:	256	16

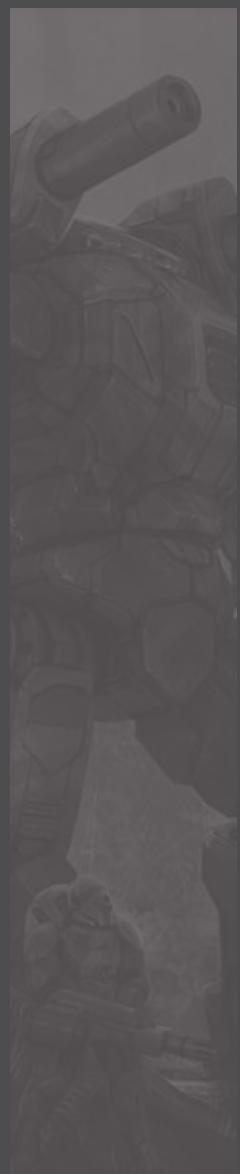
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	39
Center Torso (rear)		12
R/L Torso	18	26
R/L Torso (rear)		8
R/L Arm	14	28
R/L Leg	18	36

Weapons and Ammo	Location	Critical	Tonnage
LB 20-X AC	RA/RT	10/1	14
Ammo (LB-X) 20	RT	4	4
Ammo (MML) 48/40	RT	2	2
CASE II	RT	1	1
Angel ECM Suite	CT	2	2
MML 5	LT	3	3
2 Light PPC	LA	4	6
Jump Jets	RT	2	2
Jump Jets	LT	2	2

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



SAROYAN JUMP BOMBER



Mass: 25 tons

Frame: Mujika Aerospace Type M

Power Plant: Rawlings 200 Fusion

Armor: Hellespont Aerolite Stealth

Armament:

None

Manufacturer: Saroyan Special Productions

Primary Factory: Sian

Communications System: Ceres MaserCom 8 with Guardian ECM Suite

Targeting & Tracking System: Dwyerson Mark XI with TAG

Introduced just before the end of the last century, the Saroyan Jump Bomber was intended as a cheap adjunct for Home Guard and private militia use. The decades-long rebuilding effort from the Jihad meant there wasn't always capital available to invest in true aerospace fighters, and the market for cheap air forces was ripe for a new airframe. Saroyan adapted a number of the technologies that had matured in the latter part of the thirty-first century and offered the Jump Bomber for sale.

Pilots, purchasers, and professional technicians have been complaining ever since.

CAPABILITIES

The Jump Bomber—on paper—excels at the task it is built for, but in practice it usually falls short. Though its bomb capacity is adequate for a conventional fighter of its mass, not even stealth armor can protect it from the weakest of return fire, and the inclusion of built-in target acquisition gear encourages pilots to loiter over the battlefield when they should escape.

DEPLOYMENT

During the short Victoria War, forces of the Duchy of Andurien and the Oriente Protectorate invaded the Capellan Confederation, believing

it to be distracted by the concurrent invasion of the Federated Suns. While their invasion was cut short by a counterattack, their forces did face the Home Guard and militias of a number of Capellan worlds.

On Altorra in 3104 elements of the Andurien Rangers faced a Home Guard battalion based in the fortified city Tepali. The Home Guard was largely heavy armor and regular infantry, though Tepali was also home to a wing of Saroyan Jump Bombers. The Bombers were held back from contesting the Andurien landings, but once the ground forces moved away from the landing zone, the Tepali aircraft attacked.

The first sortie, using conventional high explosive and cluster bombs, succeeded in halting the Andurien advance for a few hours. The second sortie, using the same munitions, did much the same damage: nothing pivotal, merely the annoyance of forcing the Anduriens to halt and deal with their damage. Pleased with the Jump Bombers' ability to hold the attackers at bay, and hoping to keep her own companies preserved, the Home Guard commander asked for more results.

The third sortie attacked by squadrons, rather than as a combined wing. The first squadron attacked with conventional weapons from altitude, but the second and third squadrons were carrying laser-guided bombs. The first squadron, having dropped its ordnance, returned to mark targets using their TAG lasers. The Anduriens, tired of being bombed, assembled their air-defense units and blasted the designating squadron out of the sky. The following squadrons, deprived of their spotters, dropped their bombs ineffectually. Soon after, the Anduriens laid siege to Tepali, only lifting it when strong Capellan reinforcements landed on-world.

In several other engagements, especially against the combined-arms AFFS, Jump Bombers have succumbed to ground fire. Their stealth armor is often misunderstood by ground commanders, who mistake the tactical systems for the common idea: a Jump Bomber, radiating white noise from its Guardian ECM suite, is more difficult to hit, yes—but is hardly invisible. An enemy with experienced air defenses can make short work of the lightly-armored aircraft.

NOTABLE UNITS

Sang-wei Ingrid Sebastian: Sang-wei Sebastian commands the 311th Bomber Wing on Tikonov. The 311th was only recently stood up, and is still in a heavy training cycle, but Sebastian has already chosen her wing's tactical forte. All three squadrons have been training in nape-of-the-earth flying, using terrain cover to their advantage to shield their runs from ground fire until popping-up to make bombing runs. In exercises these tactics are showing results, but Sebastian has been hindered by being unable to keep more than two-thirds of her Jump Bombers out of the maintenance shed.

Si-bing-beng Timothy Avery: Avery is the only Jump Bomber pilot credited with an air-to-air kill, having used his TAG to designate a fleeing *Cheetah* aerospace fighter. A ground-fired Arrow IV homing missile was able to follow his designation laser and strike the agile fighter over Conquista in 3109. Decorated for his kill, Avery was killed three years later when his Jump Bomber's avionics seized. His bomber crashed into the ground before he could eject.

SAROYAN JUMP BOMBER

Type: Saroyan Jump Bomber

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 192

Equipment

Engine: 200

Safe Thrust: 8

Maximum Thrust: 12

Structural Integrity: 8

VSTOL Equipment:

Heat Sinks: 10

Fuel: 640

Cockpit:

Mass

13

1.5

0

4

2.5

Armor Factor (Stealth): 24

Armor

Value

8

6/6

4

Weapons and Ammo

TAG

Guardian ECM Suite

Location

Nose

Aft

Mass

1

1.5

Heat

SRV

MRV

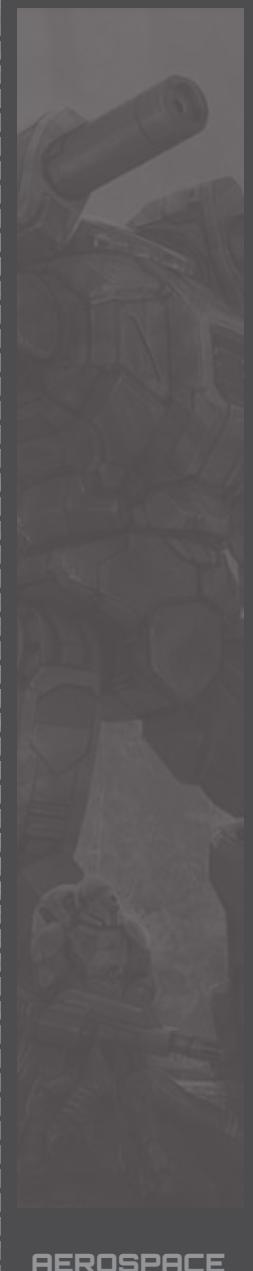
LRV

ERV

Notes: Features the following Design Quirks: Poor Workmanship.



Y-2 YÙN



AEROSPACE
FIGHTER

Mass: 40 tons

Frame: Mujika Aerospace Type 16

Power Plant: Rawlings 120

Armor: Hellespont Aerolite Stealth

Armament:

1 Ceres Arms Extended Range

Medium Laser

2 Sian/Ceres Stalking Cougar Streak

SRM 6 Launchers

Manufacturer: Mujika Aerospace

Technologies

Primary Factory: St. Ives

Communications System: Endicott Type 32

Maser with Guardian ECM Suite

Targeting & Tracking System: Dwyerson

Mark XI

Cloaked in sophisticated stealth systems, the first sign of a *Yùn* attack is often infantry raining down on the target. Sluggish and fragile in orbit, the Capellan aerospace fighter becomes a shadowy assault craft upon entering the atmosphere. Designed specifically for the combat insertion of battle armor, the *Yùn* is widely feared but rarely seen.

CAPABILITIES

Mujika's fighter builds upon the concept of air-deployed infantry pioneered by the *Troika*. Unlike its predecessor, the stealthy *Yùn* is capable of penetrating enemy airspace while delivering a squad of battle armor to any target point. While outwardly sophisticated, the craft's internal systems are all simple, time-tested components. A well-balanced airframe and well-articulated vernier thrusters make the *Yùn* a dream to fly.

DEPLOYMENT

Hundreds of successful sorties flown by *Yùns* have left many a soldier looking over their shoulder fearing a Capellan surprise attack. On many occasions, the fighter is never successfully targeted in the process of delivering its payload, but if necessary it has proven to be an effective ground attack unit, as it did at the Battle of New Syrtis.

As the CCAF struggled to breach the network of fortifications ringing Saso, heavy snowfall slowed the movement of ground assets to a crawl. A chain of gun batteries protecting the city's southern approach prevented the Capellans' VTOLs and BattleMechs equipped with jump jets from closing with the defenders. Unwilling to merely sit back and trade long range fire with the Hasek defenders, House Hiritsu Master Xun Kuang ordered his infantry to seize the Davion guns. Two squadrons of *Yùns* attached to the Hiritsu infantry took off just before dawn, flying meters from the frozen surface to avoid detection. Unnoticed until seconds before they reached the city, Hiritsu's *Yùns* buzzed over the gun emplacements, disgorging the elite warrior house infantry directly on top of the bunkers. Air defense batteries were targeted first, allowing the *Yùns* to circle back and provide close air support to the troopers rapidly overpowering the unprepared Davion forces. Arrow IV missiles and semi-guided LRMs poured down on the defenders' positions, guided by the fighters' under-wing TAG systems. The guns silenced, Capellan forces rushed the perimeter and pushed into the city. When Hasek reserves desperately tried to plug the breach, the *Yùn* squadrons circled around, immobilizing their vehicles with SRM strikes. By the time the fighters withdrew to refuel, Capellan forces had already driven deep into the city.

NOTABLE UNITS

Sao-shao Amy Yao: Commander of the *Yùn* squadron of Mig's Mustangs, Yao has completed nearly sixty missions at the controls of her jet black fighter, the Sable Sprite. A true thrill seeker, Yao has made a name for herself deploying the infantry of Phyr's Hussars exactly where they are needed. In numerous raids she has flown her *Yùn* through Republic and Davion cities at street level, swooping under skyways and through atriums to get her charges safely to the target area. During the Hussars' recent raid on General Motors' Talcott plant, the *sao-shao* flew her *Yùn* through an open cargo bay door and directly onto the factory floor. Once inside, Yao kicked on her fighter's VTOL thrusters and used her SRM launchers to breach an interior wall, allowing the embarked troopers to rapidly reach the facility's security command center.

Ensign Jake Brigham: Most *Yùn* pilots see space as a dangerous obstacle to be crossed en route to the mission, but Brigham operates his fighter as a makeshift boarding craft. In 3131 pirates attacked Bermuda Combat Systems, making off with a large haul of BattleMech components. As the pirates docked with their JumpShip and readied their escape, they failed to detect Brigham's *Yùn*, which drifted by with its engine cold on a pre-plotted course. Before Brigham could be discovered, the battle armor team he carried dropped onto the pirates' JumpShip and cut through a bulkhead. Their escape craft seized, the pirates were quickly captured and the stolen goods returned. Rumors claim Brigham was recruited into the Ebon Magistrate to assist with their covert operations.

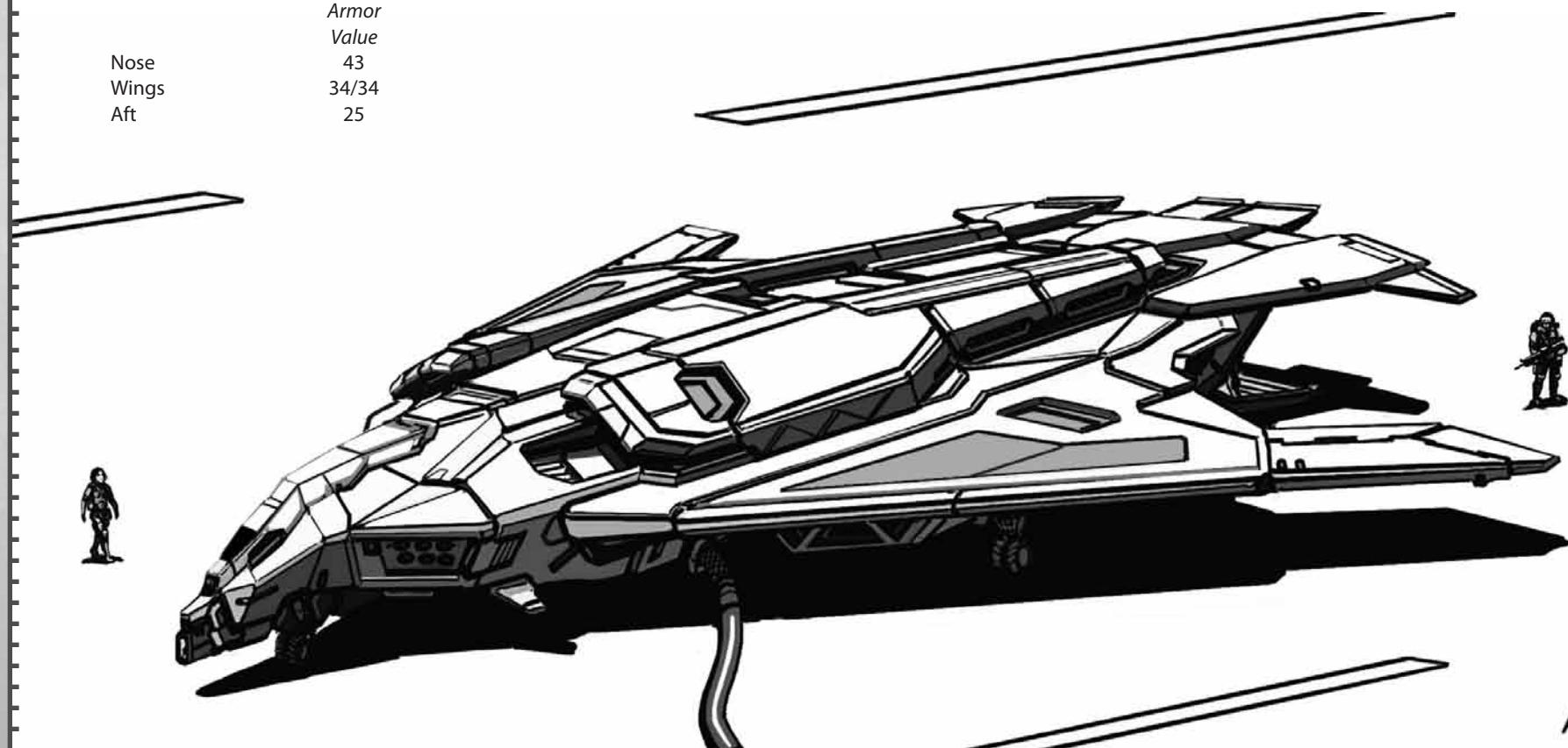
Y-2 YÙN

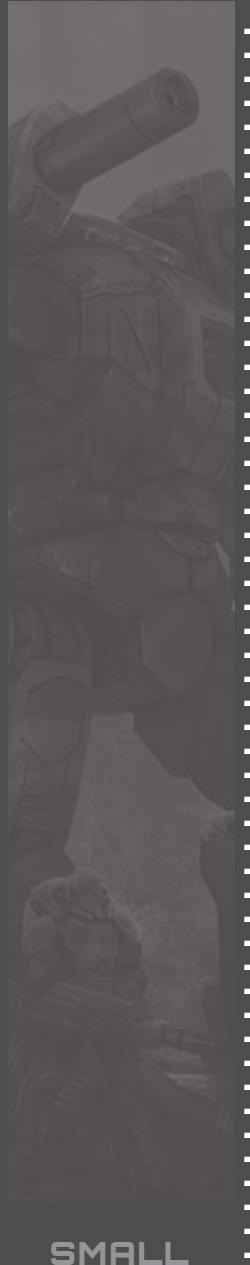
Type: YÙN
 Technology Base: Inner Sphere
 Tonnage: 40
 Battle Value: 953

Equipment	Mass
Engine:	120
Safe Thrust:	5
Maximum Thrust:	8
Structural Integrity:	5
Heat Sinks:	12 [24]
Fuel:	400
Cockpit:	3
Armor Factor (Stealth):	136
Armor Value	
Nose	43
Wings	34/34
Aft	25

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
ER Medium Laser	Nose	1	5	5	5	—	—
2 Streak SRM 6	Nose	9	4	12	—	—	—
Ammo (Streak) 30	—	2					
Guardian ECM Suite	Aft	1.5					
Infantry Compartment	—	4					

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





The CCAF has long been recognized for adopting innovative weapons and tactics much more quickly than other nations might, but in the specialized *Zhen Niao*—poisonfeather bird—it might have overstepped even its own doctrine. Intended an electronic warfare and interdiction vessel, the small craft has quickly become one of the most targeted of Capellan space vessels.

CAPABILITIES

Despite carrying lasers for defense, the *Zhen Niao* is a noncombatant. Its purpose is to act as a mobile observation satellite, carrying its electronics in random powered orbits to throw off the usual satellite-hunting tactics of enemy aerospace fighters. Because assigning it escorts would mark it as a military target, most *Zhen Niaos* endeavor to fly like commercial intrasystem craft.

DEPLOYMENT

The *Zhen Niao* is commonly assigned to both overt and covert missions, though its pilots prefer to function near CCAF support, for obvious reasons. Its fuel is only really useful for orbital missions near a larger tender or ground base, and its electronic warfare capabilities make it a prime target.

During the invasion of the Federated Suns, two *Zhen Niaos* assigned to work with the First Liao Hussars were assigned overwatch duties while the Hussars attacked on the ground. The craft performed admirably in their first two campaigns, using their imaging equipment to downlink realtime intelligence to the Hussars' mobile headquarters. It wasn't until the third campaign that the Davion defenders were ready for them.

The pair of *Zhen Niaos* deployed from a Capellan DropShip and entered competing orbits to get first-scans of the planet's surface. As they completed their ball-of-twine orbits, Davion aerospace fighters rose to meet them. Their cover blown, the two *Zhen Niaos* fled, using their space mine dispensers to lay minefields behind them and counting on their Guardian ECM suites to protect them. Only one of the small craft escaped.

In hindsight, RAF intelligence has been able to identify a number of *Zhen Niao* craft operating covertly from Capellan merchant vessels prior to their assault into the Republic in 3112 during the so-called Warrior House Offensive. These vessels undoubtedly surveyed a number of planets from orbit in advance of the offensive, offering the Capellan warrior houses the edge they needed to cut so great a swath through Republic lines.

NOTABLE UNITS

Yi-si-ben-bing Athena Crane: Crane and her *Zhen Niao*, *Vicar*, are assigned to the Red Lancers on Sian, but often drops out of sight for long periods of time. RAF intelligence believes that Crane is often tasked with critical surveillance missions for the Death Commandos or even the Maskirovka, as evidenced by data placing her over Tikonov in 3144.

A *Zhen Niao* matching *Vicar*'s emissions profile was recorded in orbit two weeks prior to the Capellan assault, though Duke Aaron Sandoval's forces did not recognize it. The data confirm that *Vicar* remained in orbit for almost an entire week, with only rare stops at a succession of Capellan merchant DropShips in orbit, where Crane must've refueled and reloaded her

space mine dispensers under the guise of acting as an intrasystem customs craft.

When the invasion began, a series of space mine attacks crippled key monitoring satellites in orbit; RAF analysts theorize that Crane figured her mine deployments perfectly and allowed Tikonov's gravity to do the rest. Since the conclusion of fighting, *Vicar* has again been seen on the Red Lancers' tarmac, though Crane herself is conspicuously absent.

Master Banner Geoffrey Rose: Geoffrey Rose and *Fiona* are one of the still-rare *Zhen Niaos* in the Andurien Defense Forces. Deployed with—but not part of—the Seventh Andurien Rangers on Xanthe III, Rose and *Fiona* are assigned to help that still-forming unit learn proper strategic planning. During battalion-scale exercises, Rose routinely downlinks to one of the battalion's headquarters and provides realtime data from orbit, a task for which he gained considerable experience during the incursions against the Confederation in 3104, when he and his crew captured *Fiona* from the Confederation. Political changes have brought the *Zhen Niao* into regular service with the ADF, but Rose is likely to retire before too many "Cappie" influences pollute the military he's served his whole life.

ZHEN NIAO

Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere (Advanced)
Introduced: 3092
Mass: 140 tons
Battle Value: 1,148

Dimensions

Length: 21 meters
Width: 19 meters

Fuel: 24 tons (1,920 points)

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 5 (10)

Structural Integrity: 8

Armor

Nose: 84
Wings: 61
Aft: 41

Cargo

Bay 1: Cargo (3 tons) 1 Door

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

Notes: Equipped with 12 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Improved Communications



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Beagle Active Probe	Nose	1.5					
2 ER Medium Lasers	Aft	2	5	5	5	—	—
Hyperspectral Imager	Aft	7.5					
Guardian ECM Suite	Aft	1.5					
Space Mine Dispenser	Aft	10					

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Amazon [MRR] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 4 6
 Medium Recoilless Rifle 3 [DB, AI] - - 2 4 6

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

Mechanized: Swarm: Leg: AP:
 BV: 328/63

Type: Amazon [MRR] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 4 6
 Medium Recoilless Rifle 3 [DB, AI] - - 2 4 6

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

Mechanized: Swarm: Leg: AP:
 BV: 328/63

Type: Amazon [MRR] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 4 6
 Medium Recoilless Rifle 3 [DB, AI] - - 2 4 6

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

Mechanized: Swarm: Leg: AP:
 BV: 328/63

Type: Amazon [MRR] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 4 6
 Medium Recoilless Rifle 3 [DB, AI] - - 2 4 6

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

Mechanized: Swarm: Leg: AP:
 BV: 328/63

Type: Amazon [MRR] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 4 6
 Medium Recoilless Rifle 3 [DB, AI] - - 2 4 6

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

Mechanized: Swarm: Leg: AP:
 BV: 328/63

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

BATTLE ARMOR: SQUAD 1

Type: Amazon [PPC] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 5 7
 Support PPC 2 [DE] - - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 272/52

BATTLE ARMOR: SQUAD 2

Type: Amazon [PPC] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 5 7
 Support PPC 2 [DE] - - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 272/52

BATTLE ARMOR: SQUAD 3

Type: Amazon [PPC] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 5 7
 Support PPC 2 [DE] - - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 272/52

BATTLE ARMOR: SQUAD 4

Type: Amazon [PPC] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 5 7
 Support PPC 2 [DE] - - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 272/52

BATTLE ARMOR: SQUAD 5

Type: Amazon [PPC] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - 2 5 7
 Support PPC 2 [DE] - - 2 5 7

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

Mechanized: Swarm: Leg: AP:

BV: 272/52

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

BATTLE ARMOR: SQUAD 1

Type: Shen Long [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 350/67

BATTLE ARMOR: SQUAD 2

Type: Shen Long [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 350/67

BATTLE ARMOR: SQUAD 3

Type: Shen Long [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 350/67

BATTLE ARMOR: SQUAD 4

Type: Shen Long [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 350/67

BATTLE ARMOR: SQUAD 5

Type: Shen Long [David]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				
1 [DB]	—	3	5	8
David Light Gauss Rifle				

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

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

BV: 350/67

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
2	+2
1	+3

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	+1	+2
5	+0	+0	+0	+1	+2
4	+0	+0	+1	+2	+4
3	+0	+1	+2	+3	+5
2	+1	+2	+3	+4	+6
1	+2	+3	+4	+5	+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 Right Torso
5	Front Right Torso	Front Right Torso
6	Right Arm	Front Center 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

Right Torso

Left Torso

Right Torso (rear)

Left Torso (rear)

Center Torso (rear)

Center Torso

VEHICLE LOCATION

Right Side

Right Side

Left Side

Left Side

Rear

Rear

TROOPER NUMBER

1

2

3

4

5

6

Right Side (Unit 1/Unit 2)

Right Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)

Large Support

Vehicle Location *

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Shen Long [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg Min Sht Med Lng

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized:

Swarm:

Leg:

AP:

BV: 314/60

BATTLE ARMOR: SQUAD 2

Type: Shen Long [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg Min Sht Med Lng

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized:

Swarm:

Leg:

AP:

BV: 314/60

BATTLE ARMOR: SQUAD 3

Type: Shen Long [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg Min Sht Med Lng

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized:

Swarm:

Leg:

AP:

BV: 314/60

BATTLE ARMOR: SQUAD 4

Type: Shen Long [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg Min Sht Med Lng

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized:

Swarm:

Leg:

AP:

BV: 314/60

BATTLE ARMOR: SQUAD 5

Type: Shen Long [MG]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg Min Sht Med Lng

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Machine Gun

2 [DB, AI]

—

1

2

3

4

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized:

Swarm:

Leg:

AP:

BV: 314/60

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

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

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

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

TROOPER NUMBER

'MECH LOCATION

VEHICLE LOCATION

1 Right Torso

2 Right Side

3 Left Torso

4 Left Side

4 Right Torso (rear)

5 Left Torso (rear)

5 Center Torso

6 Center Torso

TROOPER NUMBER

LARGE SUPPORT VEHICLE LOCATION *

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: Shen Long [MRM] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 MRM 5 1/Msl [M,C] — 3 8 15
 Ammo 0 0 0 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 352/68

BATTLE ARMOR: SQUAD 2

Type: Shen Long [MRM] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 MRM 5 1/Msl [M,C] — 3 8 15
 Ammo 0 0 0 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 352/68

BATTLE ARMOR: SQUAD 3

Type: Shen Long [MRM] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 MRM 5 1/Msl [M,C] — 3 8 15
 Ammo 0 0 0 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 352/68

BATTLE ARMOR: SQUAD 4

Type: Shen Long [MRM] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 MRM 5 1/Msl [M,C] — 3 8 15
 Ammo 0 0 0 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 352/68

BATTLE ARMOR: SQUAD 5

Type: Shen Long [MRM] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 MRM 5 1/Msl [M,C] — 3 8 15
 Ammo 0 0 0 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 352/68

BATTLE ARMOR RECORD SHEET

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	3	4	5	6	7	8	9	10	11	12	Head	Front Right Torso	Rear Center Torso	Rear Right Torso	Front Right Torso	Front Center Torso	Front Left Torso	Rear Left Torso	Rear Center Torso	Front Left Torso	Head	Head		
2	Head											Head													
3		Rear Center Torso										Front Right Torso													
4		Rear Right Torso										Rear Center Torso													
5			Front Right Torso									Front Right Torso													
6				Right Arm								Front Center 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	B'MECH LOCATION	VEHICLE LOCATION																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	Right Torso	Right Side																						
2	Left Torso	Right Side																						
3	Right Torso (rear)	Right Side																						
4	Left Torso (rear)	Right Side																						
5	Center Torso (rear)	Right Side																						
6	Center Torso	Right Side																						
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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: Shen Long [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
2/Msl [M.C.S.]	—	3	6	9
SRM 4		Ammo 0 0 0 0		

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 398/77

BATTLE ARMOR: SQUAD 2

Type: Shen Long [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
2/Msl [M.C.S.]	—	3	6	9
SRM 4		Ammo 0 0 0 0		

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 398/77

BATTLE ARMOR: SQUAD 3

Type: Shen Long [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
2/Msl [M.C.S.]	—	3	6	9
SRM 4		Ammo 0 0 0 0		

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 398/77

BATTLE ARMOR: SQUAD 4

Type: Shen Long [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
2/Msl [M.C.S.]	—	3	6	9
SRM 4		Ammo 0 0 0 0		

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 398/77

BATTLE ARMOR: SQUAD 5

Type: Shen Long [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
2/Msl [M.C.S.]	—	3	6	9
SRM 4		Ammo 0 0 0 0		

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 398/77

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

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION		VEHICLE LOCATION	
	1	2	3	4
1	Right Torso	Left Torso	Right Side	Right Side
2	Right Torso (rear)	Left Torso (rear)	Right Side	Right Side
3	Center Torso (rear)	Center Torso	Left Side	Left Side
4	Center Torso	Center Torso	Left Side	Left Side
5			Rear	Rear
6			Rear	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: Shen Long [Interdictor] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] — — — —
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 276/53

BATTLE ARMOR: SQUAD 2

Type: Shen Long [Interdictor] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] — — — —
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 276/53

BATTLE ARMOR: SQUAD 3

Type: Shen Long [Interdictor] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] — — — —
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 276/53

BATTLE ARMOR: SQUAD 4

Type: Shen Long [Interdictor] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] — — — —
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 276/53

BATTLE ARMOR: SQUAD 5

Type: Shen Long [Interdictor] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 4
 Weapons & Equip. Dmg Min Sht Med Lng
 ECM Suite [E] — — — —
 Flamer 2 [DE,H,AI] — 1 2 3
 Flamer 2 [DE,H,AI] — 1 2 3

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 276/53

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

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: Shen Long [Pop-Up Mine] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip. Dmg Min Sht Med Lng

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Pop-up Mine 4 — — — —

Ammo 0 / 0 / 0 / 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 259/50

BATTLE ARMOR: SQUAD 2

Type: Shen Long [Pop-Up Mine] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip. Dmg Min Sht Med Lng

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Pop-up Mine 4 — — — —

Ammo 0 / 0 / 0 / 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 259/50

BATTLE ARMOR: SQUAD 3

Type: Shen Long [Pop-Up Mine] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip. Dmg Min Sht Med Lng

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Pop-up Mine 4 — — — —

Ammo 0 / 0 / 0 / 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 259/50

BATTLE ARMOR: SQUAD 4

Type: Shen Long [Pop-Up Mine] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip. Dmg Min Sht Med Lng

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Pop-up Mine 4 — — — —

Ammo 0 / 0 / 0 / 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 259/50

BATTLE ARMOR: SQUAD 5

Type: Shen Long [Pop-Up Mine] Era: Dark Age

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 4

Weapons & Equip. Dmg Min Sht Med Lng

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Heavy Grenade Launcher 1 [DB, AI] — 1 2 3

Pop-up Mine 4 — — — —

Ammo 0 / 0 / 0 / 0

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

Armor: Mimetic Armor (+3 - hexes moved)

Mechanized: Swarm: Leg: AP:

BV: 259/50

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

TRANSPORT POSITIONS TABLE

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

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *	
	1	2
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

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Luduan Scout Vehicle

Movement Points: 25
 Cruising: 11
 Flank: 17
 Movement Type: Hover
 Engine Type: Fusion Engine

Tonnage: 25
 Tech Base: Inner Sphere
 Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
3	MagShot	T	2	—	3	6	9
			[DB,X]				
1	TAG	T	[E]	—	5	9	15

Ammo: (Magshot) 50

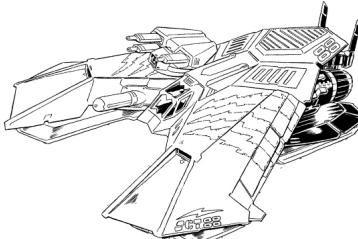
BV: 453

CREW DATA

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

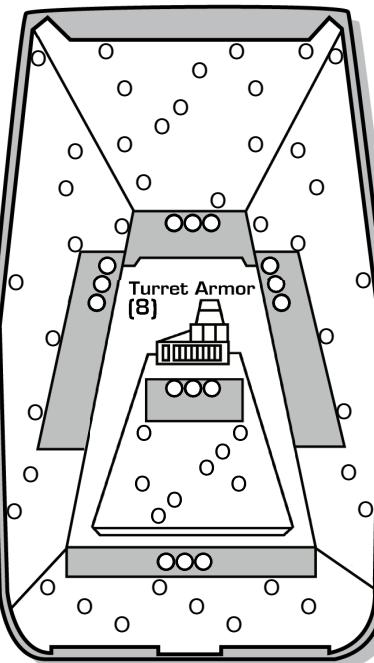
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits
 Motive System Hits
 Stabilizers
 Front Left Right
 Rear Turret



(10)

Left Side Armor



Right Side Armor (10)



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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.

ARMOR DIAGRAM

Stealth
 Front Armor
 (12)

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BATTLETECH

WiGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Nisos Attack WiGE

Movement Points: Tonnage: 35
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Era: Dark Age
Movement Type: WiGE
Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	T	10 [D.E.H]	—	5	10	15
1	SRM 6	T	2/Mel [M.C.S]	—	3	6	9

Ammo: [SRM 6] 15, [Plasma Rifle] 20

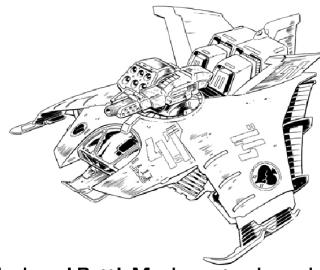
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CREW DATA

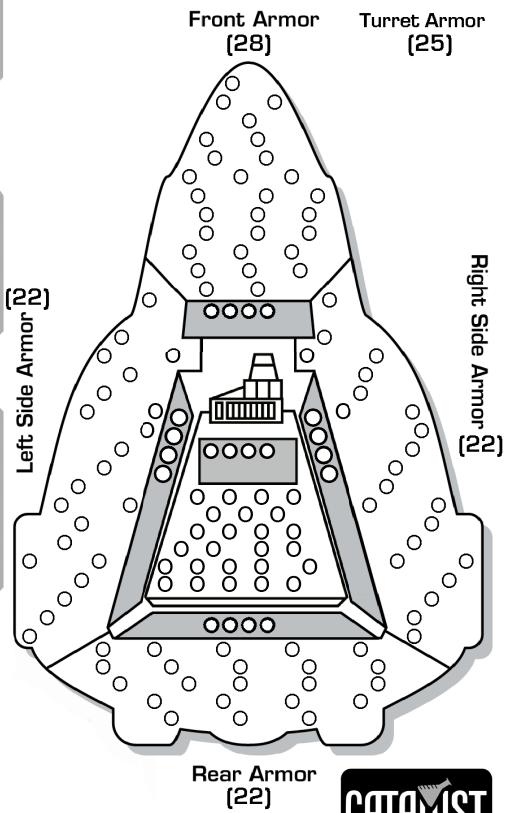
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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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:	Vehicle Type Modifiers:
Hit from rear	+1 Tracked, Naval
Hit from the sides	+2 Wheeled

+0 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.

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BATTLETECH

WiGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Nisos Attack WiGE (Support)

Movement Points: Tonnage: 35
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Era: Dark Age
Movement Type: WiGE
Engine Type: XL 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	Extended LRM 10	T	1/Msl [M.C.S.]	10	12	22	38

Ammo: [ERLM 10] 18

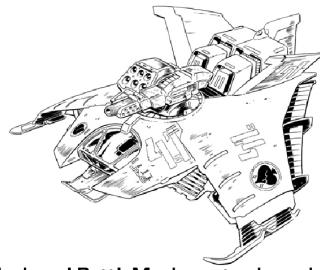
BV: 1,010

CREW DATA

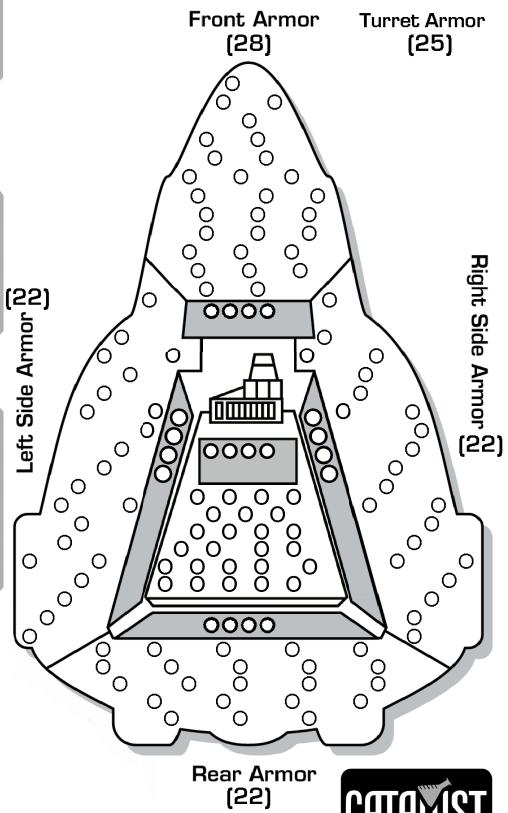
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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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:	Vehicle Type Modifiers:
Hit from rear	+1 Tracked, Naval
Hit from the sides	+2 Wheeled

+0 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
2-5	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
8	Stabilizer	Crew Stunned	Stabilizer
9	Sensors	Stabilizer	Weapon Destroyed
10	Commander Hit	Weapon Destroyed	Engine Hit
11	Weapon Destroyed	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*
			TURRET
			No Critical Hit
			Stabilizer
			Turret Jam
			Weapon Malfunction
			Turret Locks
			Weapon Destroyed
			Ammunition**
			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.

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BATTLETECH™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Shun Transport VTOL

Movement Points: Tonnage: 40
 Cruising: 7 Tech Base: Inner Sphere
 Flank: 11 Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	MagShot	FR	2	—	3	6	9
1	TAG	FR	[DBX]	—	5	9	15

Infantry Compartment (12 tons)

Ammo: (Magshot) 50

BV: 499

CREW DATA

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

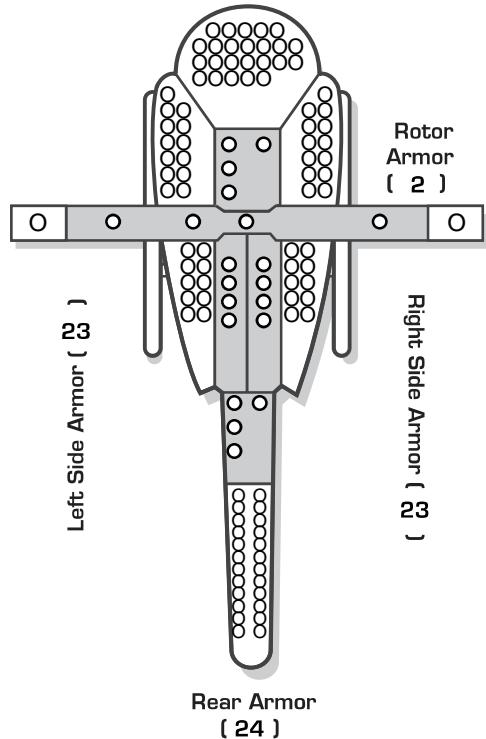
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Stealth
 Front Armor
 (24)



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	Rotors†	Rotors†	Rotors†
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.

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
4+	None	All except Punch	All except Kick	Club and Physical Weapons only
				None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT		SIDE		REAR		ROTORS	
	No Critical Hit	Co-Pilot Hit	No Critical Hit	Weapon Malfunction	No Critical Hit	Cargo/Infantry Hit	No Critical Hit	Rotot Damage
2-5	No Critical Hit	Co-Pilot Hit	No Critical Hit	Weapon Malfunction	No Critical Hit	Cargo/Infantry Hit	No Critical Hit	Rotot Damage
6	Co-Pilot Hit	Weapon Malfunction	Co-Pilot Hit	Cargo/Infantry Hit	Co-Pilot Hit	Weapon Malfunction	Co-Pilot Hit	Rotot Damage
7	Weapon Malfunction	Stabilizer	Stabilizer	Stabilizer	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
8	Stabilizer	Sensors	Sensors	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
9	Sensors	Pilot Hit	Pilot Hit	Engine Hit	Engine Hit	Engine Hit	Engine Hit	Flight Stabilizer Hit
10	Pilot Hit	Weapon Destroyed	Weapon Destroyed	Ammunition**	Ammunition**	Ammunition**	Ammunition**	Rotots Destroyed
11	Weapon Destroyed	Crew Killed	Crew Killed	Fuel Tank*	Fuel Tank*	Fuel Tank*	Fuel Tank*	Rotors Destroyed
12	Crew Killed							

*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.

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Predator Tank Destroyer (Original)

Movement Points: Tonnage: 45
 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	AC/20	FR	20	-	3	6	9

[DB,S]

Ammo: (AC/20) 5

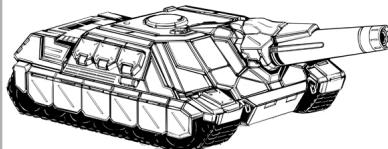
BV: 480

CREW DATA

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

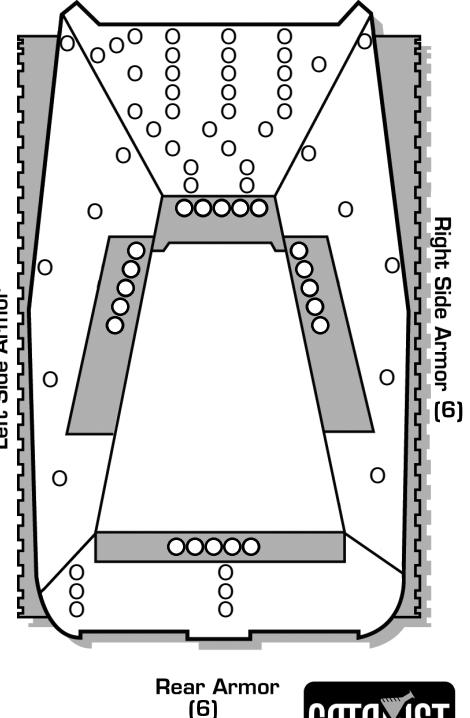
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits
 Motive System Hits
 Stabilizers
 Front Left Right
 Rear



(6)

Left Side Armor



Rear Armor (6)



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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.

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 (30)

Right Side Armor (6)

Rear Armor (6)

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Predator Tank Destroyer

Movement Points: 45
 Cruising: 6 Tech Base: Inner Sphere
 Flank: 9 Era: Dark Age
 Movement Type: Tracked
 Engine Type: Fuel Cell Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	FR	20	—	4	8	12

[DB,C/F/S]

Ammo: [LB 20-X Cluster] 5, [LB 20-X] 5

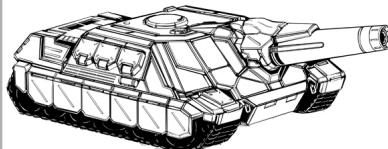
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CREW DATA

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

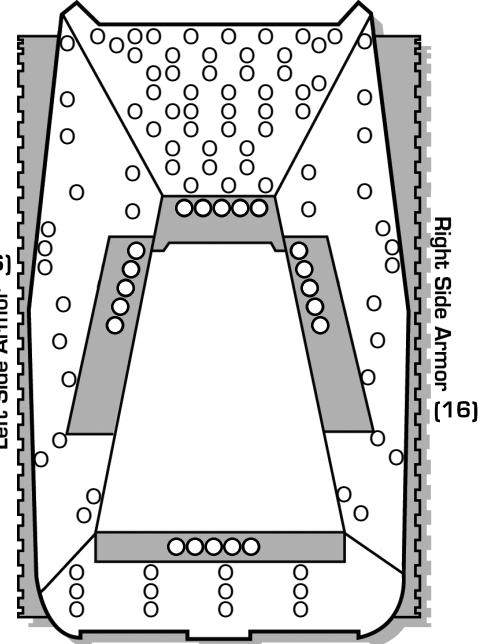
CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits
 Motive System Hits
 Stabilizers
 Front Left Right
 Rear



(16)

Left Side Armor



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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

Vehicle Type Modifiers:
Tracked, Naval
Wheeled
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
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)

Right Side Armor
(16)

Rear Armor
(12)

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sheriff Infantry Support Tank

Movement Points: Tonnage: 50
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (Advanced)
 Movement Type: Wheeled Era: Dark Age
 Engine Type: Fuel Cell Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	B-Pod	FR	1	—	—	—	—
1	B-Pod	RS	1	—	—	—	—
1	B-Pod	LS	1	—	—	—	—
1	B-Pod	RR	1	—	—	—	—
2	LAC/5	T	5	—	5	10	15
				[DB,S]			

Ammo (CASE): [LAC/5] 80

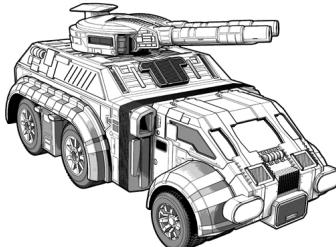
BV: 810

CREW DATA

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

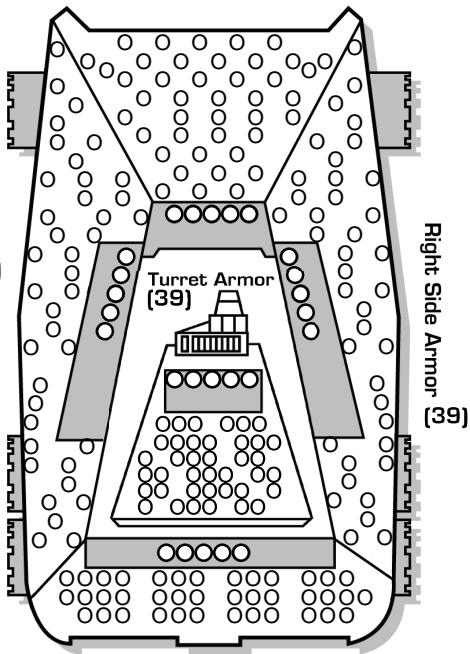
CRITICAL DAMAGE

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



(39)

Left Side Armor



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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.

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
 (42)

Right Side Armor
 (39)

Left Side Armor
 (39)

Rear Armor
 (39)

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BATTLETECH

ADVANCED GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Zahn Heavy Transport

Movement Points: 65
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fuel Cell Engine

Tonnage: 65
Tech Base: Inner Sphere
Era: Dark Age

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 7	RT	[M,SC]	1/Msl	6	7	14
	LRM			2/Msl	—	3	6
	SRM				—	9	15
1	TAG	RT	[E]	—	5	9	
2	Vehicle Flamer	FT	2	—	1	2	3
			[DE,H,AI]				

Infantry Compartment (8 tons)

Ammo: (MML 7 / LRM) 34, (Flamer) 40, (MML 7 / SRM) 14

CBT: 792

BV:

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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)

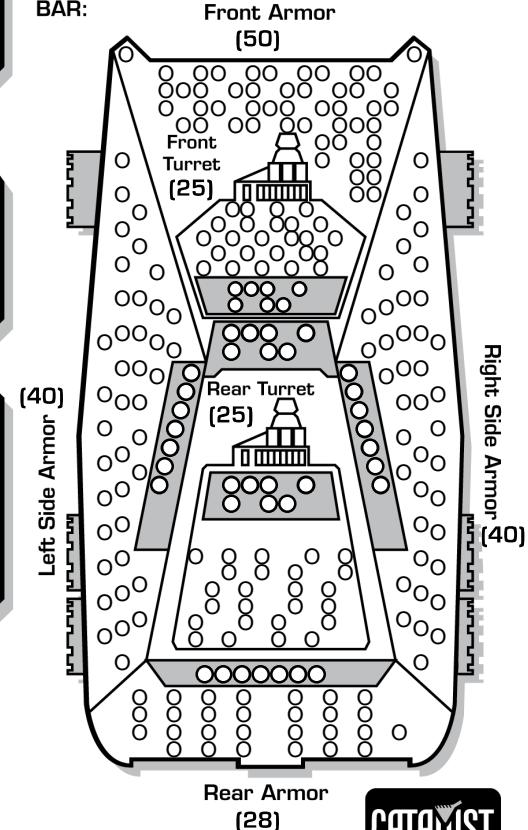
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits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

BAR:



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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:	Vehicle Type Modifiers:
Hit from rear	+1
Hit from the sides	+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
2-5	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
8	Stabilizer	Crew Stunned	Stabilizer
9	Sensors	Stabilizer	Weapon Destroyed
10	Commander Hit	Weapon Destroyed	Engine Hit
11	Weapon Destroyed	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*

*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.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Pixiu Heavy Tank

Movement Points: Tonnage: 70
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 Era: Dark Age
 Movement Type: Tracked
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Vehicle Flamer	FR	2	—	1	2	3
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: [Flamer] 20, [Thunderbolt 5] 12, [Gauss] 16

BV: 1,450

CREW DATA

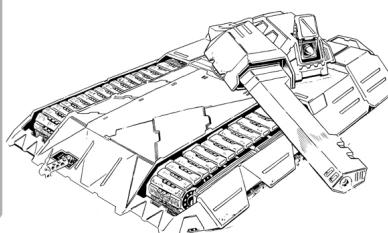
Crew: _____

Gunnery Skill: _____ Driving Skill: _____

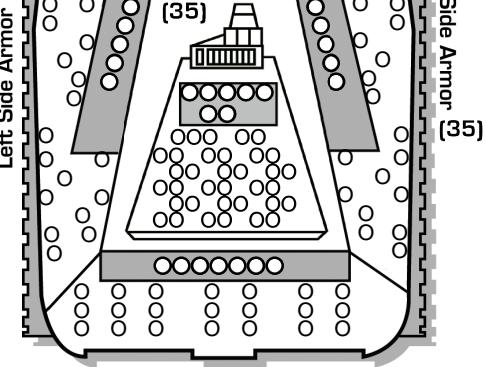
Commander Hit **+1**
 Modifier to all Skill rolls
 Driver Hit **+2**
 Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Sensor Hits	+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"/>		



(35)



Left Side Armor

Right Side Armor



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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.

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

Stealth
 Front Armor
 (50)

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BATTLETECH

ADVANCED GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Arrow IV Assault Vehicle

Movement Points: 80
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	RS	—	—	—	—	—
1	AMS	LS	—	—	—	—	—
1	Trailer Hitch	RR	[E]	—	—	—	—
1	Arrow IV	RT	20 [AE.S.F]	—	1	2	8
2	Medium VSP Laser	FT	9/7/5 [P.V.]	—	2	5	9

Ammo (CASE): (AMS) 24, (Arrow IV Homing) 10, (Arrow IV) 10

CBV: 1,404

BV:

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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)

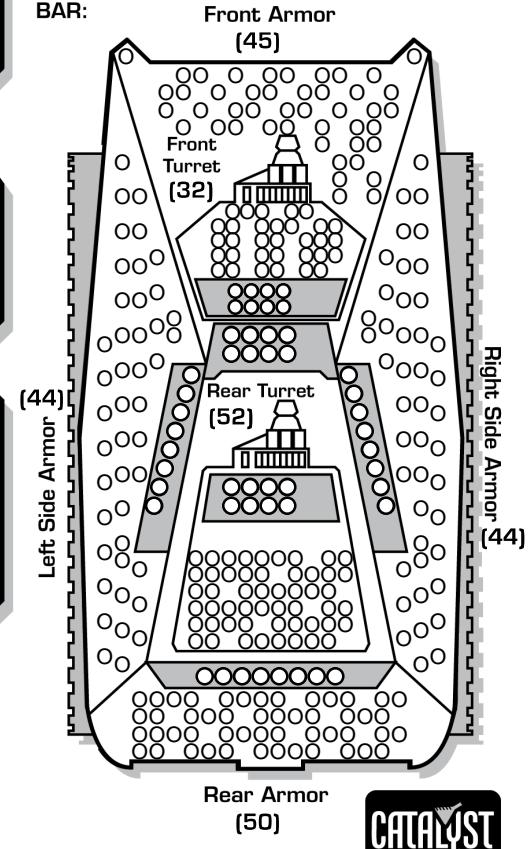
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits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

BAR:



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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:	Vehicle Type Modifiers:
Hit from rear	+1 Tracked, Naval
Hit from the sides	+2 Wheeled

*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
2-5	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit
8	Stabilizer	Crew Stunned	Stabilizer
9	Sensors	Stabilizer	Weapon Destroyed
10	Commander Hit	Weapon Destroyed	Engine Hit
11	Weapon Destroyed	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*

*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.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Behemoth II Heavy Tank

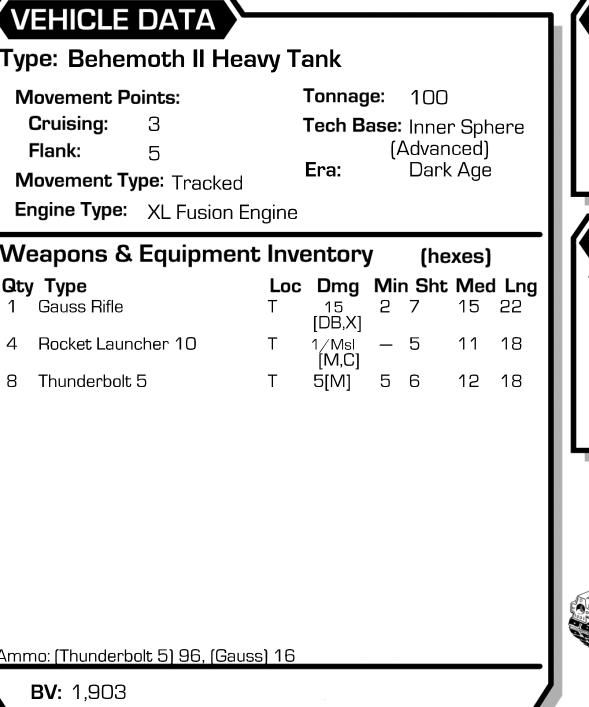
Movement Points: Tonnage: 100
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Advanced)
 Movement Type: Tracked Era: Dark Age
 Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
4	Rocket Launcher 10	T	1/Msl [M,C]	—	5	11	18
8	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: (Thunderbolt 5) 96, (Gauss) 16

BV: 1,903

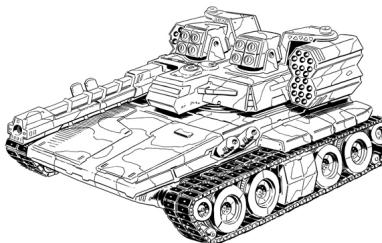


CREW DATA

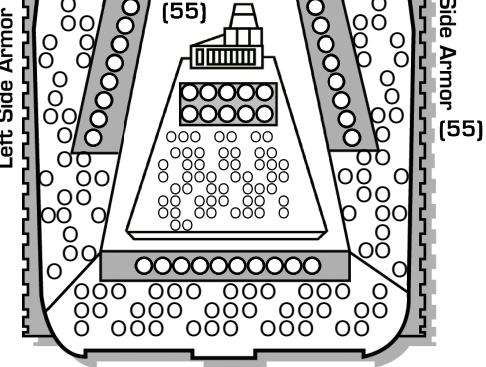
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



(55)



Rear Armor (38)



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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

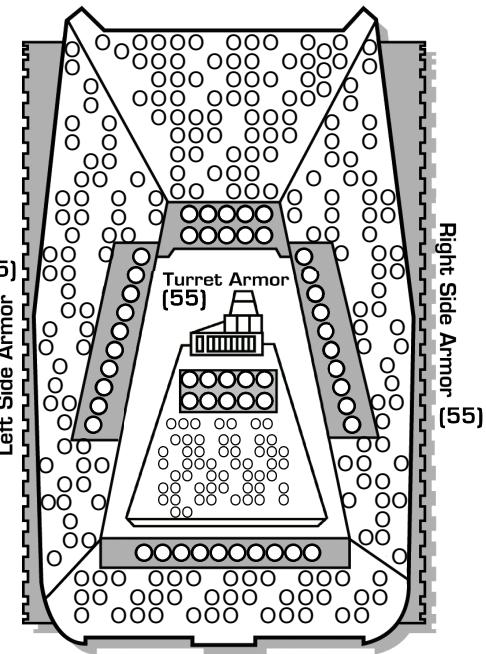
2D6 Roll	FRONT	SIDE	REAR	TURRET
	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
2-5	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
6	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
7	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
8	Sensors	Stabilizer	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.

ARMOR DIAGRAM

Front Armor (65)



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Behemoth II Heavy Tank (Support)

Movement Points: 100
Cruising: 3 Tech Base: Inner Sphere
Flank: 5 Era: Dark Age

Movement Type: Tracked

Engine Type: XL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	T	8 [DE]	—	7	14	19
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	LRM 20	T	1/Msl [M.C.S]	6	7	14	21
2	Streak SRM 4	T	2/Msl [M.C]	—	3	6	9

Ammo: [LRM 20] 24, [Gauss] 16, [Streak SRM 4] 25

BV: 1,781

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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)

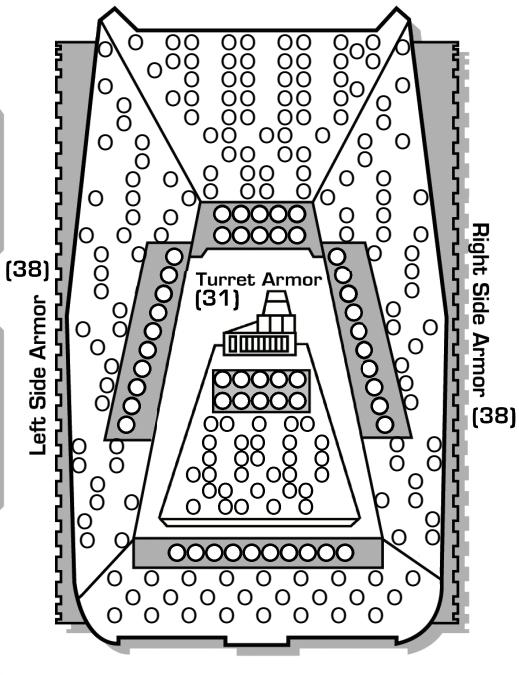
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits 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
(56)



CREW DATA

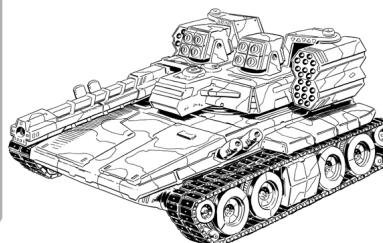
Crew: _____

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



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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GUN GN-20

Movement Points:

Walking: 5

Tonnage: 20

Tech Base: Inner Sphere

Running: 8

Era: Dark Age

Weapons & Equipment Inventory (hexes)

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

BV: 775

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser

- 1. ER Medium Laser
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. Endo Steel
- 2. Endo Steel
- 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. Endo Steel
- 6. Endo Steel

Head

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

Center Torso

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

- 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 ○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Plasma Rifle

- 1. Plasma Rifle
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Right Torso

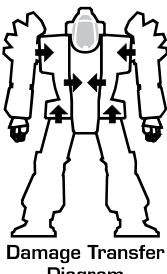
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. Ammo (Plasma Rifle) 10
- 2. Ammo (Plasma Rifle) 10
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Right Leg

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

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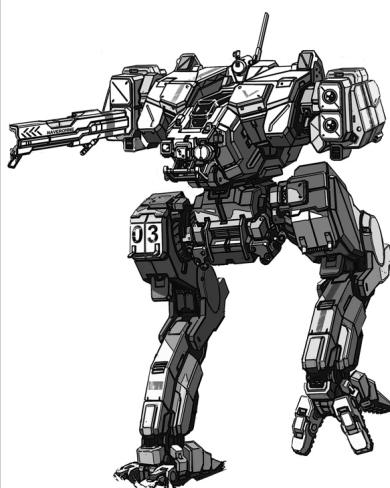
WARRIOR DATA

Name: _____

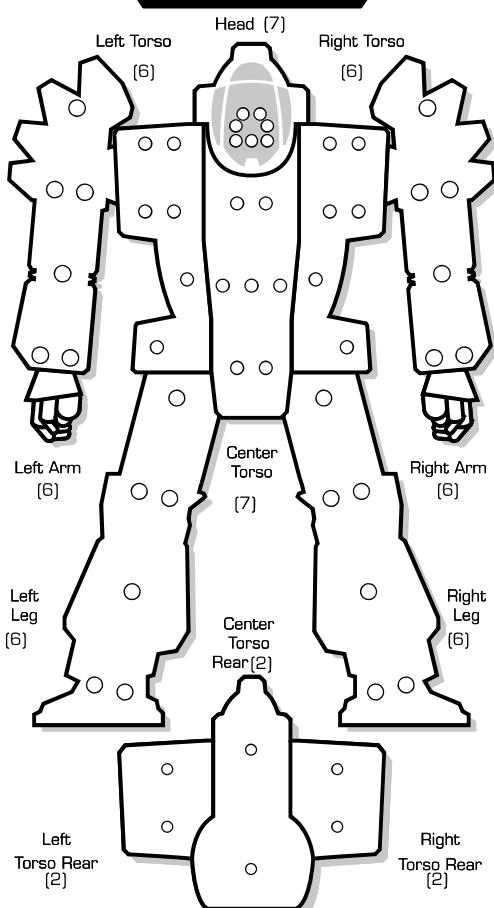
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

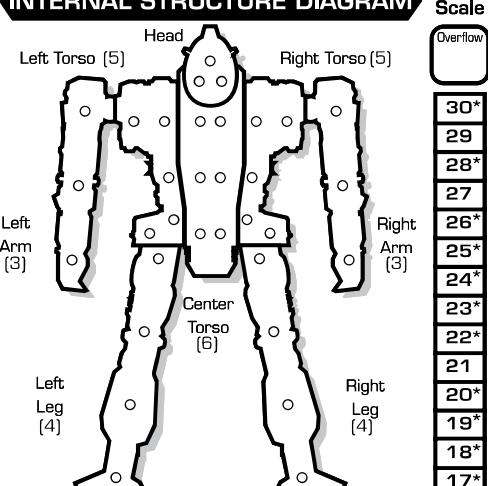


ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale



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: GUN GN-20A

Movement Points: Tonnage: 20

Walking: 5

Tech Base: Inner Sphere

Running: 8

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

BV: 685

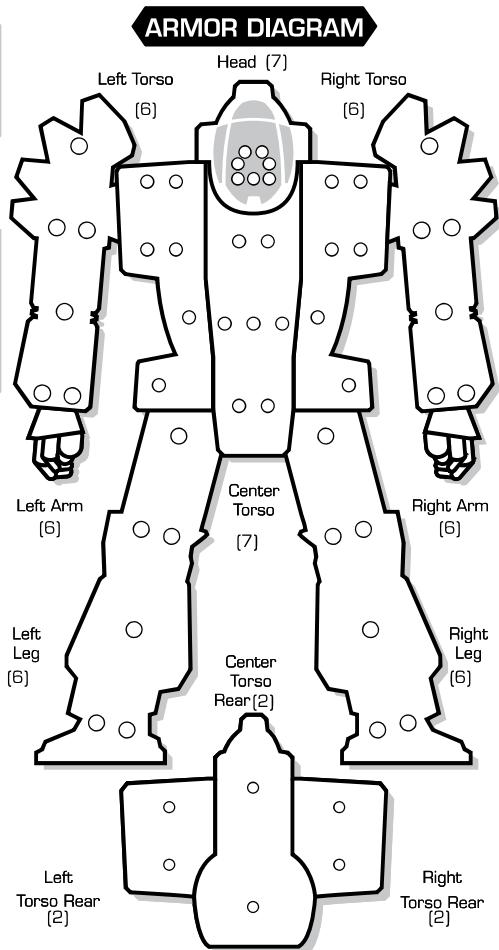
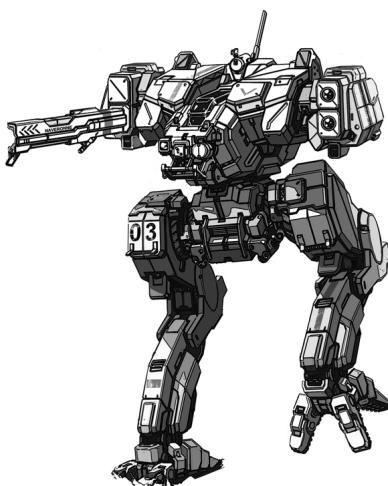
WARRIOR DATA

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. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 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

Head

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

Center Torso

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

1-3

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

4-6

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

1-3

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

4-6

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Heavy PPC

1-3

- 1. Heavy PPC
- 2. Heavy PPC
- 3. Heavy PPC
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

4-6

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

1-3

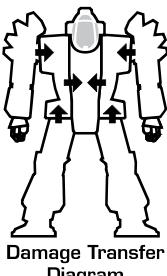
- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

4-6

Left Leg

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

CATALYST
game labs

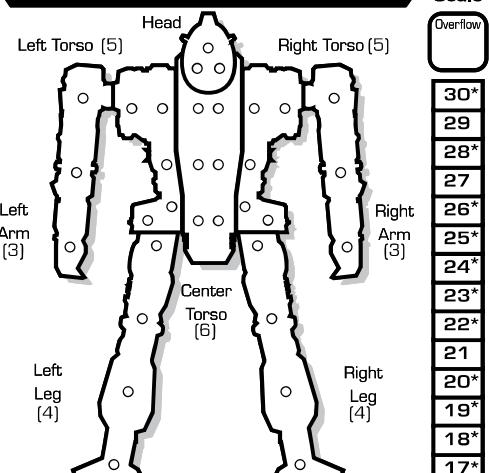


Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale

Overflow



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: GUN GN-20B

Movement Points:

Walking: 5

Tonnage: 20

Tech Base: Inner Sphere

Running: 8

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	TAG	LA	0	[E]	—	5	9	15

BV: 639

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

1-3

- Double Heat Sink

4-6

- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

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

Center Torso

1-3

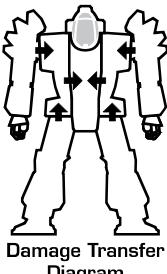
- Fusion Engine
- Fusion Engine
- Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

4-6

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

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



Right Arm

1-3

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

4-6

- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

1-3

- Double Heat Sink

4-6

- Angel ECM Suite
- Angel ECM Suite
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

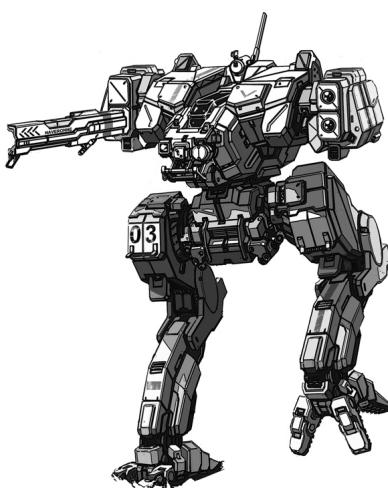
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

WARRIOR DATA

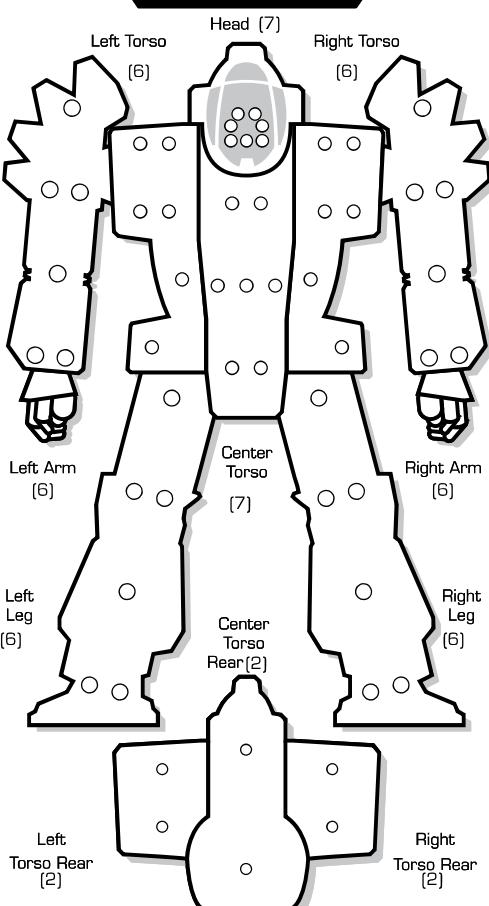
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



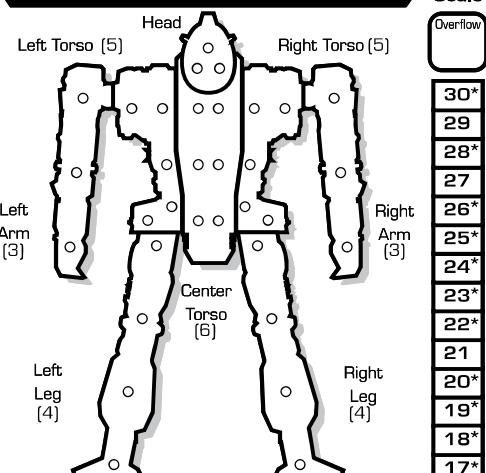
ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale

Overflow



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: Anubis ANB-5Y

Movement Points: Tonnage: 30
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	LRM 5	RT	2	1/Msl [M.C.S.]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M.C.S.]	6	7	14	21
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

BV: 1,042

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

1-3- 4. Light PPC
- 5. Light PPC
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel

4-6- 4. Endo Steel
- 5. Stealth
- 6. Stealth

Head

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

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine

1-3- 4. Gyro
- 5. Gyro
- 6. Gyro

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

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine

1-3- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. LRM 5
- 2. Endo Steel
- 3. Endo Steel

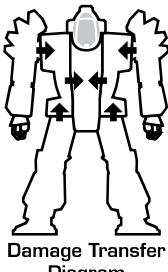
4-6- 4. Stealth
- 5. Stealth
- 6. Roll Again

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. Stealth
- 6. Stealth

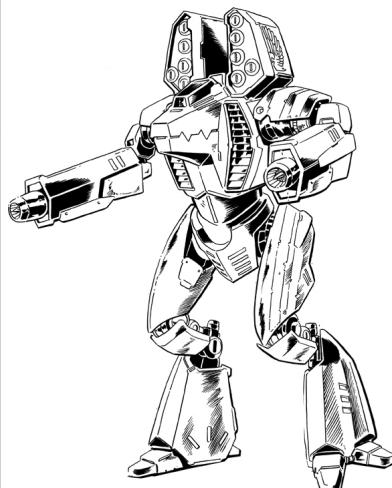


WARRIOR DATA

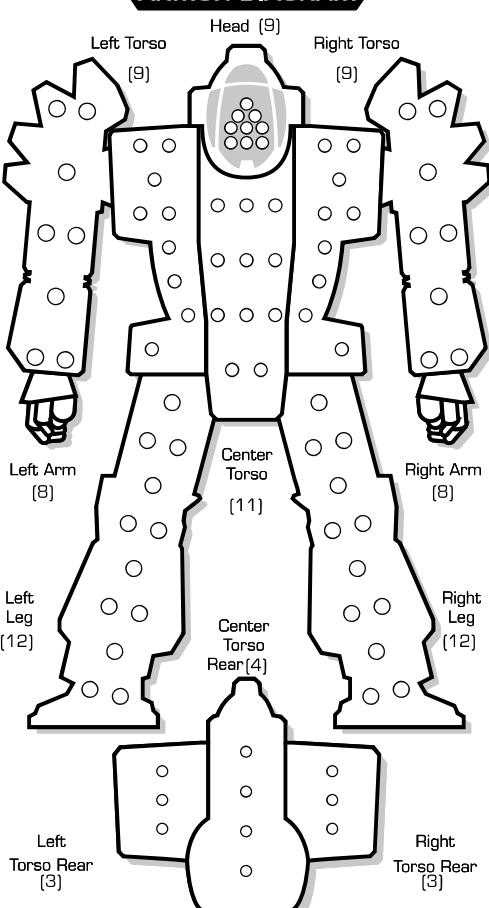
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

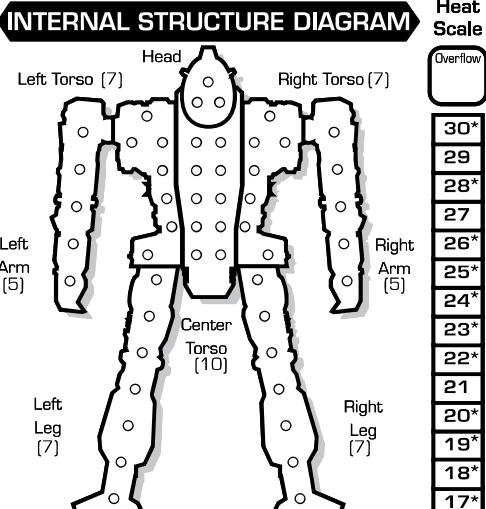
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



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: Anubis ANB-5Z

Movement Points:

Walking: 7

Running: 11

Tonnage: 30

Tech Base: Inner Sphere

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,066

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

Right Arm

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

Left Torso

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

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Guardian ECM Suite
- 6. Guardian ECM Suite

Engine Hits Gyro Hits Sensor Hits Life Support

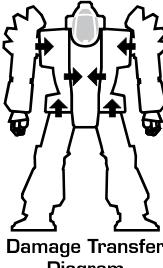
Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Streak SRM 4
- 2. Ammo (Streak SRM 4) 25
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth
- 6. Stealth

Left Leg

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

CATALYST
game labs



Right Leg

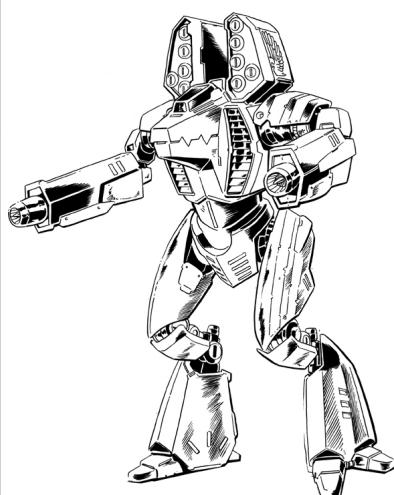
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth
- 6. Stealth

WARRIOR DATA

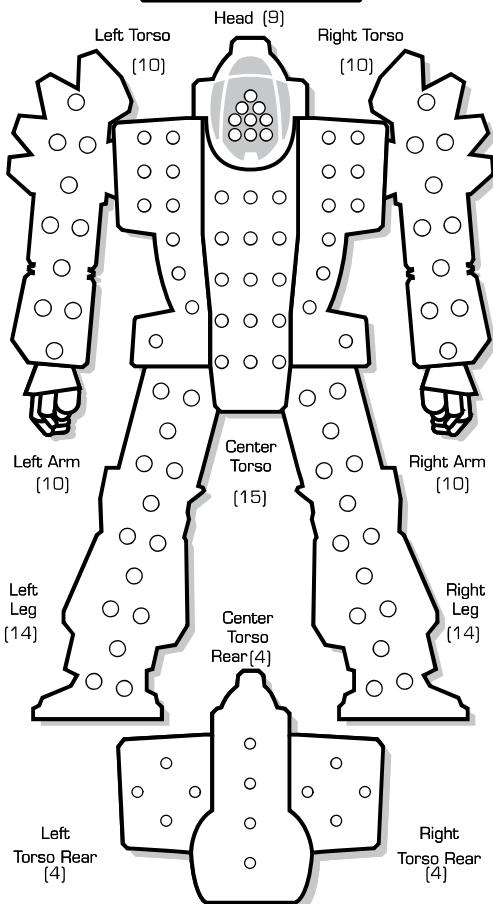
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

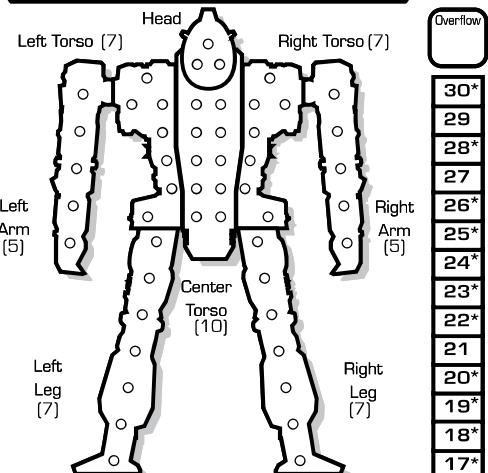


ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale



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: Yinghuochong YHC-3E

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Mixed Tech (I.S.)
 Running: 9 Era: Dark Age
 Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser	HD	—	[E]	—	—	—	—
1	TAG	RA	0	[E]	—	5	9	15
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

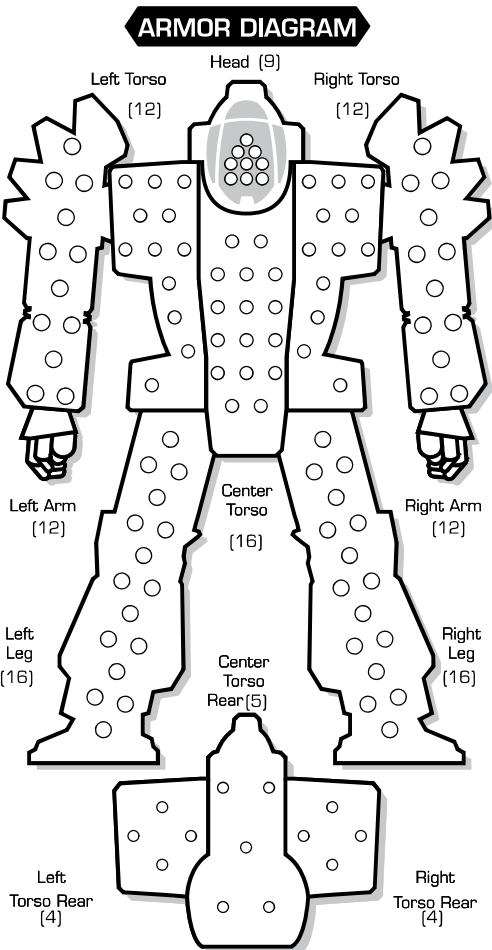
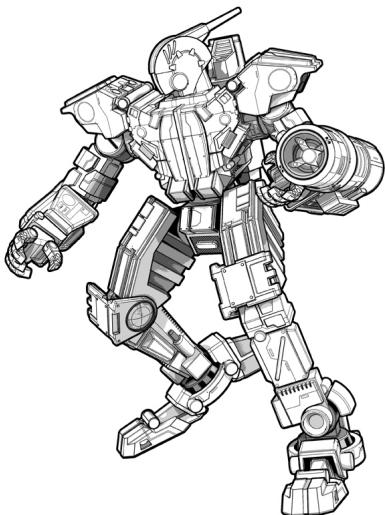
BV: 1,401

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. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

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

- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Remote Sensor Dispenser
- 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

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. TAG
- 6. Light Ferro-Fibrous

- 4-6 1. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

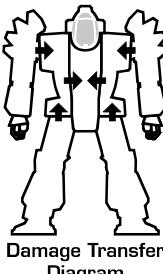
Right Torso

- 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

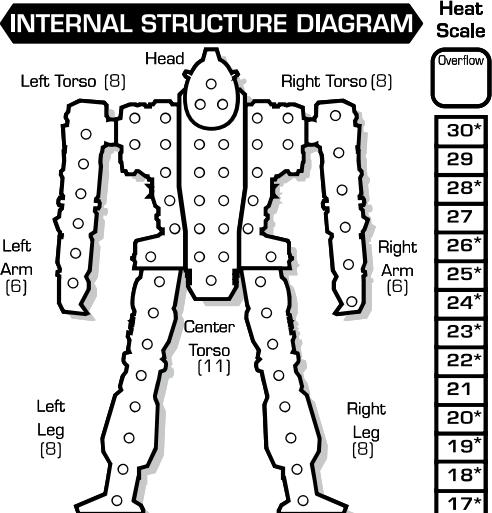
- 4-6 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet

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

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: Yinghuochong YHC-3Y

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 (Advanced)
 Jumping: 8 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser	HD	—	[E]	—	—	—	—
1	TAG	RA	0	[E]	—	5	9	15
1	TSEMP Cannon	LA	10	0	—	5	10	15

BV: 1,548

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. TSEMP Cannon
- 6. TSEMP Cannon
- 1. TSEMP Cannon
- 2. TSEMP Cannon
- 3. TSEMP Cannon
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Left Torso

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

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Remote Sensor Dispenser
- 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 ○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. TAG
- 6. Light Ferro-Fibrous
- 1. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

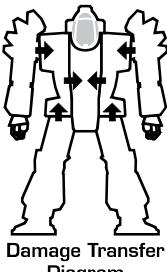
Right Torso

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

Right Leg

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

CATALYST
game labs

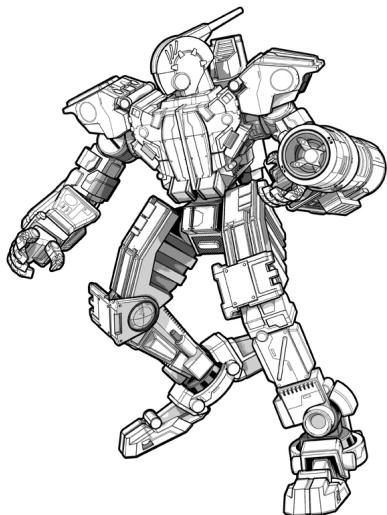


WARRIOR DATA

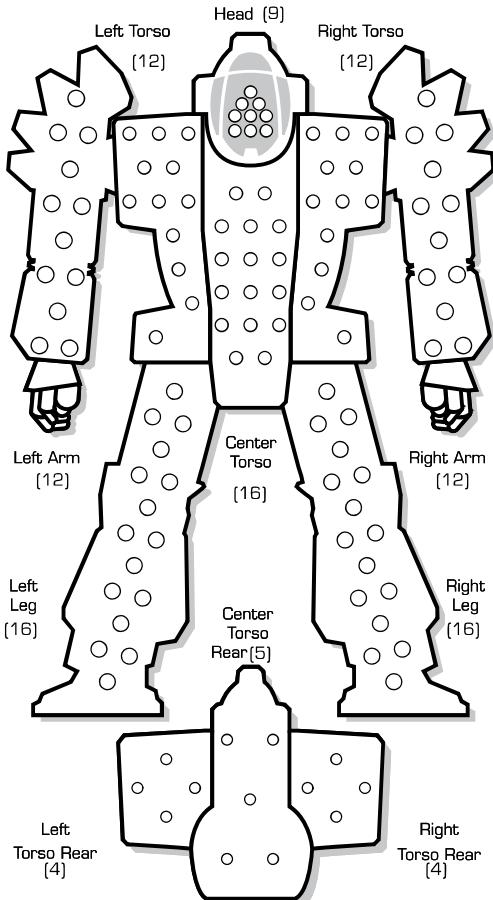
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

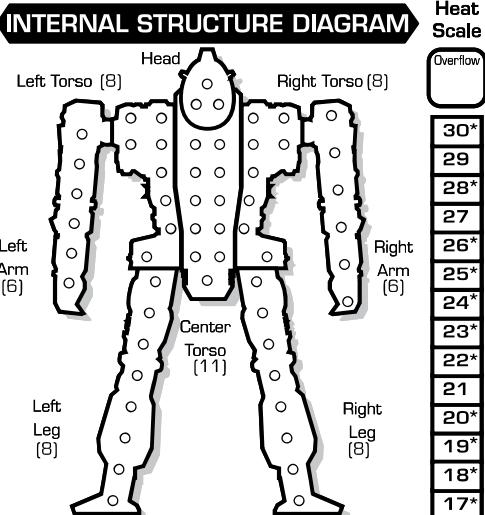
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



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

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10*

9

8*

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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: Calliope CAL-1MAF

Movement Points: 10 Tonnage: 40
Walking: 5 Tech Base: Inner Sphere
Running: 8 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 9	LT	5	[M,C,S]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	5	10	15
1	Plasma Rifle	RA	10	[DE,H]	—	—	10	15

BV: 1,125

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1-3 1. MML 9
- 1-3 2. MML 9
- 1-3 3. MML 9
- 1-3 4. MML 9
- 1-3 5. MML 9
- 1-3 6. Ammo (MML 9/LRM) 13
- 4-6 1. Ammo (MML 9/SRM) 11
- 4-6 2. CASE
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Left Leg

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

Head

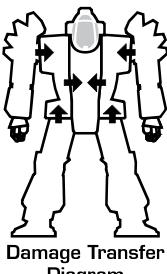
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1-3 1. Fusion Engine
- 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. Double Heat Sink
- 4-6 4. Double Heat Sink
- 4-6 5. Double Heat Sink
- 4-6 6. Endo Steel

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



Damage Transfer Diagram

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. Plasma Rifle
- 1-3 5. Plasma Rifle
- 1-3 6. Ferro-Fibrous
- 4-6 1. Ferro-Fibrous
- 4-6 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- 4-6 5. Ferro-Fibrous
- 4-6 6. Ferro-Fibrous

Right Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 1-3 4. Ammo (Plasma Rifle) 10
- 1-3 5. Ammo (Plasma Rifle) 10
- 1-3 6. Endo Steel
- 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 Leg

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

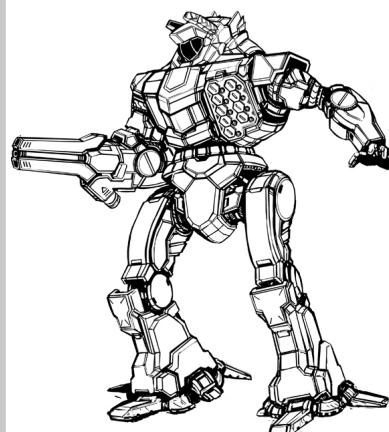
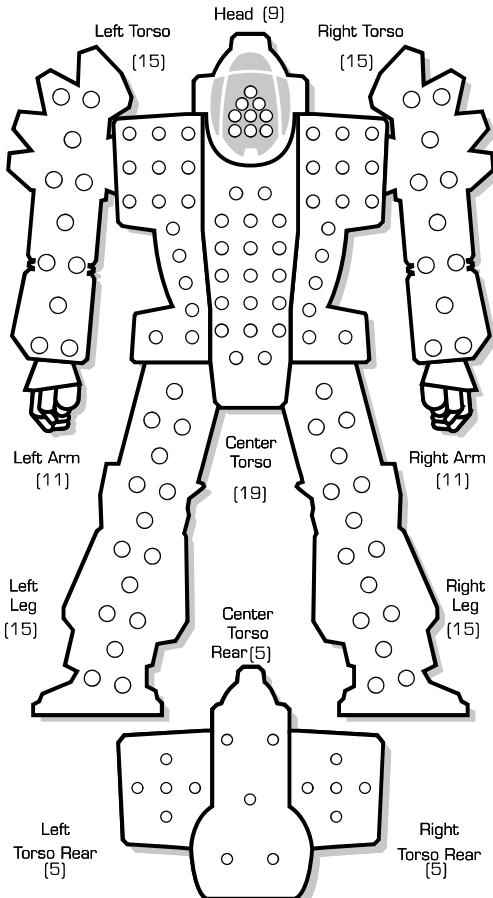
WARRIOR DATA

Name: _____

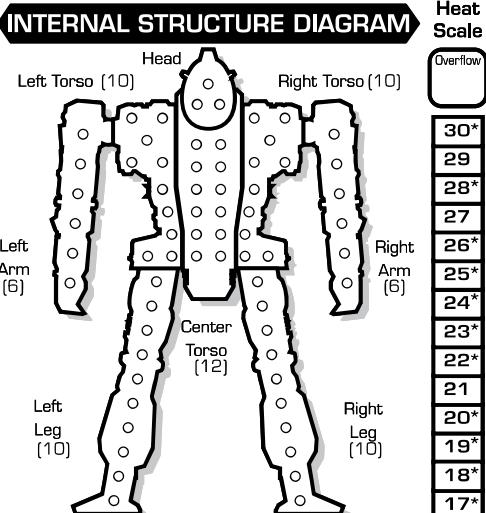
Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

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HEAT DATA

Heat Level*	Effects	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: Raven II RVN-5X

Movement Points: 40
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 (Advanced)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	MML 5	LT	3	[M.C.S.]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	TSEMP Cannon	LA	10	0 [DEX]	—	5	10	15

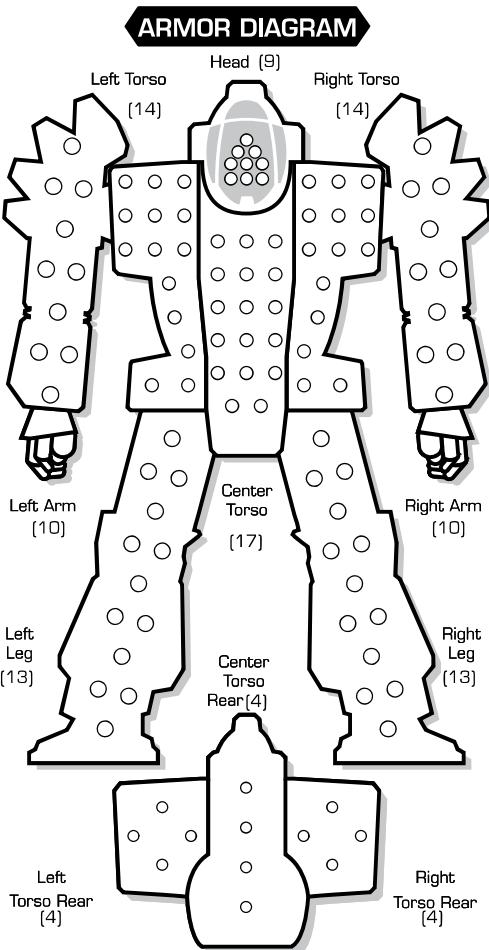
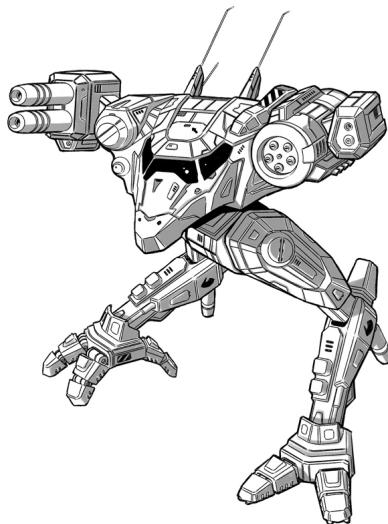
BV: 1,858

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. TSEMP Cannon
- 4. TSEMP Cannon
- 5. TSEMP Cannon
- 6. TSEMP Cannon
- 1. TSEMP Cannon
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth
- 6. Stealth

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. Gyro
- 5. Gyro
- 6. Gyro

Right Arm

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

Left Torso

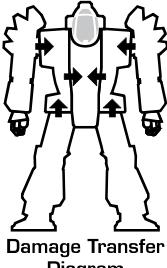
- 1-3. XL Fusion Engine
- 4. MML 5
- 5. MML 5
- 6. MML 5
- 1. Ammo (MML 5/LRM) 24
- 2. Ammo (MML 5/SRM) 20
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth
- 6. Stealth

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. Stealth
- 6. Stealth



Damage Transfer Diagram

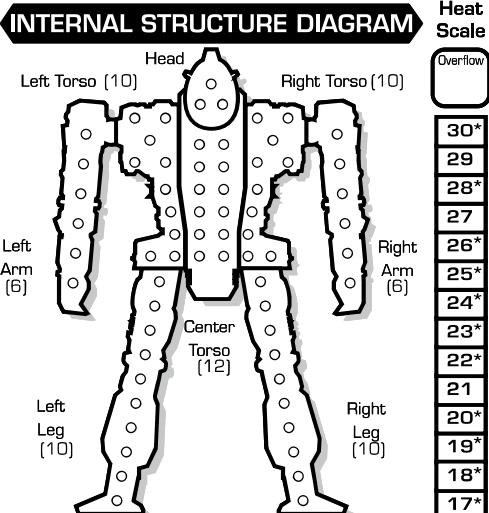
Right Torso

- 1-3. XL Fusion Engine
- 4. Angel ECM Suite
- 5. Angel ECM Suite
- 6. Bloodhound Active Probe
- 1. Bloodhound Active Probe
- 2. Bloodhound Active Probe
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth
- 6. Stealth

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

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11

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8*

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5*

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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: Agrotera AGT-1A

Movement Points: Tonnage: 50
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 (Advanced)
 Jumping: 8 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	Small Pulse Laser	RT	2	3 [P,A]	—	1	2	3
1	Small Pulse Laser	LT	2	3 [P,A]	—	1	2	3
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
1	AES	LA	—	[E]	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

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

BV: 1,693

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. AES
- 3. AES
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Partial Wing
- 5. Partial Wing
- 6. Partial Wing
- 1. Partial Wing
- 2. Jump Jet
- 3. Small Pulse Laser
- 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. Jump Jet
- 6. Jump Jet

Head

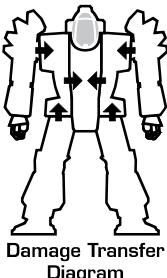
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. TAG
- 5. Sensors
- 6. Life Support

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

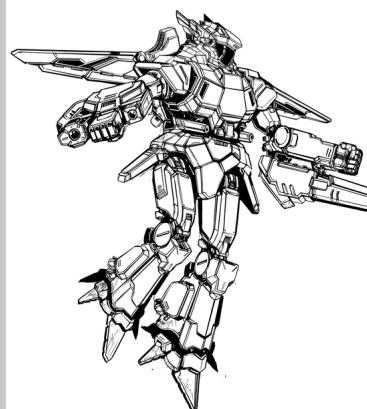


WARRIOR DATA

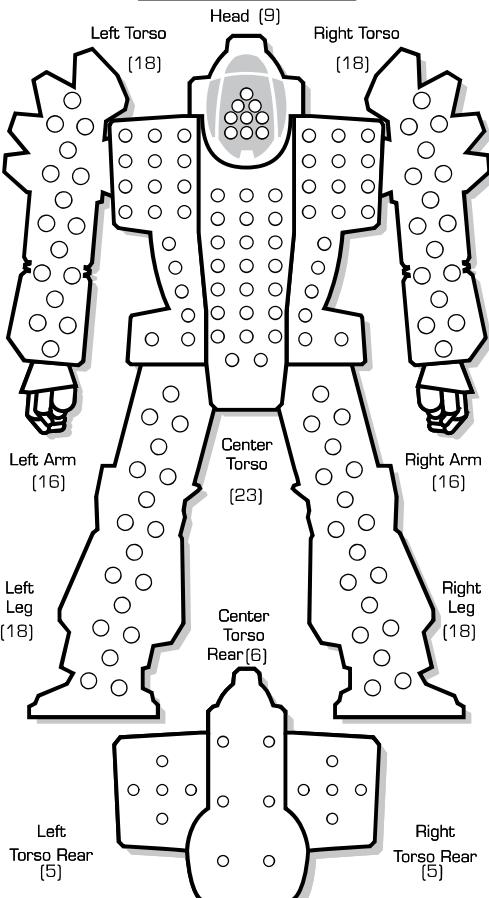
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

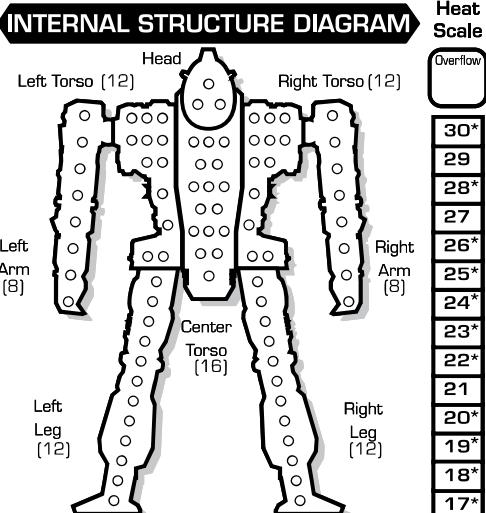
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (23) 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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vandal LI-0

Movement Points:

Walking: 5

Running: 8 [10]

Tonnage: 65

Tech Base: Inner Sphere

[Advanced]

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	C ³ Boosted Slave	HD	—	[E]	—	—	—	—
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Rotary AC/5	RA	1	5/Shrt	—	5	10	15
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15

BV: 1,881

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Life Support
- 5. Supercharger
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 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. Endo Steel
- 6. Endo Steel

Head

- 1. Sensors
- 2. Sensors
- 3. Angel ECM Suite
- 4. Angel ECM Suite
- 5. C³ Boosted Slave
- 6. C³ Boosted Slave

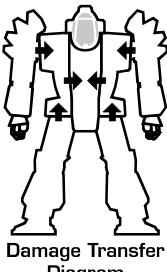
Center Torso

- 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

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

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. Rotary AC/5
- 4. Rotary AC/5
- 5. Rotary AC/5
- 6. Rotary AC/5
- 1. Rotary AC/5
- 2. Rotary AC/5
- 3. ER Small Laser
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Torso

- 1-3
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Life Support
- 5. Ammo (RAC/5) 20
- 6. Ammo (RAC/5) 20
- 1. CASE II
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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

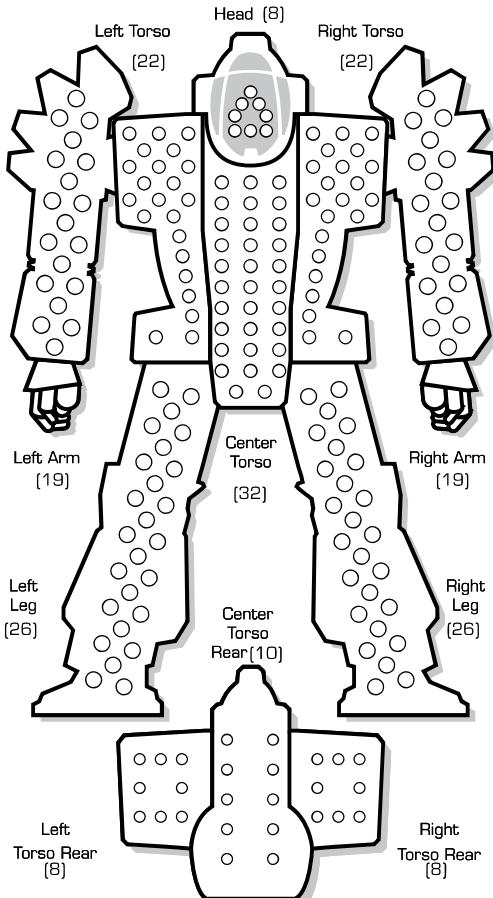
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

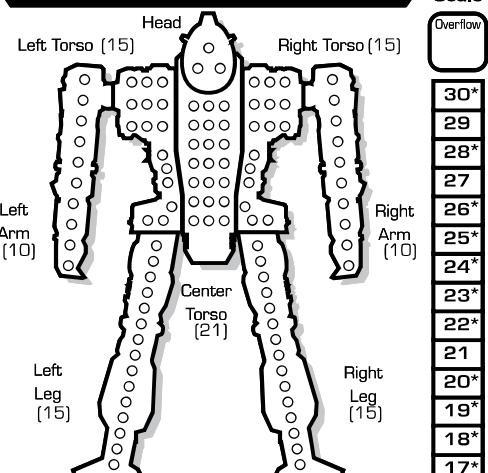
ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale

Overflow



30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

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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: Vandal LI-0A

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

[Advanced]

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	C ³ Boosted Master	RA	0	[E]	—	5	9	15
1	Laser AMS	RA	7	— [PD]	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	PPC Capacitor	LA	5	[E]	—	—	—	—

BV: 1,865

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Heavy PPC
- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC
- 1. PPC Capacitor
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Head

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

Center Torso

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Laser AMS
- 4. Laser AMS
- 5. C³ Boosted Master
- 6. C³ Boosted Master
- 1. C³ Boosted Master
- 2. C³ Boosted Master
- 3. C³ Boosted Master
- 4. C³ Boosted Master
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Life Support
- 5. Jump Jet
- 6. Jump Jet
- 1. Supercharger
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

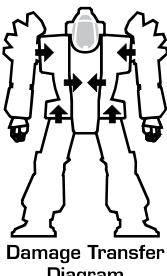
- 1-3
- 4. XL Fusion Engine
- 5. Torso-Mounted Cockpit
- 6. Sensors

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



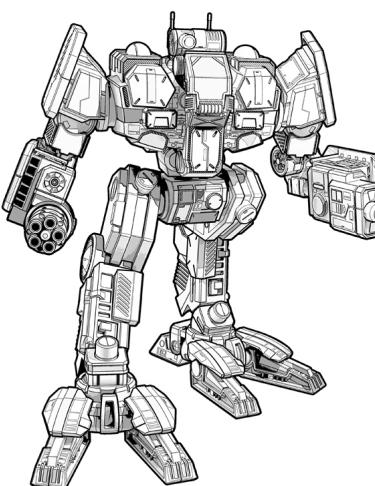
Damage Transfer Diagram

WARRIOR DATA

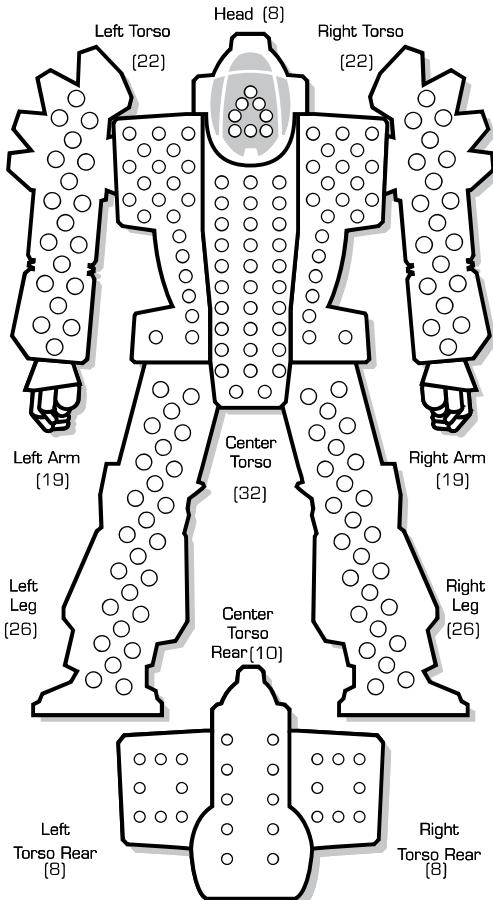
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

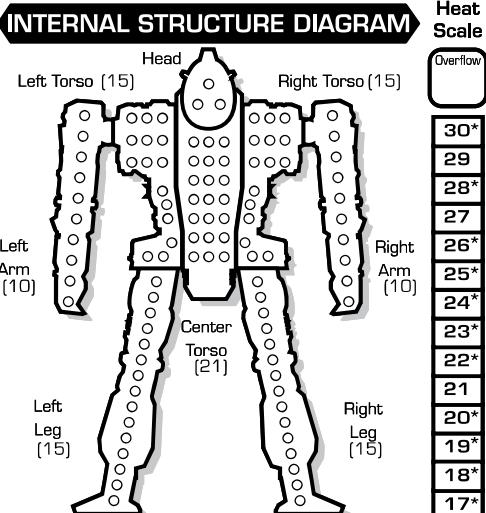
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) 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: Vandal LI-OB

Movement Points:

Walking: 5

Running: 8 [10]

Tonnage: 65

Tech Base: Inner Sphere

[Advanced]

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	C ³ Boosted Slave	HD	—	[E]	—	—	—	—
1	MML 5	RT	3	[M.C.S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Vehicular Mine Dispenser(R)	RT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Flamer	RA	4	[2]	—	3	5	7
				[DE.HAI]				
1	Medium Vibroblade	RA	5	10	—	—	—	—
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15
				[DEV]				
1	TAG	LA	0	[E]	—	5	9	15

BV: 1,666

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Snub-Nose PPC
- 4. Snub-Nose PPC
- 5. TAG
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Head

- 1. Sensors
- 2. Sensors
- 3. Angel ECM Suite
- 4. Angel ECM Suite
- 5. C³ Boosted Slave
- 6. C³ Boosted Slave

Center Torso

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Flamer
- 6. Medium Vibroblade
- 1. Medium Vibroblade
- 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. Life Support
- 5. Targeting Computer
- 6. Targeting Computer
- 1. Supercharger
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

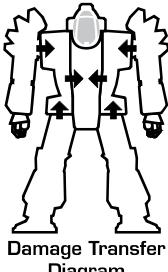
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Torso-Mounted Cockpit
- 6. Sensors

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

CATALYST
game labs

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. Life Support
- 5. MML 5
- 6. MML 5
- 1. MML 5
- 2. Ammo (MML 5/LRM) 24
- 3. Ammo (MML 5/SRM) 20
- 4. Ammo (MML 5/SRM) 20
- 5. Vehicular Mine Dispenser (R)
- 6. CASE II

Right Leg

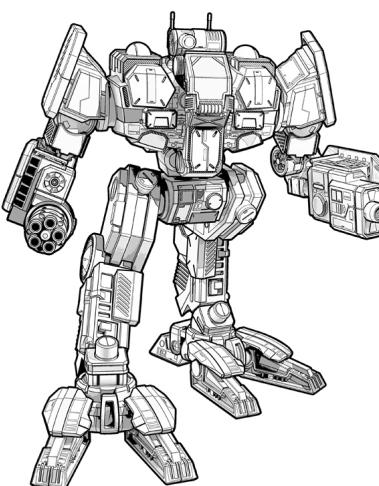
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

WARRIOR DATA

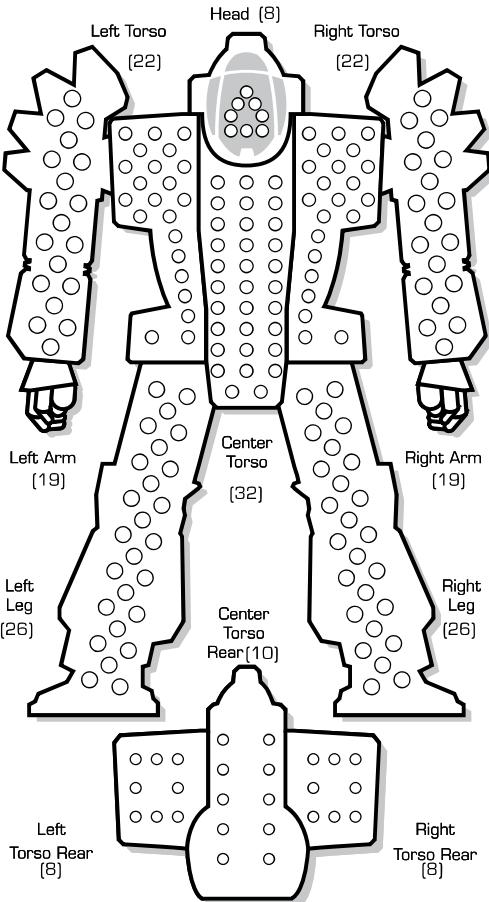
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

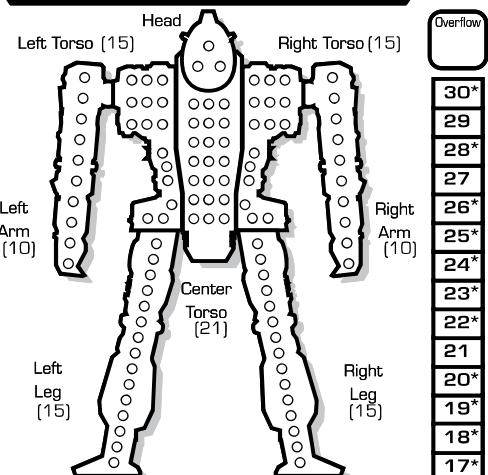


ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale



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: Catapult II CPLT-L7

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	TSEMP Cannon	RT	10	0 [DEX]	—	5	10	15
1	TSEMP Cannon	LT	10	0 [DEX]	—	5	10	15
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21

BV: 2,574

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. LRM 20
- 1. LRM 20
- 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. Jump Jet
- 5. Jump Jet
- 6. TSEMP Cannon
- 1. TSEMP Cannon
- 2. TSEMP Cannon
- 3. TSEMP Cannon
- 4. TSEMP Cannon
- 5. Ammo (LRM 20) 6
- 6. Ammo (LRM 20) 6

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. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

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

Right Arm

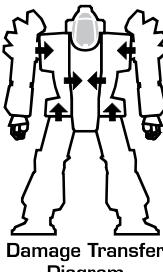
- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. LRM 20
- 1. LRM 20
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. TSEMP Cannon
- 1. TSEMP Cannon
- 2. TSEMP Cannon
- 3. TSEMP Cannon
- 4. TSEMP Cannon
- 5. Ammo (LRM 20) 6
- 6. Ammo (LRM 20) 6

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

CATALYST
game labs



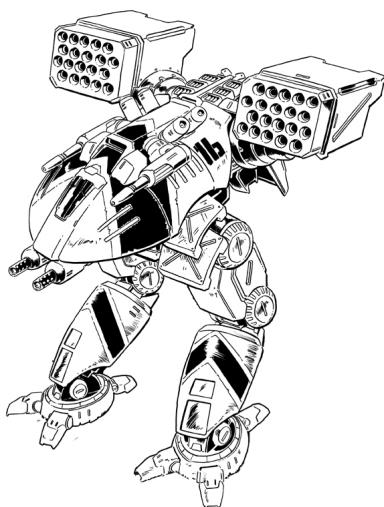
Damage Transfer Diagram

WARRIOR DATA

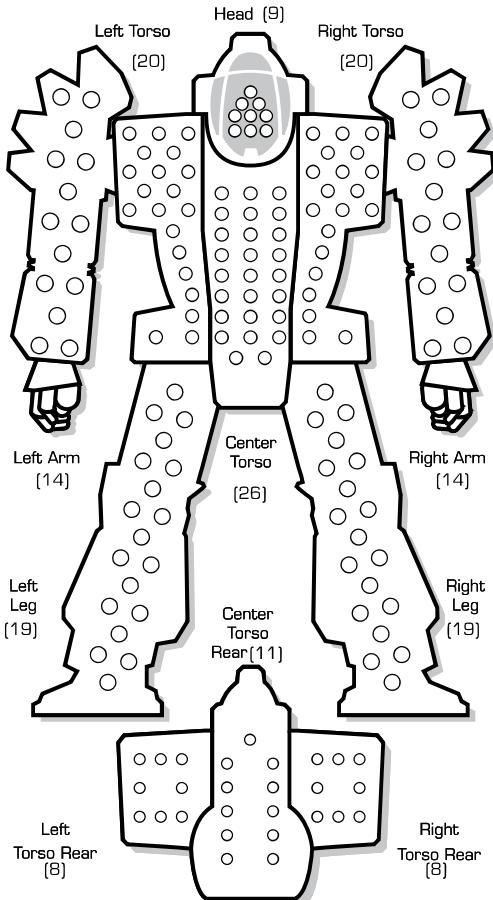
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

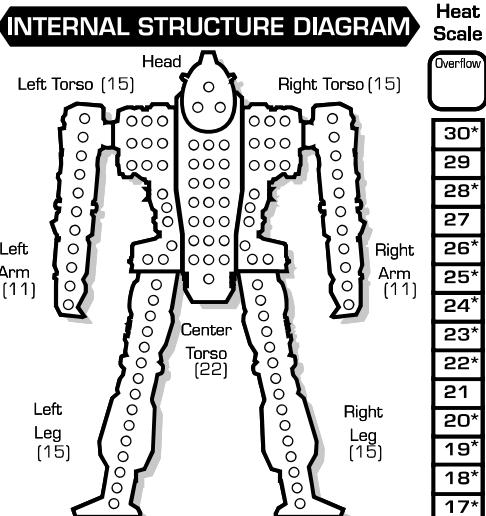
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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: Catapult II CPLT-L7L

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	MML 9	RA	5	[M,C,S] 1/Msl 2/Msl	6	7	14	21
1	MML 9	LA	5	[M,C,S] 1/Msl 2/Msl	6	7	14	21
	SRM				—	3	6	9

BV: 1,656

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. MML 9
- 4. MML 9
- 5. MML 9
- 6. MML 9
- 1. MML 9
- 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. Jump Jet
- 5. Jump Jet
- 6. Plasma Rifle
- 1. Plasma Rifle
- 2. Ammo (Plasma Rifle) 10
- 3. Ammo (MML 9/LRM) 13
- 4. Ammo (MML 9/SRM) 11
- 5. Heat-Dissipating
- 6. Heat-Dissipating

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. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. MML 9
- 4. MML 9
- 5. MML 9
- 6. MML 9
- 1. MML 9
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

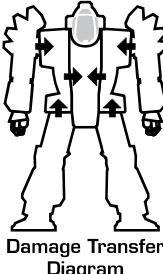
Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Heat-Dissipating
- 6. Heat-Dissipating
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Plasma Rifle
- 1. Plasma Rifle
- 2. Ammo (Plasma Rifle) 10
- 3. Ammo (MML 9/LRM) 13
- 4. Ammo (MML 9/SRM) 11
- 5. Heat-Dissipating
- 6. Heat-Dissipating

Right Leg

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

CATALYST
game labs

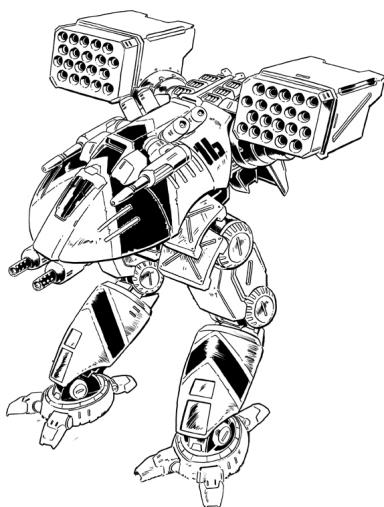


WARRIOR DATA

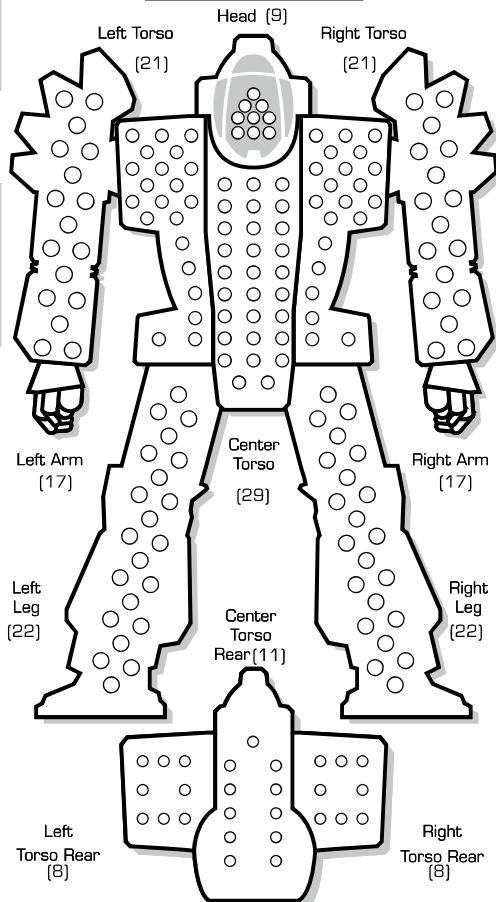
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

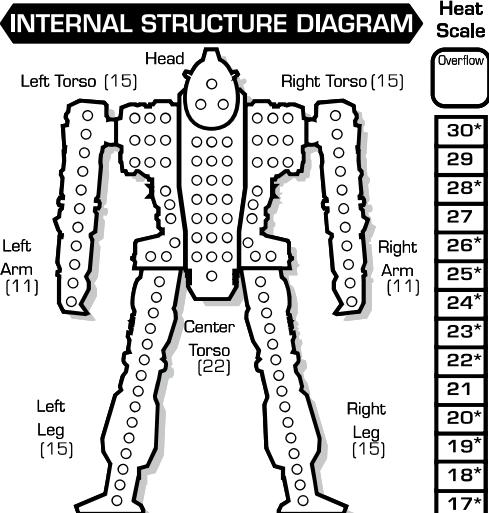
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



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: Mortis MS-1A

Movement Points:

Walking: 5

Tonnage: 75

Tech Base: Inner Sphere

Running: 8

[Advanced]

Jumping: 5

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Rocket Launcher	10	CT	3	1/Msl [M,C]	—	5	11	18
1	MML 5	RT	3	[M,C,S]	1/Msl 2/Msl	6	7	14	21
1	LRM					—	3	6	9
1	SRM					—	—	—	—
1	AES	RA	—	[E]		—	—	—	—
1	Hatchet	RA	—	15		—	—	—	—
1	AES	LA	—	[E]		—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18	

BV: 1,984

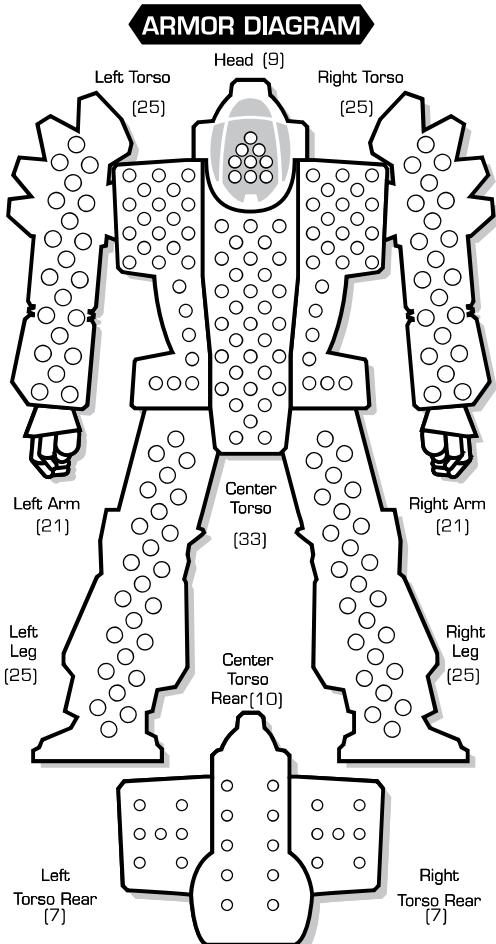
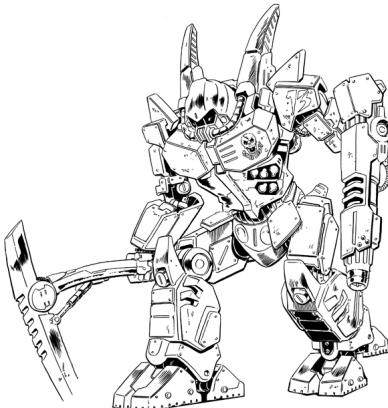
WARRIOR DATA

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

1-3

- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

4-6

- 1. Heavy PPC
- 2. AES
- 3. AES
- 4. AES
- 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

1-3

- 4. Gyro
- 5. Gyro
- 6. Gyro

4-6

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Jump Jet
- 6. Rocket Launcher 10

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine

1-3

- 4. Jump Jet
- 5. Jump Jet
- 6. Endo Steel

4-6

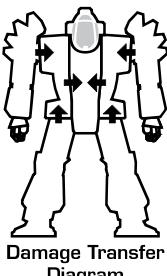
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

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. Endo Steel
- 6. Roll Again



Damage Transfer Diagram

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. Hatchet
- 4. AES
- 5. AES
- 6. AES

Right Torso

1-3

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. MML 5

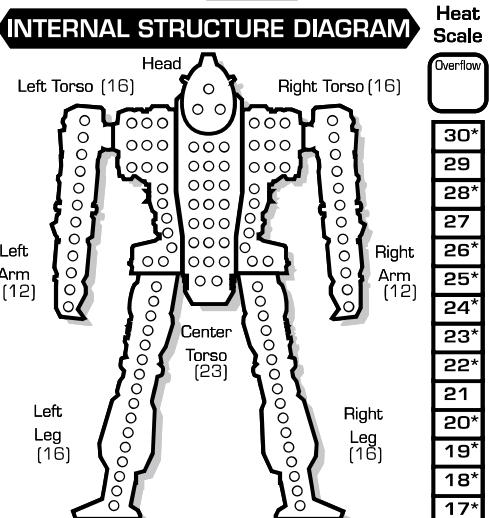
4-6

- 1. MML 5
- 2. MML 5
- 3. Ammo (MML 5/LRM) 24
- 4. Ammo (MML 5/SRM) 20
- 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. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) 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: Mortis MS-1P

Movement Points:

Walking: 5

Tonnage: 75

Tech Base: Inner Sphere

Running: 8

(Advanced)

Jumping: 5

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher	10	CT	3	1/Msl [M,C]	—	5	11
1	TSEMP Cannon	RT	10	0 [DEX]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
1	Hatchet	RA	—	15	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15

BV: 2,262

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

1-3

- 4. Large VSP Laser
- 5. Large VSP Laser
- 6. Large VSP Laser

4-6

- 1. Large VSP Laser
- 2. AES
- 3. AES
- 4. AES
- 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

4-6

- 4. Gyro
- 5. Gyro
- 6. Gyro

Left Torso

1-3

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine

4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Endo Steel

4-6

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel

4-6

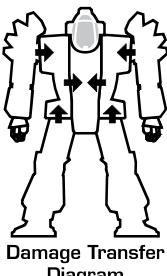
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

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. Endo Steel
- 6. Roll Again

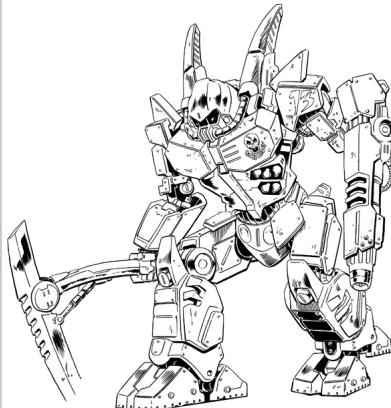


WARRIOR DATA

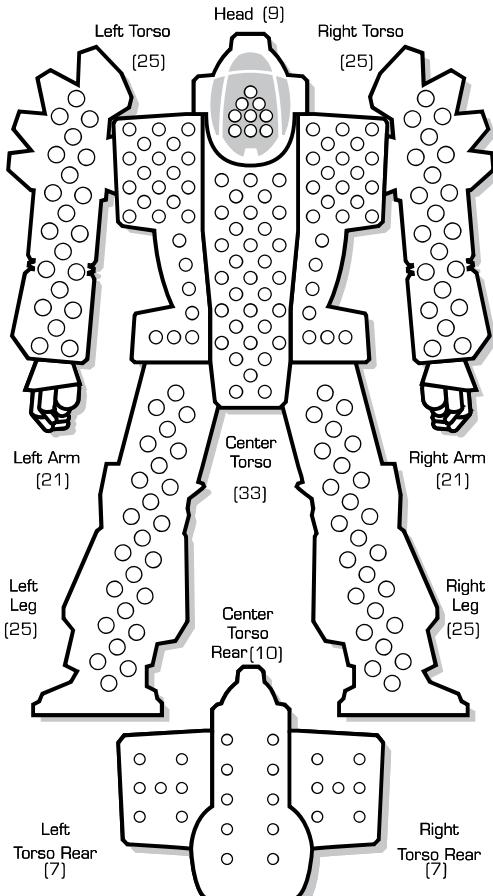
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

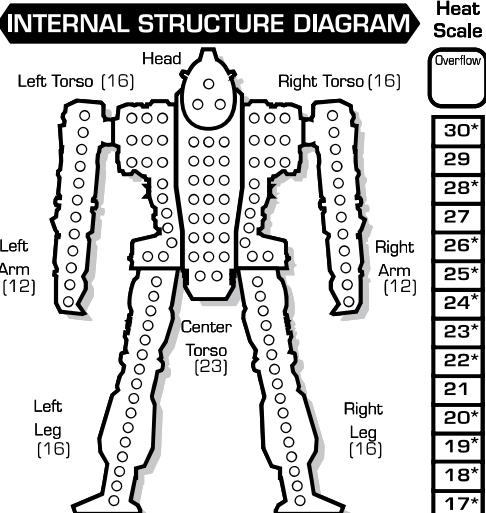
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) 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

БАТТЕЧ

'MECH RECORD SHEET

'MECH DATA

Type: Tian-Zong TNZ-N1

Movement Points: 75
Walking: 4 **Tonnage:** 75
Running: 6 **Tech Base:** Inner Sphere
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DBX]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DBX]	2	7	15	22
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 2,167

CRITICAL HIT TABLE

Left Arm

1-3

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. Ammo (Gauss) B

4-6

- 1. Ammo (Gauss) B
- 2. Endo-Composite
- 3. Endo-Composite
- 4. Endo-Composite
- 5. Stealth
- 6. Stealth

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine

1-3

- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

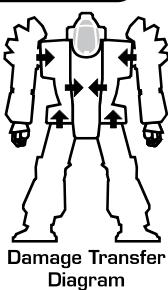
4-6

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle

- 4. Gauss Rifle
- 5. Stealth
- 6. Stealth

Left Leg

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

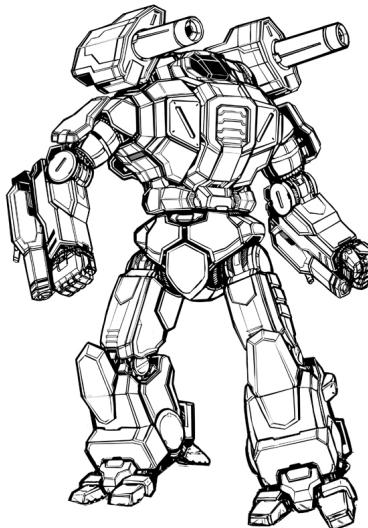


WARRIOR DATA

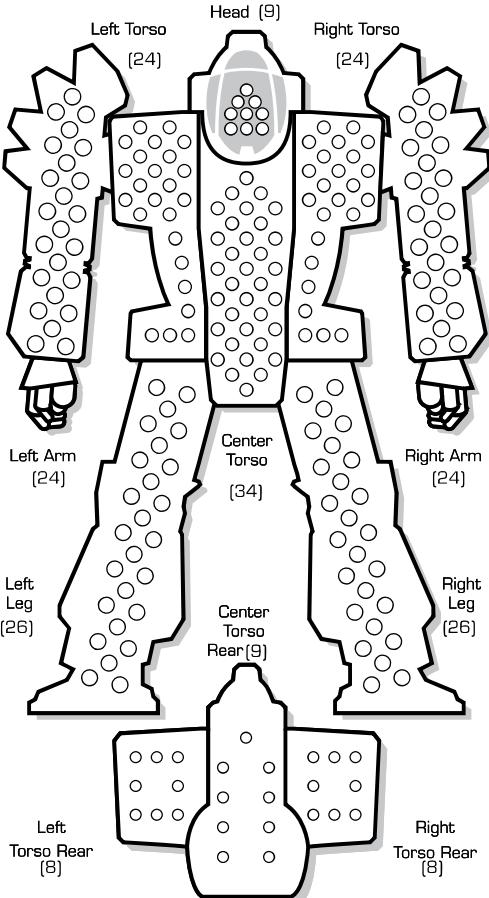
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

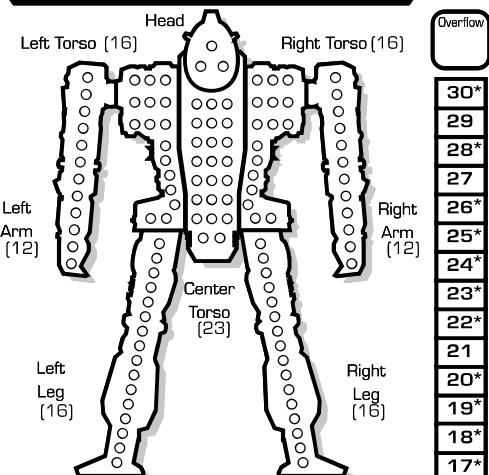
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tian-Zong TNZ-N2

Movement Points: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

BV: 1,726

CRITICAL HIT TABLE

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
1-3
 4. Hand Actuator
 5. ER Large Laser
 6. LER Large Laser
 1. Endo-Composite
 2. Endo-Composite
4-6
 3. Endo-Composite
 4. Stealth
 5. Stealth
 6. Roll Again

Left Torso

1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
1-3
 4. Light Gauss Rifle
 5. Light Gauss Rifle
 6. Light Gauss Rifle
 1. Light Gauss Rifle
 2. Light Gauss Rifle
 3. Ammo (Light Gauss) 16
4-6
 4. Stealth
 5. Stealth
 6. Roll Again

Left Leg

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

Head

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

Center Torso

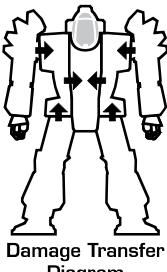
1-3
 1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
4-6
 4. Gyro
 5. Gyro
 6. Gyro

Center Torso

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

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



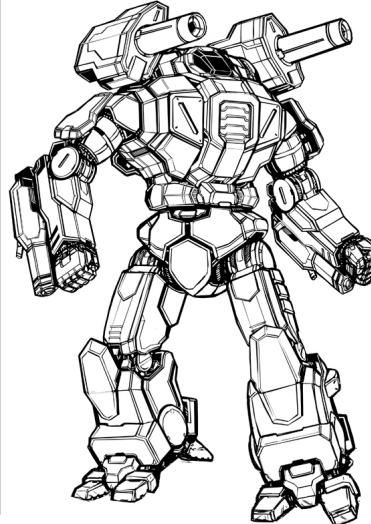
Damage Transfer Diagram

WARRIOR DATA

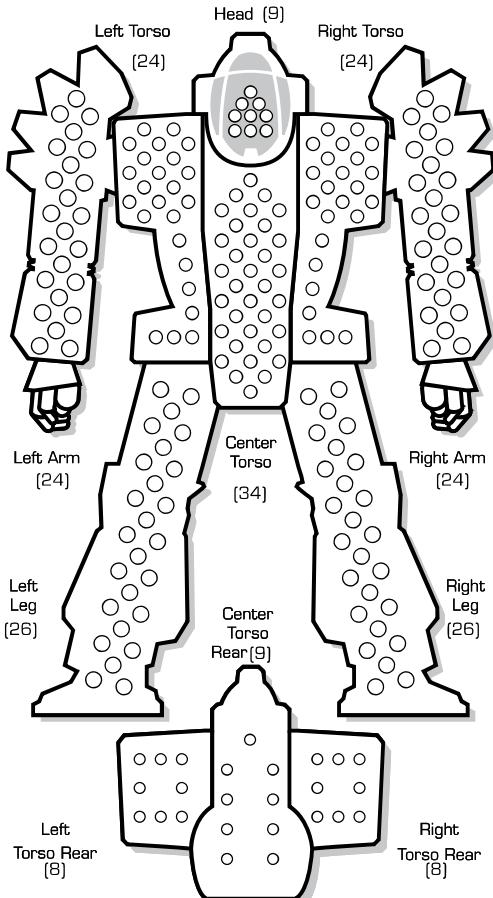
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

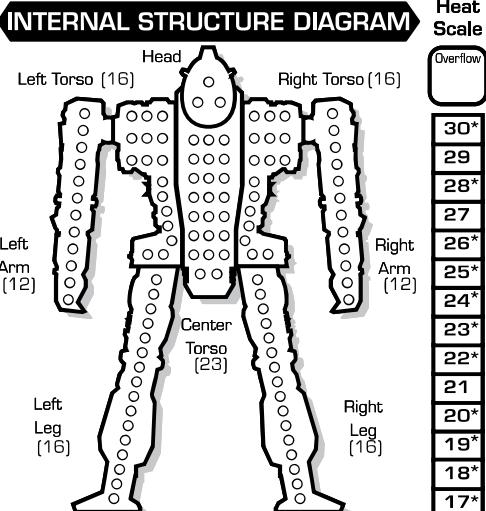
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



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	

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: Tian-Zong TNZ-N3

Movement Points: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

BV: 2,072

CRITICAL HIT TABLE

Left Arm

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

- 1. Ammo (Gauss) 8
- 2. Endo-Composite
- 3. Endo-Composite
- 4. Endo-Composite
- 5. Stealth
- 6. Stealth

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Stealth
- 6. Stealth

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Ammo (Gauss) 8
- 6. Endo-Composite

Center Torso

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

Right Arm

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

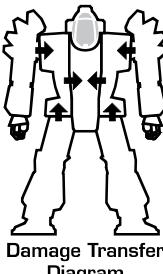
- 1. Ammo (Gauss) 8
- 2. Endo-Composite
- 3. Endo-Composite
- 4. Endo-Composite
- 5. Stealth
- 6. Stealth

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Stealth
- 6. Stealth

Engine Hits Gyro Hits Sensor Hits Life Support

CATALYST
game labs



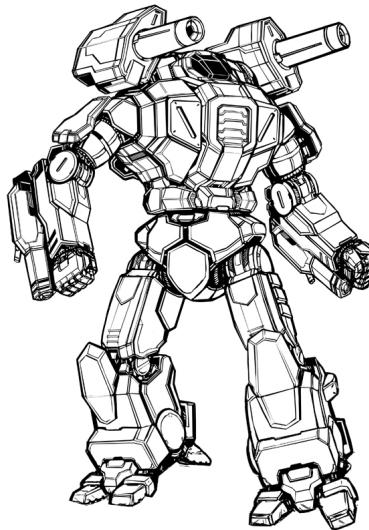
Damage Transfer Diagram

WARRIOR DATA

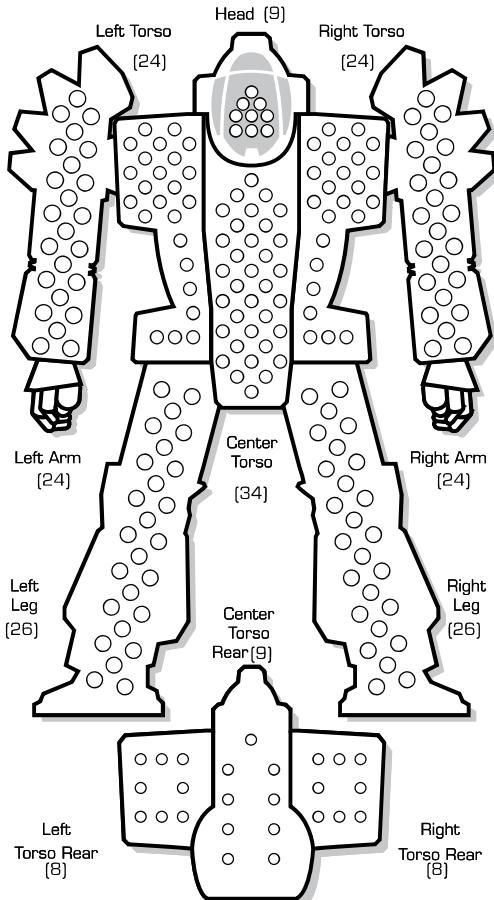
Name: _____

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 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: Lu Wei Bing LN-4B

Movement Points: Tonnage: 85
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Dark Age
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	LB 20-X AC	RT/RA	6	20 [DB,C/F,S]	—	4	8	12
1	MML 5 LRM SRM	LT	3	[M,C,S] 1/Msl 2/Msl	6 —	7 3	14 6	21 9
2	Light PPC	LA	5	5 [DE]	3	6	12	18

BV: 2,045

CRITICAL HIT TABLE

Left Arm

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

1-3

- 1. Light PPC
- 2. Light PPC

4-6

- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Head

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

Center Torso

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

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Jump Jet
- 4. Jump Jet
- 5. MML 5
- 6. MML 5

1-3

- 1. MML 5
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

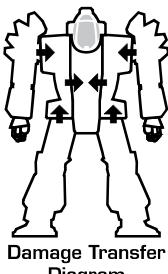
4-6

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. Endo Steel
- 6. Endo Steel

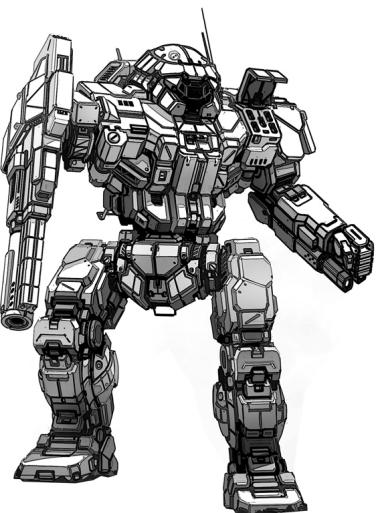


WARRIOR DATA

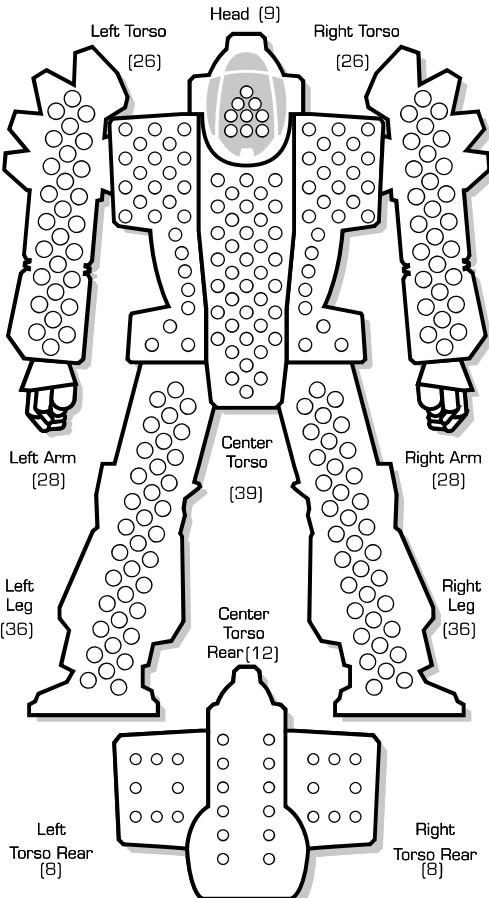
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

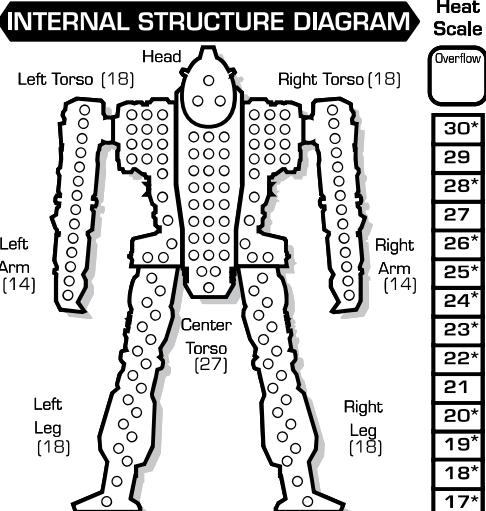
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead



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

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: Saroyan Jump Bomber

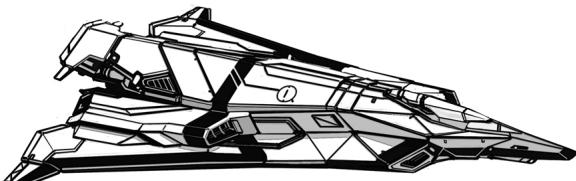
Thrust: 25
Safe Thrust: 8 Tech Base: Inner Sphere
Maximum Thrust: 12 Era: Dark Age
VSTOL

WEAPONS & EQUIPMENT INVENTORY

Qty	Type	Loc.	Ht	(0-6)	(6-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
1	TAG]	N	O	—	—	—	—
1	Guardian ECM Suite [E]	A	O	—	—	6	—

Fuel: 640 Points

BV: 192



ARMOR DIAGRAM ➤ Stealth

Nose Damage Threshold (Total Armor)
1 (8)

Left Wing Damage Threshold (Total Armor)
1 (6)

Right Wing Damage Threshold (Total Armor)
1 (6)

Aft Damage Threshold (Total Armor)
1 (4)

Structural Integrity:
8



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

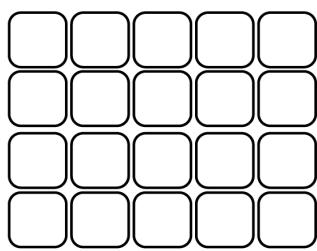
Name: _____	Gunnery Skill: _____	Piloting Skill: _____				
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

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										

EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

VELOCITY	FIGHTER			SMALL CRAFT AND FIXED WING SUPPORT VEHICLES	
	1	2	3	4	5
1	8			8	
2	12			12	14
3	16			16	20
4	20			20	26
5	24			24	32
6	28			28	38
7	32			32	44
8	36			36	50
9	40			40	56
10	44			44	62
11	48			48	68
12	52			52	74

Velocity above 12 is not possible on ground maps.

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Yün Y-2

Thrust: Tonnage: 40
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 Era: Dark Age

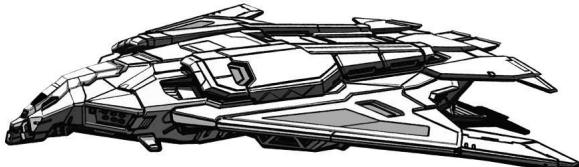
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	Standard Scale			
				(0-6)	(6-12)	(13-20)	(21-25)
1	ER Medium Laser [DE]	N	5	5	5	—	—
2	Streak SRM 6 [M,C]	N	4	12	—	—	—
1	Guardian ECM Suite [E]	A	0	—	—	6	—

Cargo:
 Infantry Compartment (4 tons)

Ammo: (Streak SRM 6) 30
 Fuel: 400 Points

BV: 953



ARMOR DIAGRAM

Stealth

Nose Damage Threshold (Total Armor)
 5 (43)

Left Wing Damage Threshold (Total Armor)
 4 (34)

Right Wing Damage Threshold (Total Armor)
 4 (34)

Structural Integrity:
 5

Aft Damage Threshold (Total Armor)
 3 (25)

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: _____	Piloting 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	12 (24)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O 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

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										

BATTLETECH

AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Zhen Niao

Thrust: Tonnage: 140
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 (Advanced)
 Era: Dark Age

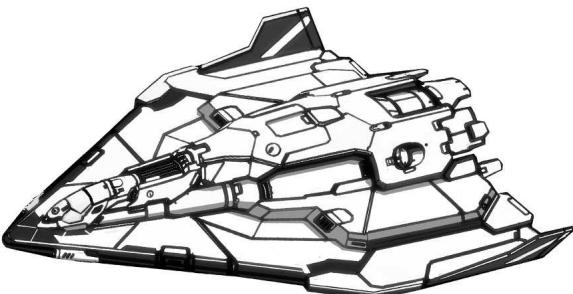
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	(0-6)		(6-12)		(13-20)		(21-25)	
				SRV	MRV	LRV	ERV				
1	Beagle Active Probe [E]	N	0	—	—	4	—				
2	ER Medium Laser [DE]	A	5	5	5	—	—				
1	Guardian ECM Suite [E]	A	0	—	—	6	—				
1	Hyperspectral Imager [E]	A	0	—	—	—	—				
1	Space Mine Dispenser [E]	A	0	—	—	—	—				

Cargo:
 Cargo Space - 3 tons (1 door)

Fuel: 1920 Points

BV: 1,148



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

