

BATTLETECH™

EXPERIMENTAL™
TECHNICAL
READOUT:
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THE CLANS



INTRODUCTION

INCOMING
MESSAGE

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David,

I can now say with some certainty that we have been able to complete our preliminary survey of the industrial and technological capabilities of the local Clan militaries. I have also been able to confirm that the recent disruptions in the Clan Homeworlds—whatever their nature was—have indeed severed all communications and trade between the worlds of the Pentagon and Kerensky Cluster, and the eight Inner Sphere Clans (including the Exiled Wolves and Nova Cats in that count). We are still awaiting word from the most distant operatives that we dispatched to the Deep Periphery, but I am confident that their findings will further reinforce what we are seeing on this end of things: the Homeworlds have indeed ousted their invader brothers for reasons we can only guess at.

That said, it appears that the local Clans have turned toward upgrading and expanding their local infrastructure, now that they have been cut off from the more secure caches and production facilities of their original enclaves, and the pace is close to frantic. Whether fearing predations by one another, or retribution from the Homeworlds—or perhaps even from the nations of the Inner Sphere—our Clan “neighbors” are struggling to bring a number of heretofore experimental technologies and designs into production to strengthen their war-battered toumans. This has forced them to look to many facilities in their territories that were only partially brought up to Clan specs (if at all).

Attached are thirteen noteworthy experimental and prototype designs the various Clans have been working on most recently. Most are actually in battlefield-ready form—testament to a mentality that universally believes in doing nothing halfway—but have yet to enter mainstream production due to strained supply lines, process refinements, or various other disruptions. You should find many of these enlightening with respect to what weapons and concepts the Clans are most actively exploring. I know I certainly have!

A more extensive analysis should be on your desk by next week. Until then, David, take care!

Sincerely,

—General Albrecht Hoff, RAF/DMI, 16 November 3081

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, ProtoMechs, fighters, and battle armor described in *Experimental Technical Readout: Clans* provide players with a sampling of the various custom designs that have arisen in the technical divisions of the military manufacturers among the Inner Sphere Clans. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and perhaps never will.

The rules for using these units in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

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COUGAR-XR

Field Testing Summation: Cougar Experimental Refit

Producer/Site: Olivetti Weaponry, Sudeten

Supervising Technician: Scientist Holman (Goodall)

Project Start Date: 3070

Non-Production Equipment Analysis:

Inner Sphere Small Cockpit

Partial Wing

Laser-Reflective Armor

ER Medium Pulse Laser

Artemis V FCS

Overview

The *Cougar-XR* (Experimental Refit) appears to be a concept machine the Jade Falcons recently began toying with. Though it is based on the frame of the *Cougar* OmniMech, the extent of this refit is so extreme that our intelligence believes it to be incapable of employing modular, pod-mounted weaponry. In one instance, for example, Falcon technicians were observed having to dismantle several components of a misfiring missile launcher before the weapon itself could be detached from its mount—a process that took over an hour in the repair bays at Sudeten's refit wing of Olivetti Weaponry.

At a glance, the *Cougar* almost looks like a Land-Air 'Mech, and indeed it was rumors of Clan-made LAMs that drew our attention to this development. After all, reports of failed Jade Falcon LAMs on Huntress during the final days of the Clan war led many to believe the Falcons—and their fellow Clansmen—considered the concept a dead-end. Thus, a resumption of such a possible new Clan LAM unit came as some surprise. In truth, closer inspection revealed that the *Cougar-XR* was no fighter-BattleMech hybrid, but a standard 'Mech built around the added lift capabilities of a partial wing system. Using ordinary jump jets for a 'Mech its size, the *Cougar-XR* can fly for an additional sixty meters per leap in standard atmosphere, gaining almost the same mobility as it might otherwise achieve with improved jump jets for the same overall tonnage. The additional cooling capabilities of the wing system, however, provides a bonus that improved jets cannot deliver—providing the *Cougar-XR* the ability to launch a powerful alpha strike while executing a full jump, all at negligible heat.

The *Cougar*'s weapons and armor are also enhanced. Its right arm mounts an extended-range pulse laser that offers more accurate energy damage than the conventional Clan ER medium laser, at virtually the same range. Twin, fifteen-tube LRM racks in the side torsos provide long-range support fire potential, with the enhanced accuracy of the Clans experimental Artemis V fire-control system. Protecting this entire chassis are seven tons of laser-reflective armor, likely installed based on the calculated belief that a 'Mech so light and so maneuverable will likely draw more fire from energy-based weapons such as pulse lasers and particle cannons than from ammo-hungry ballistics better used on heavier, harder prey.

Making room for all of these modifications clearly challenged even the Clans' engineering efficiency, but nowhere is this more apparent than in the ultra-cramped cockpit system the *Cougar-XR* employs. Undoubtedly based on Inner Sphere small cockpits, the Clan version takes the notoriously tight confines of their BattleMech control systems and makes them downright claustrophobic. This saves another ton of weight, but impairs even the

hard-trained Clan MechWarriors unfortunate enough to be assigned to one of these machines.

Overall, the technologies used in the *Cougar-XR*'s design appear to be viable, especially given reports that many of the experimental technologies it employs may soon be entering the mainstream as the Jihad winds down. Nevertheless, less than a handful of these prototypes have been seen in the field to date. It thus remains unclear if the Olivetti factories in the Jade Falcon Occupation Zone will be upgraded to produce this particular model in the future, or something merely based on these principles.

Type: *Cougar-XR*

Technology Base: Mixed Clan (Experimental)

Tonnage: 35

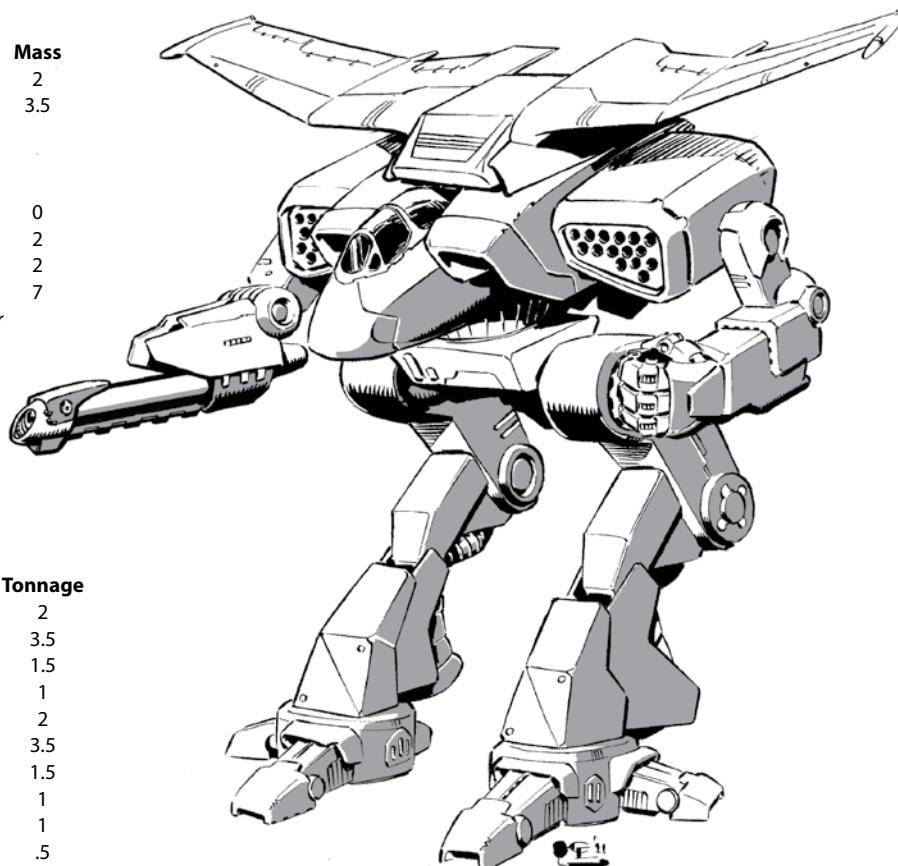
Battle Value: 1,783

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	175 XL	3.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5*	
Heat Sinks:	10 [20]*	0
Gyro:		2
Cockpit (Small (IS)):		2
Armor Factor (Reflective):	112	7
	<i>Internal</i> Structure	<i>Armor</i> Value
Head	3	9
Center Torso	11	13
Center Torso (rear)	6	
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	8	14

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Pulse Laser	RA	2	2
LRM 15	RT	2	3.5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 8	RT	1	1
Partial Wing*	RT/LT	6	2
LRM 15	LT	2	3.5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 8	LT	1	1
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1

Note: *Partial Wing adds +2 Jump MP, and -3 heat per turn in Standard atmosphere. See p. 295, *TO* for additional rules. Features the following Design Quirks: Unbalanced, Prototype, Modular Weapons



EXPERIMENTAL

URSUS-PR

Field Testing Summation: Ursus Prototype Refit

Producer/Site: Bergan Industries, Alshain

Supervising Technician: Technician Josef

Project Start Date: 3074

Non-Production Equipment Analysis:

Improved Heavy Medium Laser

CASE II

Inner Sphere Improved C³ Computer

Overview

Echoing the political and social amalgamation with the resident Rasalhagian population that has become so central to their non-military efforts, Clan Ghost Bear's engineers have apparently begun working to integrate Inner Sphere technologies into their military forces. At an R&D facility attached to the Bergan factories on Alshain, a small number of second-line BattleMechs have been set aside for use as experimental test-beds. One of the first fully operational results of this effort, debuting in 3075, was the *Ursus-PR* (Prototype Refit).

Based on the chassis of a first-generation *Ursus*, the *Ursus-PR* is built for close-range combat, either as a result of the Bears' experiences with urban resistance in the former Rasalhague Republic, or perhaps with the idea of deploying 'Mechs like these to defensive commands. It is also built to be a pack hunter, employing improved C3 computer technology likely derived from former ComStar parts stockpiles. The integrated C3 units can network the targeting and sensor data of up to six *Ursus-PRs*, granting them the ability to coordinate in even the most densely packed cities. (Interestingly enough, the Bears have built only five of these machines to date, demonstrating their preference for Clan-style organization at the expense of what would be a more optimum use of the C3i equipment.) A combined team of Rasalhagian and Ghost Bear engineers evidently smoothed out any difficulties arising from the use of Spheroid tech in an otherwise Clan design, as the *Ursus-PRs* seen while undergoing trials demonstrated few signs of malfunction.

The weaponry carried by this design is cutting-edge for Clan technology, but not exactly overpowering. Two heavy ProtoMech-scaled autocannons mounted in the right arm are useful against lighter 'Mechs, vehicles, or battle armor, but would hardly deter heavier 'Mechs, and these are backed up by a pair of torso-mounted improved heavy medium lasers, which deliver greater accuracy than older heavy medium lasers, but carry a significant explosive risk in the event of an armor breach. For additional firepower against conventional infantry, the *Ursus-PR* rounds out its weapons with a trio of anti-personnel Gauss rifles, and an extended-range flamer. Taken together, these weapons give the *Ursus-PR* an effective kill zone of over 200 meters, but the 'Mech is positively murderous at ranges of ninety meters or less.

Protecting the *Ursus-PR*, the Bears are using standard Clan-made ferro-fibrous armor, but this has been augmented with the use of CASE II for superior protection against internal damage should it suffer catastrophic damage to its more volatile components. This, combined with the use of a less bulky standard engine, ensures that withdrawal will remain an effective option if the *Ursus-PR* finds itself overwhelmed.

Type: Ursus-PR

Technology Base: Mixed Clan (Experimental)

Tonnage: 50

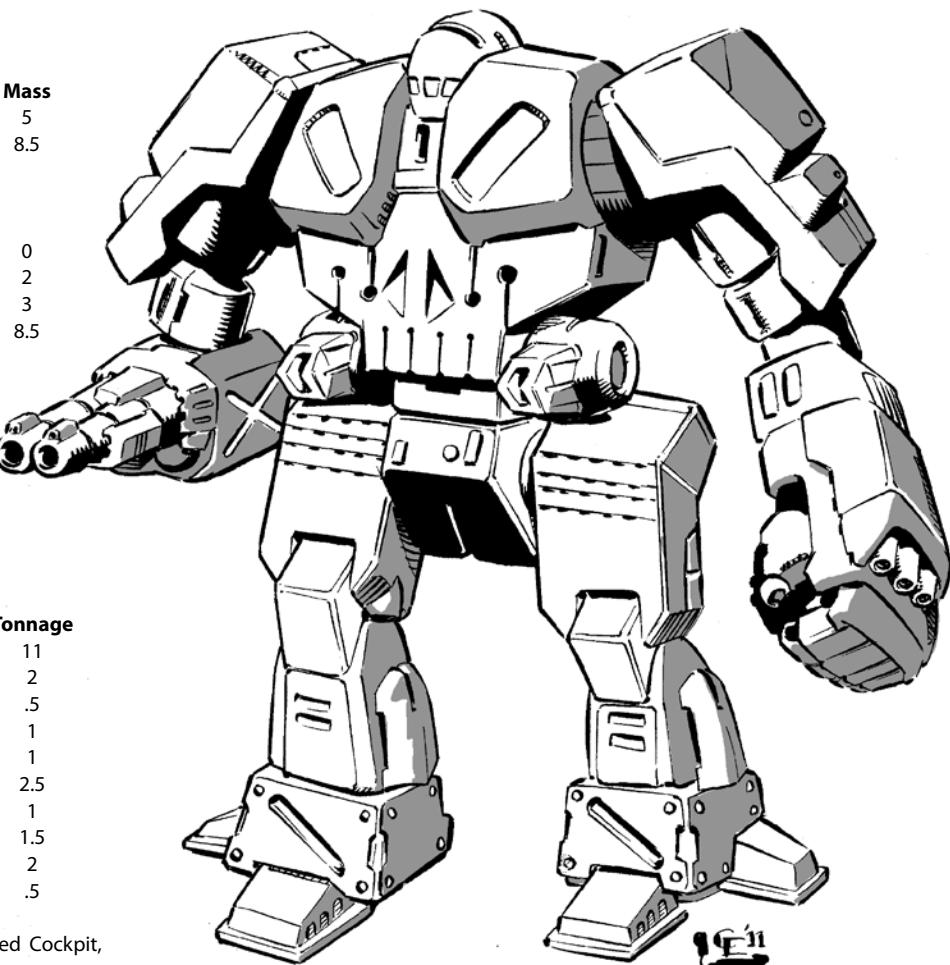
Battle Value: 1,194

Equipment

		Internal Structure	Mass
Engine:	200		5 8.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			2
Cockpit:			3
Armor Factor (Ferro):	163		8.5
		Internal Structure	Armor Value
Head	3		9
Center Torso	16		25
Center Torso (rear)			7
R/L Torso	12		18
R/L Torso (rear)			5
R/L Arm	8		15
R/L Leg	12		23

Weapons and Ammo	Location	Critical	Tonnage
2 ProtoMech AC/8	RA	8	11
Ammo (PAC) 20	RT	2	2
CASE II	RT	1	.5
Improved Heavy Medium Laser	RT	2	1
ER Flamer	H	1	1
Improved C3 Computer (IS)	CT	2	2.5
Improved Heavy Medium Laser	LT	2	1
3 AP Gauss Rifles	LA	3	1.5
Ammo (AP Gauss) 80	LA	2	2
CASE II	LA	1	.5

Notes: Features the following Design Quirks: Camped Cockpit, Prototype, Protected Actuators



EXPERIMENTAL

MAD CAT III-X

Field Testing Summation: Prototype Mad Cat Experimental Refit

Producer/Site: Manufacturing Plant DSF-IT1/Itabaiana

Supervising Technician: Senior Tech Valeria

Project Start Date: 3076

Non-Production Equipment Analysis:

Endo-Composite Structure
Ferro-Lamellar Armor
Artemis V FCS

Overview

When we learned of the Diamond Sharks' development of a new medium weight BattleMech, it at first looked like another sign of typically lax Clan security. Tapping a cache of new advanced-tech supplies only recently developed at their Twycross facilities, and shipping them around the fringe of Clan-controlled space to their newer refit plants on Itabaiana in the Draconis Combine, it did not take long for the shipments to attract attention, given their heavy fighter escort and armed transports. Slipping agents onto their trail and eventually onto Itabaiana itself took considerable efforts, as they risked detection by multiple counter-intel agents working for at least three governments.

One can therefore imagine those agents' total shock when they were swiftly captured by Diamond Shark Watch personnel and escorted to their very objective—all under the guidance of a smiling Diamond Shark merchant factor.

The prototypes presented to our agents were impressive. Based on the popular silhouette of the *Timber Wolf* OmniMech—still referred to by many agencies today by its Inner Sphere name of *Mad Cat*—the so-named *Mad Cat III* weighed in a full twenty tons lighter than the iconic Omni. Boasting a land speed some twenty percent faster, it also carried twin twenty-tube LRM launchers and a total of eight extended-range laser weapons ranging from the ultra-small micro lasers to the more powerful mediums. As our agents listened, the Sharks' representative explained that the LRMs were enhanced with cutting-edge Artemis V fire control systems for greater accuracy, and each carried enough missiles for two minutes of sustained fire.

Noting the bulkier armor design, the Sharks further extolled the virtues of the Clans' brand-new ferro-lamellar armor system, and how it protected a skeleton of lightweight, low-bulk endo composite. The ten tons of this experimental armor, our agents learned, could provide protection far superior to any armor on the markets today. By way of demonstration, the Sharks allowed our men to witness an attack by a *Vulture* (*Mad Dog*) in Alpha configuration. After unloading a full volley of almost forty SRMs and several blasts from its LB-X autocannon, the *Vulture* left the experimental *Mad Cat III* nearly unscathed. The LB-X cluster munitions simply bounced off the miniature *Mad Cat*'s hide with little more than paint damage and scorch marks to show for their effort, while the SRMs merely flaked away small scraps of armor wherever they landed. Only when the *Vulture* pilot switched his autocannon to solid burst rounds and fired his PPC did the mini-*Mad Cat* show any real signs of armor loss.

The Sharks ultimately allowed our men to return unharmed, armed with the specs on their newest technologies. Though the entire event may well have been staged, enough separate reports on similar Clan developments have reached us to confirm the technology and its capabilities are very real. What could still be a set-up, however, was the too-good-to-be-true offer from the Sharks to share their new project with our forces—for a price they have yet to name, of course.

Type: **Mad Cat III-X**

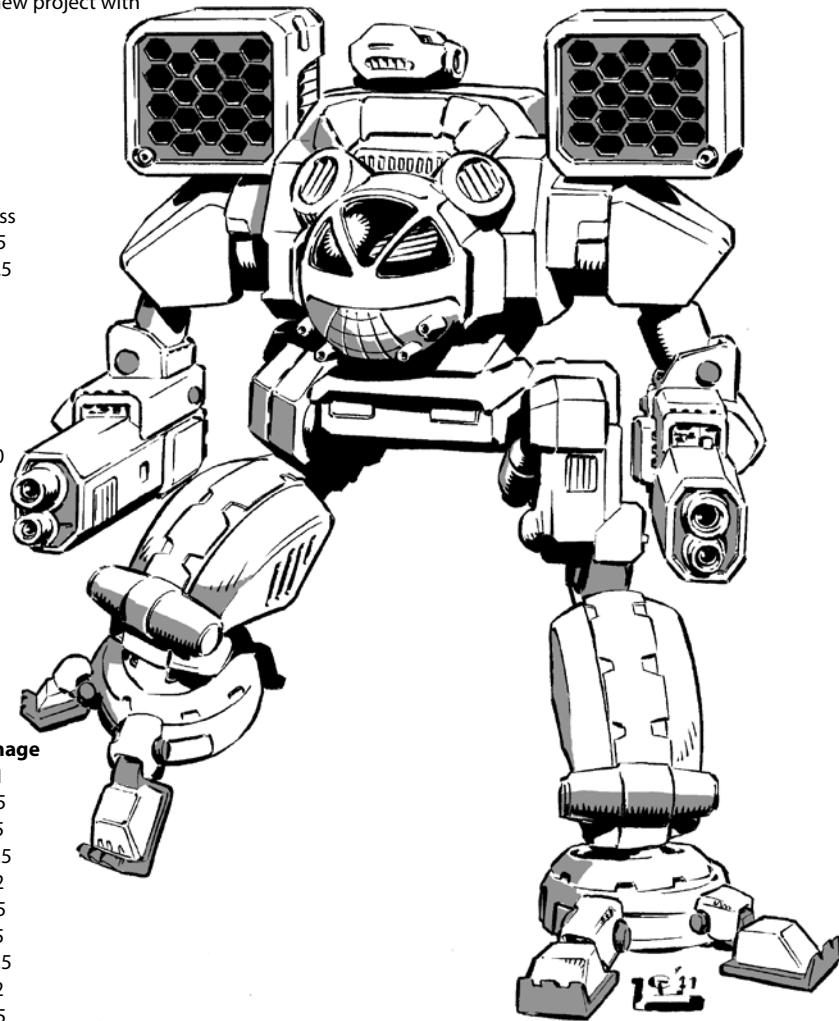
Technology Base: Clan (Experimental)

Tonnage: 55

Battle Value: 2,232

Equipment	Internal Structure:	Endo Composite	Mass
Internal Structure:			4.5
Engine:	330 XL		12.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor (Lamellar):	140		10
		Internal Structure	Armor Value
Head	3		9
Center Torso	18		19
Center Torso (rear)			8
R/L Torso	13		15
R/L Torso (rear)			7
R/L Arm	9		12
R/L Leg	13		18

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
LRM 20	RT	4	5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 12	RT	2	2
2 ER Micro Lasers	RT	2	.5
LRM 20	LT	4	5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 12	LT	2	2
2 ER Micro Lasers	LT	2	.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5



Notes: Features the following Design Quirks: Difficult to Maintain, Prototype

HA OTOKO-HR

Field Testing Summation: Ha Otoko Hybrid Refit

Producer/Site: Unknown (Presumably mobile)

Supervising Technician: Unknown

Project Start Date: 3077?

Non-Production Equipment Analysis:

Inner Sphere Light Fusion Engine
Inner Sphere Small Cockpit
Inner Sphere Double Heat Sinks

Overview

Another curious development the Diamond Sharks are reportedly working on comes from our sources in the Draconis Combine. Unlike the discovery of the *Mad Cat III-X*, this one was not "advertised" to us, but instead revealed by allied operatives in the Combine's ISF, who have promised to share such information as part of our resource-exchange agreements.

Curiously, this Diamond Shark experiment mirrors efforts within the Inner Sphere to integrate Clan technologies. However, rather than focusing such efforts on powerful, but hard-to-come-by items such as C3 systems, the idea behind the so-named *Ha Otoko-HR* is apparently aimed at demonstrating the feasibility of using more common Inner Sphere components to maintain Clan machines in the Inner Sphere. This assessment comes from careful study of the specs for this hybrid BattleMech, and the relatively inconsequential effects of its Sphere-born technologies.

Starting with a basic, Clan-made *Ha Otoko* chassis, the Shark engineers kept the complications to a minimum; with this base design using standard internal structure and armor components easily made in either the Inner Sphere or Clan space, parts can be easily used or machined even on comparatively lower-tech worlds. The use of an Inner Sphere light fusion engine allows the *Ha Otoko* to achieve a decent land speed for a heavy 'Mech, without racking up the resource cost of a Clan XL, and without risking the chance of incapacitation through destruction that comes with an Inner Sphere-made extralight. Moreover, for a mere 1.5 tons of additional weight and the same overall bulk within the chassis, the *Ha Otoko-HR* could upgrade its speed and power through the use of a Clan-made 325-rated XL engine. This means that a field refit that improves performance using Clan tech remains a viable option for damaged hybrid *Ha Otokos*. It would also be an option to swap out the Clan-made 'Mech Mortar launchers this machine sports in its shoulders. Though a strange weapon choice even in the best of times, their use on a heavy fire support unit is not entirely pointless, but it is not entirely optimal—suggesting that this, too, is an experimental notion.

With the Inner Sphere-made engine also comes a Sphere-made cooling system, and thus the *Ha Otoko-HR* further reinforces the notion of a design purpose-built to survive off of existing Inner Sphere sources, rather than Clan supply lines. The full implications of this tack are many, and range from the possibility of the Sharks

planning a long campaign against Inner Sphere forces, or another possible marketing ploy to cross sell to Clan and Spheroid buyers, or even a long-term strategy intended to hedge their bets and ensure suitable supply sources in the event they never re-establish contact with the distant Homeworlds. This last theory looks best, especially in light of the suggested sale of advanced Clan technologies to our people. With few worlds at their disposal, but many resources to barter, the Sharks may be trying to establish allies and secure their own means to survive now that they apparently cannot go home again.

Type: **Ha Otoko-HR**

Technology Base: Mixed Clan (Experimental)

Tonnage: 65

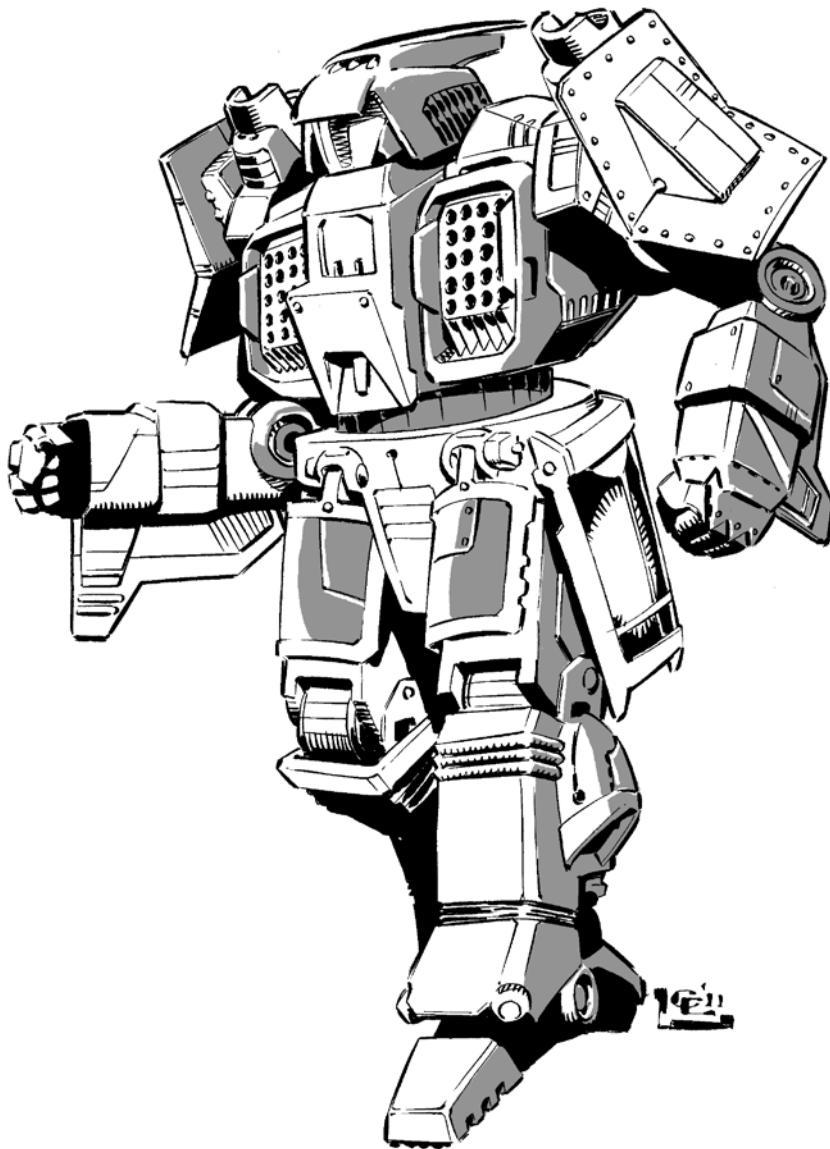
Battle Value: 1,547

Equipment

Internal Structure:	Mass
Engine: 260 Light (IS)	6.5
Walking MP: 4	10.5
Running MP: 6	
Jumping MP: 0	
Heat Sinks: 12 [24] (IS)	2
Gyro: 3	
Cockpit (Small (IS)): 2	
Armor Factor: 208	13
Internal Structure	Armor Value
Head 3	9
Center Torso 21	31
Center Torso (rear) 10	
R/L Torso 15	23
R/L Torso (rear) 7	
R/L Arm 10	20
R/L Rear Legs 15	29

Weapons and Ammo	Location	Critical	Tonnage
'Mech Mortar/8	RA	3	5
Ammo (Mortar) 8	RA	2	2
LRM 20	RT	4	5
Ammo (LRM) 12	RT	2	2
LRM 20	LT	4	5
Ammo (LRM) 12	LT	2	2
'Mech Mortar/8	LA	3	5
Ammo (Mortar) 8	LA	2	2

Notes: Features the following Design Quirks: Bad Reputation, Non-Standard Parts, Prototype, Protected Actuators



EXPERIMENTAL

KRAKEN-XR

Field Testing Summation: Kraken Experimental Refit

Producer/Site: Olivetti Weaponry, Sudeten

Supervising Technician: Technician Immanuel

Project Start Date: 3073

Non-Production Equipment Analysis:

Endo Composite Structure

Laser Reflective Armor

Laser Heat Sinks

CASE II

Rotary AC/2s

Streak LRM 10s

Overview

Emerging from an adjunct wing of the Jade Falcons' Olivetti factories on Sudeten, the *Kraken-XR*, like the *Cougar-XR*, is an experimental refit based on a Clan standby. As with the other prototypes described in this volume, it remains to be seen if the Clans will begin fielding such advanced technologies in the near future, but if so, we might expect to see more like the *Cougar* and less like this hundred-ton monstrosity, which has apparently been built almost entirely from experimental components.

While based on the design specs of the *Kraken* (Clan name, *Bane*) BattleMech, the *Kraken-XR* uses an endo-composite internal structure that reduces its skeletal weight for half as much bulk as endo steel. This compromise structure protects a 300-rated extralight engine that gets the 'Mech up to a maximum land speed of fifty-four kph, but uses the Falcons' fancy laser heat sinks instead of the traditional freezers. Since these sinks were first observed in use on the *Night Gyr* OmniMech, we have not seen them used all that extensively, likely due to supply troubles or perhaps the Falcons considered them a technological dead end. After all, while they do seem to offset the catastrophic effects of overheating somewhat, they tend to make any 'Mech using this technology a glowing target on the battlefield. The use of these special sinks on this refit thus suggests that the Falcons may have found some odd use for them that we have overlooked.

If the laser sinks are intended to offset potential ammunition explosions, the *Kraken-XR* looks like a design that likes to take few chances there. Though the 'Mech does sport a typically high number of ammunition-fed weapons (including experimental Clan-tech rotary autocannons and Streak LRM launchers), our analysis shows that this machine could not even spike its heat if it fired a full volley from all of its weapons combined while moving at a run. Between the lock-to-fire efficiency of the Streak launchers, and the low heat curve of the RACs, even adding in the extended-range large laser housed in the *Kraken-XR*'s right torso would accomplish little more than to raise the 'Mech's cockpit temperature a couple of degrees for ten seconds, thanks to its sixteen laser sinks.

Indeed, even if the *Kraken-XR* were to suffer a breach to its maximized shell of reflective armor, every ammunition bin it carries is protected by the improved CASE II system. As a result, this 'Mech becomes a virtual battlefield zombie, unlikely to fall to a flash ammunition explosion or overheating, and more likely to perish from massed fire as it holds its ground to rain destruction on enemies from over 600 meters away.

The sheer volume of experimental tech placed in this chassis suggests a high resource cost for its design and to date, we believe the Falcons have constructed no more than three *Kraken-XRs*. It is therefore rather unlikely that we will be seeing this machine in full production any time soon. Ultimately, the *Kraken-XRs* may be little more than what they appear to be: field test chasses, built only to determine the viability of as many new items as the Clan can squeeze on them.

Type: Kraken-XR

Technology Base: Clan (Experimental)

Tonnage: 100

Battle Value: 3,055

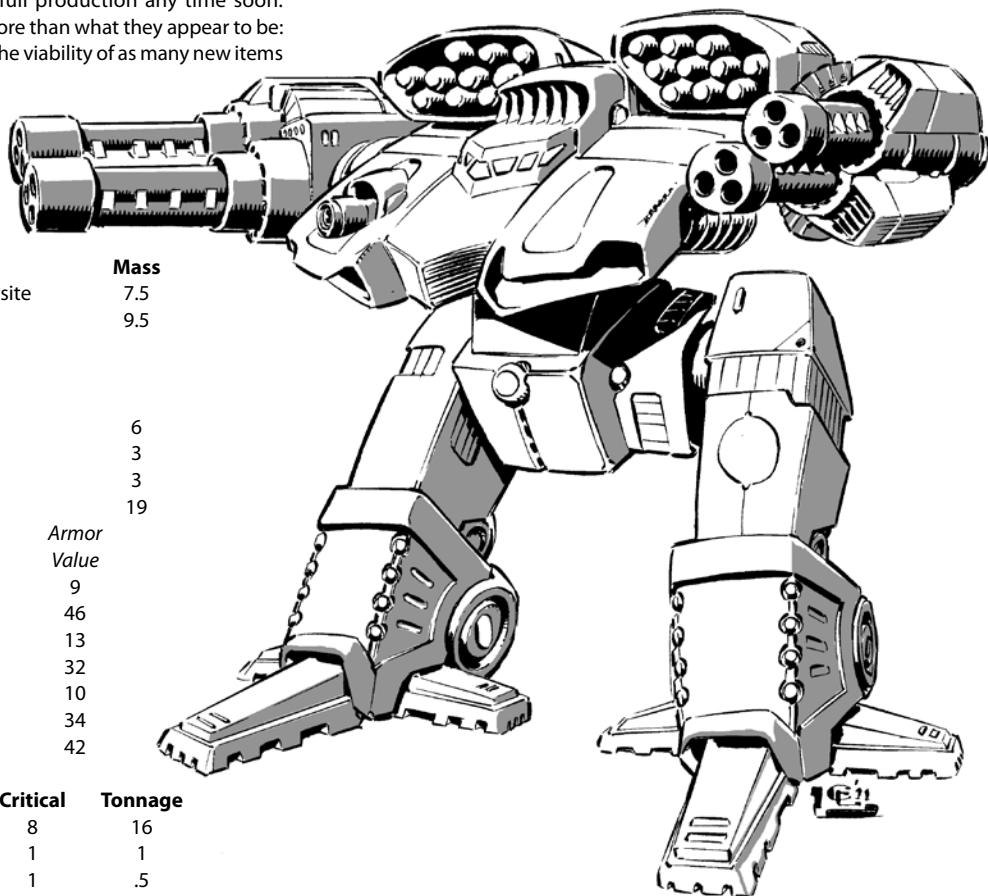
Equipment

		Mass
Internal Structure:	Endo Composite	7.5
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks (Laser):	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor (Reflective):	304	19
	<i>Internal</i> Structure	<i>Armor</i> Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		13
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
2 Rotary AC/2	RA	8	16
Ammo (RAC) 45	RA	1	1
CASE II	RA	1	.5
Streak LRM 10	RT	2	5
Ammo (Streak) 12	RT	1	1
ER Large Laser	RT	1	4
CASE II	RT	1	.5
Streak LRM 10	LT	2	5
Ammo (Streak) 12	LT	1	1
CASE II	LT	1	.5
2 Rotary AC/2	LA	8	16
Ammo (RAC) 45	LA	1	1
CASE II	LA	1	.5

Note: Features the following Design Quirks: Difficult to Maintain, Poor Performance, Prototype, Extended Torso Twist, Protected Actuators



EXPERIMENTAL

ENYO-XR

Field Testing Summation: Enyo Experimental Refit

Producer/Site: Provisional Testing Site Stallion, Nouveaux Paris

Supervising Technician: Scientist Kefvin

Project Start Date: 3075

Non-Production Equipment Analysis:

- XXL Fusion Engine
- Supercharger
- Armored Motive System
- ER Large Pulse Laser

Overview

The Enyo-XR reportedly emerged from the testing grounds of the Hell's Horses Deep Periphery base on Nouveaux Paris in the middle of the Jihad. Given their preference for conventional forces, it comes as no great surprise that the Horses would choose to invest heavily in upgrading their combat vehicle forces, and the Enyo is a solid medium-weight strike design to start with.

The theory behind this refit clearly aims at maximizing the Enyo's survivability in battle, and it spares no expense in doing so. Using a prototype XXL-type fusion engine, with a supercharger to boot, the Enyo can sustain a top flank speed of nearly 120 kilometers per hour—and can even achieve short bursts just above 150 with the supercharger engaged. Such speeds enable this refit to keep up with most high-performance light 'Mechs and vehicles, and can even give hovertanks a challenge. As a further effort to add resilience to this vehicle, the Horses even armored the Enyo-XR's motive system, but while those efforts reduce the chances of suffering debilitating mobility damage in combat, drivers are cautioned to use restraint when pushing the vehicle's limits. The Enyo's supercharger bursts, after all, can cause severe motive and engine damage if mishandled.

The extensive modifications to the Enyo's engine and drive systems may have created a speedy, hard-to-hit, and hard-to-disable monster, but all of this comes at an extreme cost in the vehicle's mass. As a result, the Enyo-XR is lightly armed compared to its base model. Sacrificing the SRM launchers and machine guns that backed up its main gun, the Enyo-XR's primary weapon is now its only weapon. Considering the type of high-speed combat expected of their new refit, the Horses opted to enhance the Enyo's large pulse laser to an extended-range large pulse weapon to offer greater range while maintaining the increased accuracy of pulse technology. This change may ironically be the cause of the Enyo-XR's lack of secondary armaments, however, as the additional heat sinks required could have been used instead to retain at least some of the original vehicle's deleted SRM tubes.

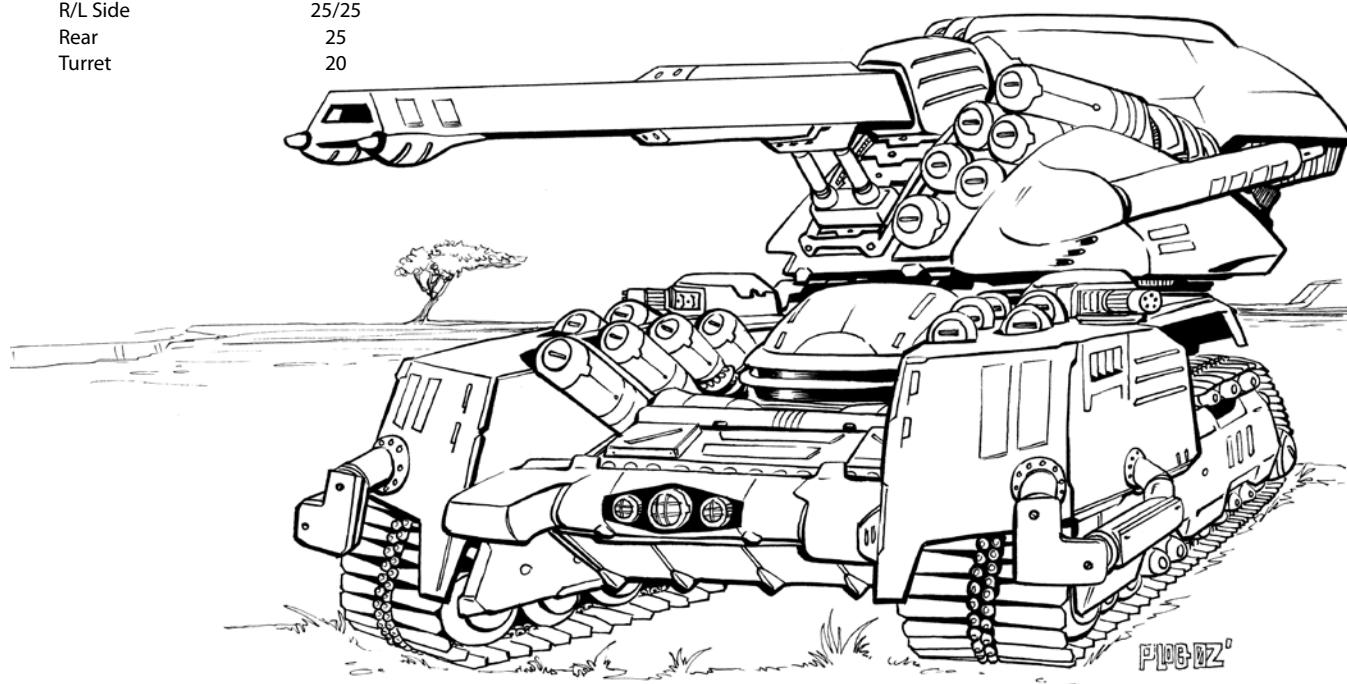
The Hell's Horses have reportedly produced at least four Enyo-XRs to date. One of these was lost to a catastrophic engine failure during a speed test in the badlands on Nouveaux Paris. Communications chatter intercepts have indicated that the Horses are also finding themselves hard-pressed to secure reliable supplies for the XXL engines these vehicles have been using, making the steady flow of such refits extraordinarily unlikely. We may thus presume that whatever production-grade vehicles emerge from these tests, they will not match the profile of the Enyo-XR.

Type: Enyo-XR
Technology Base: Clan (Experimental)
Movement Type: Tracked
Tonnage: 55
Battle Value: 1,144

Equipment	Mass
Internal Structure:	5.5
Engine:	22
Type: XXL Fusion	385
Cruise MP:	7
Flank MP:	11 (14)
Heat Sinks:	13
Control Equipment:	3
Lift Equipment:	0
Power Amplifier:	0
Turret:	1
Armor Factor (Ferro):	124
Armor Value	6.5
Front	29
R/L Side	25/25
Rear	25
Turret	20

Weapons and Ammo	Location	Tonnage
ER Large Pulse Laser	Turret	6
Supercharger	Body	2.5
Armored Motive System	—	5.5

Notes: Features the following Design Quirks: Difficult to Maintain, Prototype, Trailer Hitch, Rumble Seat.



EXPERIMENTAL

ATHENA-XR

Field Testing Summation: Athena Experimental Refit

Producer/Site: Niles Proving Grounds Enclave, Niles

Supervising Technician: Guilford

Project Start Date: 3068

Non-Production Equipment Analysis:

Dual Turret Configuration

Large Chemical Lasers

Medium Chemical Lasers

Overview

The Athena-XR is another experimental vehicle variant clearly developed by the Hell's Horses Clan. Unlike the Enyo-XR, the Athena's origins apparently hail from a project initiated in the Homeworlds some time just after the start of the Jihad. This would put the vehicle's development as taking place concurrent with the Clans' early moves against the Wolves in the Homeworlds, and it may even be possible that the Horses started the project as a diversion, using the activity at their Niles Industriplex to cover up the rapid movement of equipment and units they must have already initiated at the time.

As design refits go, the Athena-XR makes some rather significant structural changes to the base design. Dropping the twin Gauss rifles radically alters the tank's chassis, producing a look that is lower to the ground, almost to the point of sleekness. However, a small turret now exists between the now-absent rifles—just above the driver's viewport, while the Athena's original top-mounted turret has been expanded greatly. The forward turret houses two medium lasers and a quartet of machine guns, while the higher rear turret carries four large laser muzzles.

More than the radical dual turret design, the lasers intrigued our operatives who learned of their range and overall effectiveness, as they matched those of standard Inner Sphere design. Though still mated to an advanced targeting computer for accuracy, it seemed peculiar that the Horses would refit one of their more potent combat vehicle chassis with such inferior weapons. More baffling with the cooler thermal image the Athena-XR produced, which was quickly traced to its lack of an actual fusion power plant.

Close analysis ultimately revealed that the Athena-XR was, indeed, operating on a combat-rated fuel cell engine, instead of a battlefield fusion plant. Its peculiar lasers, as it turned out, did not require fusion to power them, but were instead an evolved form of primitive chemical lasers, developed specifically by the Horses for vehicular use. With these weapons, the Horses could gain the armor-penetrating effect of energy weapons without a reliance on fusion power or amplifiers to keep their lasers firing. Instead, a chemical "ammunition" provides the means by which the Athena-XR can lay waste to its targets (though we now understand the high pressure and toxic nature of these chemicals present as serious a danger to the vehicle crew as live ammunition).

The unique combination of the fuel cell engine and the chemical lasers has given the Horses an interesting new advantage in vehicle design that we likely have not seen the last of. Even though only a handful of these Athena-XRs made it into the Inner Sphere, it is quite likely that we will see more vehicles like these, should the technologies involved reach mainstream production.

Type: Athena-XR

Technology Base: Clan (Experimental)

Movement Type: Tracked

Tonnage: 75

Battle Value: 1,427

Equipment

		Mass
Internal Structure:		7.5
Engine:	225	12
Type:	Fuel Cell	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	1	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turrets:		2.5
Armor Factor (Ferro):	230	12
		Armor
Front		Value
R/L Side	46	
Rear	40/40	
Turret 1	39	
Turret 2	30	
	35	

Weapons and Ammo

2 Medium Chemical Lasers

Ammo (MCL) 60

4 Machine Guns

Ammo (MG) 200

4 Large Chemical Lasers

Ammo (LCL) 60

Targeting Computer

Location

Turret 1

2

Body

2

Turret 1

1

Body

1

Turret 2

20

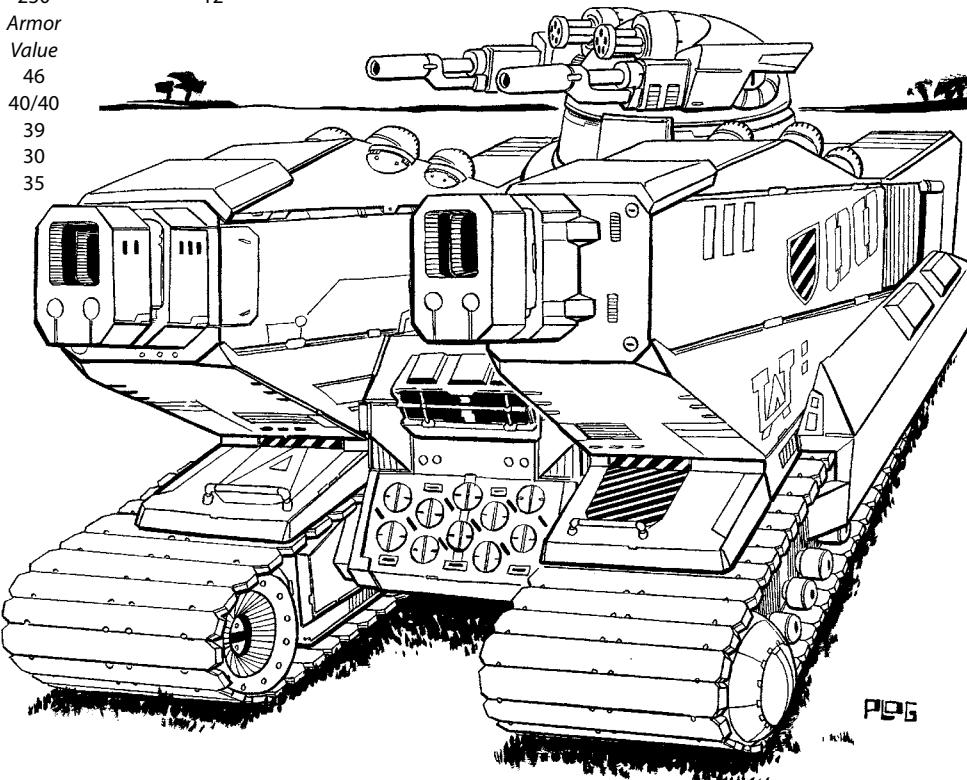
Body

6

Body

5

Notes: Features the following Design Quirks: Poor Performance, Prototype, Trailer Hitch, Rumble Seat.



EXPERIMENTAL

MINOTAUR-XP

Field Testing Summation: Minotaur Experimental Prototype

Producer/Site: Niles Industriplex Alpha

Supervising Technician: Master Tech Earid

Project Start Date: 3078

Non-Production Equipment Analysis:

Improved Heavy Small Lasers

Overview

With only a handful of Clans still known to field ProtoMechs, there have been few reports of experimental technologies being employed on such units. The Hell's Horses—as one of the few Clans we know of who have embraced the ProtoMech concept—have thus become a front-runner in exploring these miniature 'Mechs, but this only truly became evident during their recent move into the Inner Sphere.

The *Minotaur-XP*, our operatives have learned, originated from one of the last Hell's Horses crash programs launched at the Niles Industriplex site in the Clan Homeworlds. In this refit, a basic weapon swap, the removal of jump jets, and the addition of a main gun mount were performed on a Star's worth of *Minotaur* ProtoMechs the Clan had yet to deploy. Seeking to improve the overall lethality of these designs, these prototypes swapped out the standard *Minotaur*'s shoulder-mounted extended-range medium lasers for improved heavy small lasers. Although the resulting firepower was slightly weaker than that of the medium lasers, and suffered from a vastly reduced range, they saved a great deal of tonnage in terms of heat sinks and overall weapon weight.

With the tonnage saved by this weapon trade and the removal of the *Minotaur*'s jump jets, the Horses were able to add a twelve-shot, five-tube SRM launcher in an attached main gun pod, and maximized the armor protecting the nine-ton machine. As a result, the *Minotaur-XP*s became tougher, and could deliver more effective damage than the base models—albeit with less mobility and a much reduced strike range.

The *Minotaur-XP*'s changes naturally mandate a very different strategy and target selection from those of the standard *Minotaurs*. Rather than trying to snipe at armored targets such as BattleMechs and vehicles, using jump jets to leap in and out of cover while firing away at range, these prototypes are best deployed against vehicles and armored infantry, and often strike best when deployed in advance, as part of an ambush. Indeed, reports reached us that two Points of *Minotaur-XP*s were used as part of a defense against a recent Jade Falcon raid into the Horses' new Occupation Zone. In the ensuing battle, the *Minotaur-XP*s, using the ruins of an abandoned city for cover, ambushed a mixed Star consisting of two Elemental Points and three Jade Falcon heavy 'Mechs. The firefight cost the Horses an entire Point of XPs before they could dispatch reinforcements—but not before they destroyed all of the Falcon Elementals and crippled a *Cougar* OmniMech.

Only about ten *Minotaur-XP*s remain in operation at this time, and the Horses have apparently recalled them to their regional capital on Csesztreng. As much of the Horses' Inner Sphere manufacturing seems centered on that world, we can readily presume that additional ProtoMechs may soon enter production as the Clan stabilizes its supply lines. If this happens, the battle proven *Minotaur-XP*s may yet become a new mainstream variant in the Clan's touman.

Type: **Minotaur-XP**

Technology Base: Clan (Experimental)

Tonnage: 9

Battle Value: 294

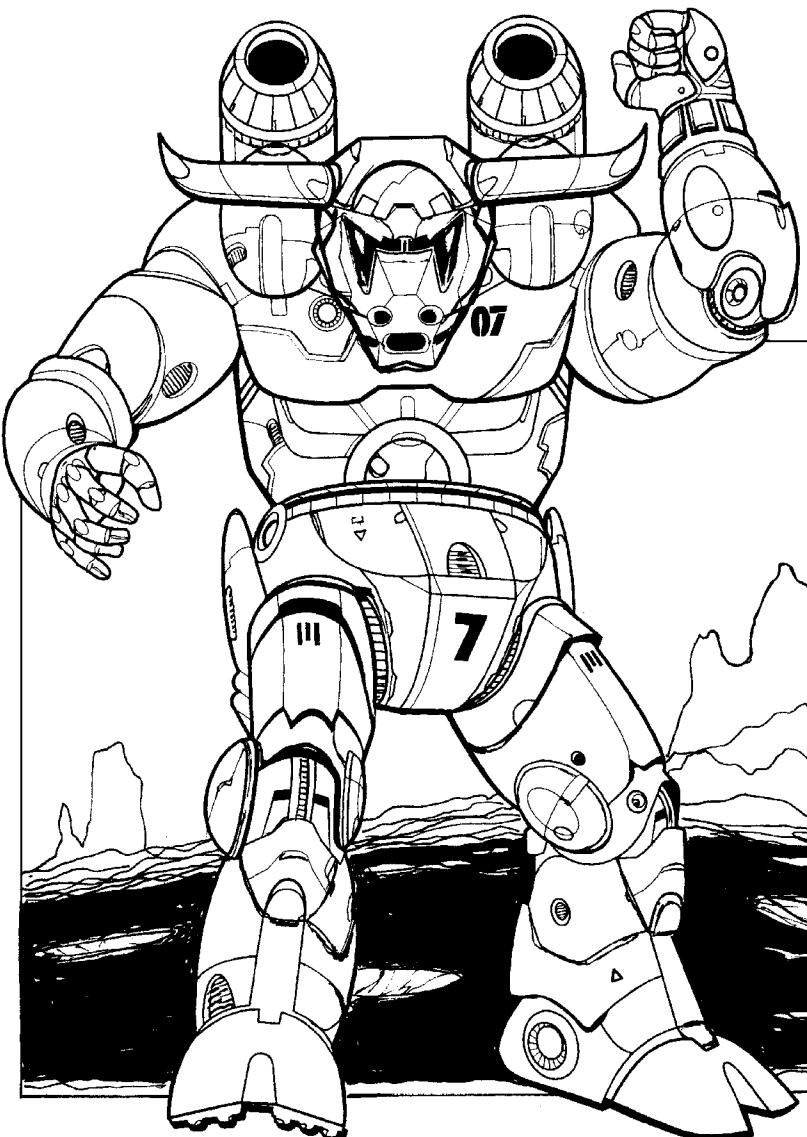
Equipment

		Mass
Internal Structure:		900 kg
Engine:	45	1,000 kg
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	0
Heat Sinks:	6	1,500 kg
Cockpit:		500 kg
Armor Factor:	45	2,250 kg
	Internal Structure	Armor Value
Head	2	6
Torso	9	18
R/L Arm	2/2	4/4
Legs	5	10
Main Gun	1	3

Weapons and Ammo

	Location	Mass
Improved Heavy Small Laser	T	500 kg
Improved Heavy Small Laser	T	500 kg
SRM 5	M	1,250 kg
Ammo (SRM) 12	M	600 kg

Notes: Features the following Design Quirks: Prototype, Distracting



EXPERIMENTAL

AMMON-XR

Field Testing Summation: Ammon Experimental Refit

Producer/Site: Clan Diamond Shark (Facility Unknown)

Supervising Technician: Unknown

Project Start Date: 3076

Non-Production Equipment Analysis:

Improved Heavy Large Lasers

Streak LRM 15s

Laser Anti-Missile System

Overview

The origins and development history of the *Ammon-XR* aerospace fighter is largely unknown to us, but to date only a half dozen of these craft have been seen, all of them attached to the Diamond Sharks' naval fleet. Though it is possible these fighters are a refit performed in the field, a careful analysis of their capabilities—cross-referenced with known specs on the Clans' latest weapon designs—has convinced our people that the refit is rather extensive in nature.

Based on the second-line *Ammon* aerospace fighter that first entered service in 3065, the *Ammon-XR* clearly takes great pains to hide its upgrades. It shares the same performance profile and silhouette, topping out at the same four-point-five Gs of maximum acceleration, with an identical armor layout. Its flight endurance and heat control systems likewise appear to be unchanged, indicating the same fuel reserves and number of heat sinks.

In combat, the changes become instantly more apparent. Though the weapon layout is visually similar, only the closest inspections can discern that the *Ammon-XR*'s missile launcher are slightly larger and have more launch tubes than the standard *Ammon*, or that there is one fewer weapon muzzle in the fighter's nosecone. Of course, for the enemy unfortunate enough to get close enough to realize this, it may be too late. Mounted in the *Ammon-XR*'s nose are two improved heavy large lasers. Though they lack the range advantage of the original *Ammon*'s trio of extended-range large lasers, the combined hitting power of these two weapons actually exceeds their predecessors' potential damage for less waste heat. The wing-mounted launchers are the second big surprise, upgrading from six-tube Streak SRMs to far-reaching Streak LRM 15s. Combined, these missiles and lasers can ravage enemy fighters, and just two Points of *Ammon-XRs* could easily pose a serious threat to many combat DropShips.

Even the tail-mounted laser of the original *Ammon* has been swapped out, replaced by a laser anti-missile system to defend against incoming fire. This change is slightly more dubious than the others only because it leaves the *Ammon-XR* without a weapon to truly deter pursuing fighters, and forces the pilot to present his weaker tail section to incoming missile fire for any sort of protection.

The weight of these advanced weapons gave away the fact that the Diamond Sharks had to trade in the original *Ammon*'s standard engine for an extra-light version. This change, which can lead to a virtual ground-up reconstruction effort for most aerospace craft, may have made it possible to make the *Ammon-XR* a more effective fighter craft, but only at significant cost increase. Should this refit prove impressive enough to others, and the technologies used reach mainstream production, we may well see the *Ammon-XR* enter service as a new defense fighter for Clan DropShips and the like. Until then, it appears that the Sharks are content to retain their only samples as an elite squadron in their naval command Star.

Type: *Ammon-XR*

Technology Base: Clan (Experimental)

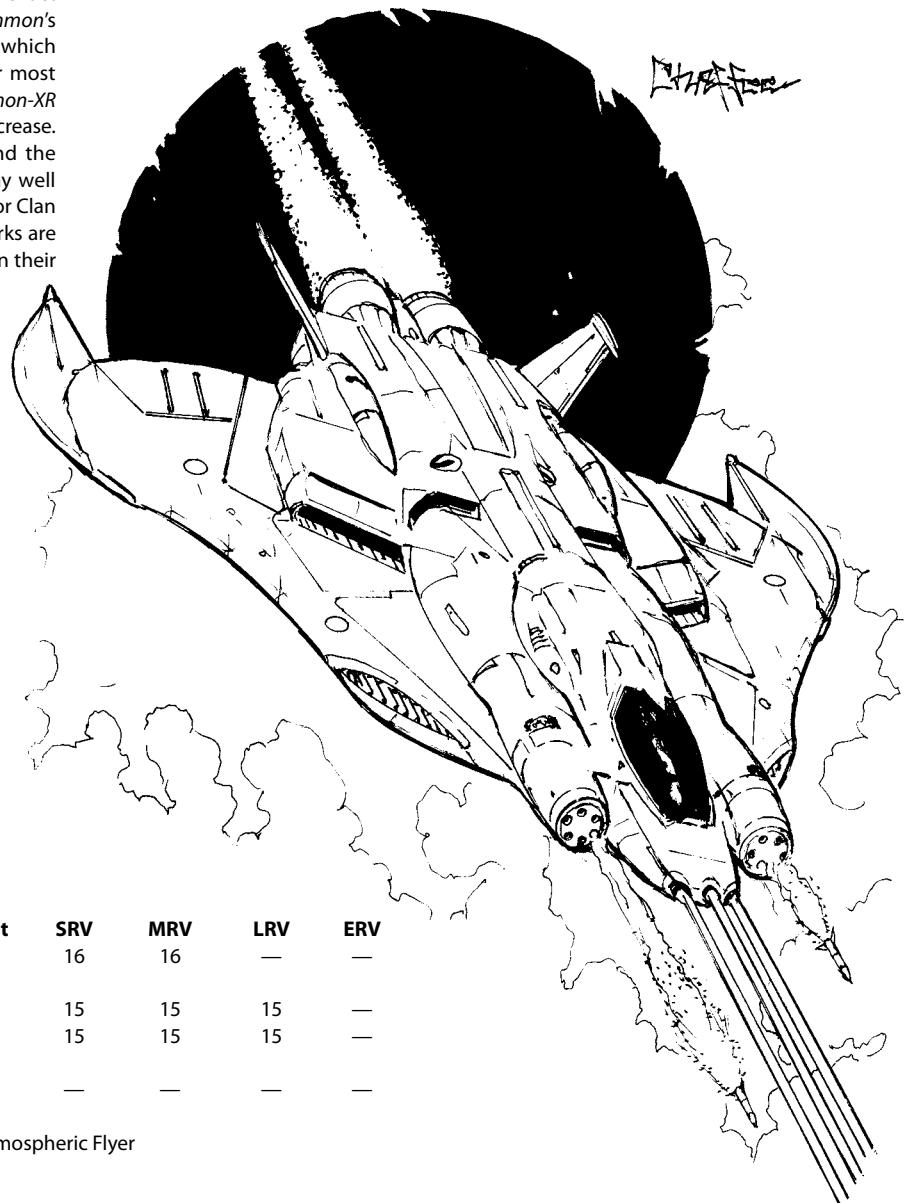
Tonnage: 65

Battle Value: 2,549

Equipment	Mass
Engine: 260 XL	7
Safe Thrust: 6	
Maximum Thrust: 9	
Structural Integrity: 6	
Heat Sinks: 20 [40]	10
Fuel: 400	5
Cockpit: 3	
Armor Factor: 224	14
Armor Value	
Nose 70	
Wings 60/60	
Aft 34	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Improved Heavy Large Lasers	Nose	8	18	16	16	—	—
Streak LRM 15	RW	7	5	15	15	15	—
Streak LRM 15	LW	7	5	15	15	15	—
Ammo (Streak) 24	—	3					
Laser Anti-Missile System	Aft	1	5	—	—	—	—

Notes: Features the following Design Quirks: Prototype, Atmospheric Flyer



EXPERIMENTAL

SCYTHA-XR

Field Testing Summation: Scytha Experimental Refit

Producer/Site: Clan Snow Raven (Possibly Crest Foundries, Quatre Belle)

Supervising Technician: Unknown

Project Start Date: 3076

Non-Production Equipment Analysis:

Ferro-Lamellar Armor

Rotary AC/5

Improved Heavy Large Lasers

Overview

As with the Diamond Sharks' *Ammon-XR*, the origins of Clan Snow Raven's recently unveiled *Scytha-XR* prototypes remain murky at this time, but an educated guess suggests it was made in a refit wing of the Crest Foundries factory on Quatre Belle. What we can tell is that this refit, like that of the Jade Falcons' experimental *Cougar* design, is somehow so extensive that it has transformed a modular OmniFighter into a static-configuration craft. The *Scytha* OmniFighter, known to be rare outside of the Jade Falcons' aerospace ranks, was likely selected for this refit specifically because of its rarity. The theory goes that, given the difficulties in maintaining their extant *Scytha*s, the Ravens instead chose to redesign them, swapping any specialized parts for those of more local design in the bargain. If so, we might expect all Snow Raven *Scytha*s to one day become *Scytha-XRs*—presuming, of course, the craft survives its current testing cycle.

Derived loosely from the primary configuration of the *Scytha* OmniFighter, the XR drops its progenitor's massive Ultra autocannon/20 in favor of a prototype Clan-made rotary autocannon. Though this weapon loses some of its punch, it makes up for the loss with greater reach, and is backed up by a large pulse laser for more accurate strafing fire. In each wing, the *Scytha-XR* packs a single improved heavy large laser, while provides unlimited medium-range firepower on par with that of a Gauss rifle. Twin aft-mounted extended-range medium lasers remain on this fighter, exactly like those of the primary *Scytha*, and are used to discourage any pursuit. This weapons array is significantly lighter than that of the *Scytha* OmniFighter, but the Ravens devoted only some of the spared tonnage to heat sinks and fuel.

Satisfied that the resulting craft can run farther and more reliably employ its firepower than the original, the Ravens devoted the rest of the *Scytha-XR*'s weight to armor, installing over twenty tons of their own prototype ferro-lamellar in place of the original fourteen tons of ferro-aluminum. This protection has proven most ideal at negating the effects of many favored anti-aircraft weapons. For example, a *Scytha-XR* performing a ground attack run is virtually impervious to LB-X autocannon fire, while most modern missiles find their effectiveness severely reduced by the fighter's skin. The configuration of the armor is also more uniform than that of the *Scytha* OmniFighter; where the original Falcon design boasted almost twice as much protection in the nose as in the aft,

the Ravens' redesign balances its protection and carries more tail armor than can be found on the nose of almost any Clan fighter under eighty tons. What this means is that hostile fighters will be hard-pressed to breach the *Scytha-XR*'s skin with lighter weapons, even when using lateral or tailing attacks. This underestimation can give the XR pilot all the time he needs to wheel around and blow a dogged pursuer out of the sky.

To date, only four *Scytha*s operating in Snow Raven space have been confirmed as being of this experimental refit type. Though its design suggests that the Ravens are trying to ensure their ability to maintain these craft locally, it remains to be seen if the *Scytha-XR* itself is destined for production, or if it is merely a precursor to a completely ground-up design based on these prototypes.

Type: *Scytha-XR*

Technology Base: Clan (Experimental)

Tonnage: 90

Battle Value: 3,213

Equipment	Mass
Engine: 360 XL	16.5
Safe Thrust: 6	
Maximum Thrust: 9	
Structural Integrity: 9	
Heat Sinks: 26 [52]	16
Fuel: 400	5
Cockpit: 3	
Armor Factor (Lamellar): 287	20.5
Armor Value	
Nose 76	
Wings 72/72	
Aft 67	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Rotary AC/5	Nose	10	2	20	20	20	—
Ammo (RAC) 60	—	3					
Large Pulse Laser	Nose	6	10	10	10	10	—
Improved Heavy Large Laser	RW	4	18	16	16	—	—
Improved Heavy Large Laser	LW	4	18	16	16	—	—
2 ER Medium Lasers	Aft	2	5	5	5	—	—

Notes: Features the following Design Quirks: Prototype, Atmospheric Flyer, Modular Weapons



SYLPH-XR

Field Testing Summation: Sylph Experimental Refit

Producer/Site: CSR Battle Armor Facility Alpha, Ramora

Supervising Technician: Marco Arujo

Project Start Date: 3077

Non-Production Equipment Analysis:

Battle Armor Myomer Booster

Overview

Among the various new technologies that have emerged recently, the Clans' battle armor myomer boosters seem to have become an early favorite. Offering greater mobility and damage potential in anti-'Mech attacks, these enhanced myomers can push battlesuit technology beyond its normal design limits, but produces an infrared signature that makes its users impossible to conceal. Among many Clans, stealth is not a priority, so it comes as little surprise to see these experimental boosters used in spite of their limits, but this feature makes the traditional tactic of battle armor ambushes completely unfeasible.

Clan Snow Raven's Sylph-XR suit is a prime example. Eschewing its trademark VTOL systems and bomb racks, it uses a battle armor myomer booster to achieve a ground speed of more than fifty kilometers per hour, making it one of the fastest battlesuits in existence today. Though this Sylph is no longer able to take to the skies, its ground speed enables it to keep up with or overtake most infantry. This is particularly important because the Sylph-XR is clearly designed with infantry and insurgency combat in mind.

Armed with a pair of light machine guns and equipped with a searchlight for night operations, several Points of refit Sylphs have been observed combing the woodlands and urban centers on Ramora, searching for survivors of the Dante's Inferno terrorists they know to be colluding with the Word of Blake. Often working in concert with other, stealthier suits and conventional troops, the Sylph-XR troopers have acted more like hunting dogs, flushing out hidden insurgents by charging into their suspected strongholds with flashing searchlights and a burst of machine gun fire. As the terrorists scatter, the Sylph troopers and their comrades can either gun them down or capture them at leisure, knowing that none can escape the superior mobility and firepower of the Clan battlesuits.

The development of the Sylph-XR seems primed for full-scale production, but reports from Ramora have not been entirely rosy for the Ravens' factory sites there, and there is talk of relocation. At the same time, there have been complaints about serious discomfort and even burn injuries sustained from the simple operation of the Sylph-XR suits, likely due to poor insulation against the thermal effects of the myomer boosters. A few Raven Elementals have even been lost (though their suits were recovered intact) because they opened their visors to breathe in cooler air while in the field. This inadvertently exposed themselves to eagle-eyed Omnis sniper, who prioritized the fearsome Sylphs over all other targets.

Other Sylph-XR troopers have also cited the lack of heavier weapons as a problem when facing opponents who have access to armored vehicles and the like. Noting that their enhanced strength to execute anti-vehicular attack is lessened by the lack of decent anti-vehicular weapons, these warriors may have a point. Given the fact that we have not spotted any more new Sylph-XRs in the field since the initial batch was deployed, the Raven leadership may actually be considering these complaints.

Type: Sylph-XR

Manufacturer: CSR Battle Armor Facility Alpha

Primary Factory: Ramora

Tech Base: Clan (Experimental)

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

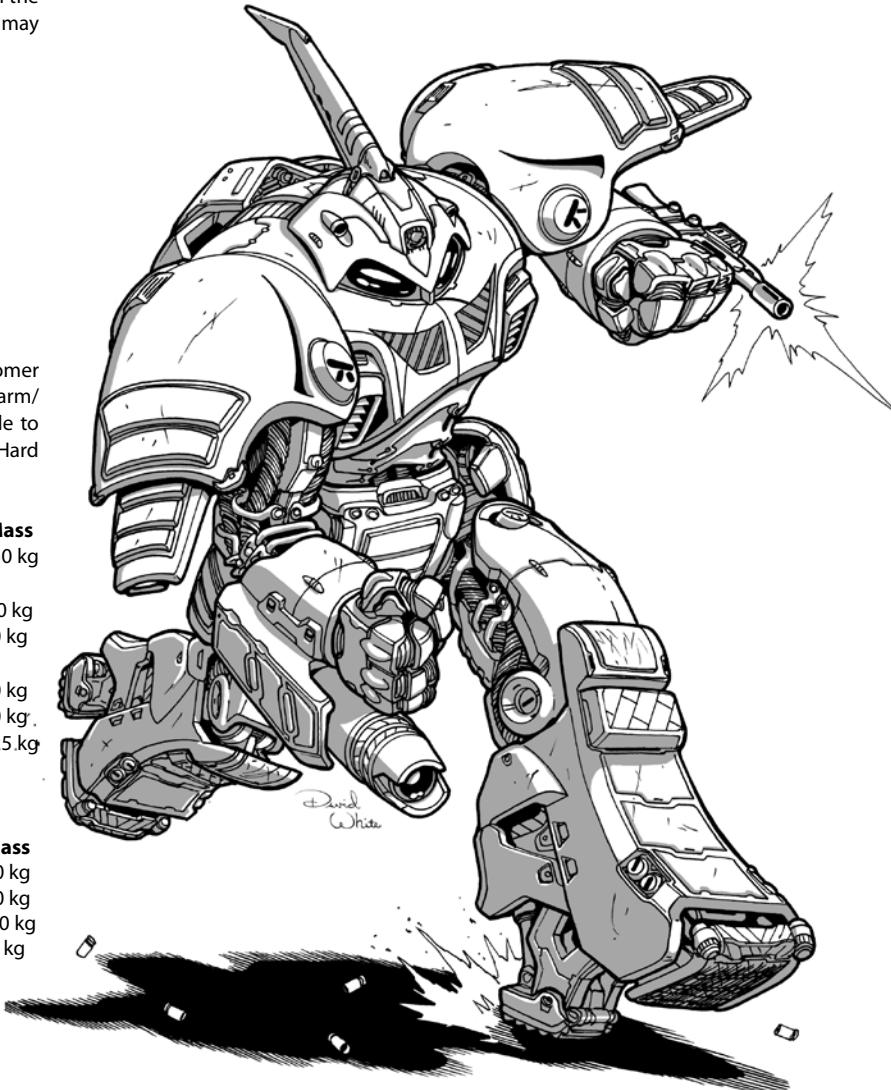
Battle Value: 42

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

Notes: *Ground MP includes effects of Battle Armor Myomer Booster. This Booster also increases damage inflicted by Swarm/Leg Attacks by 2 points per trooper, and makes it impossible to use Hidden Units rules; Features the following Design Quirks: Hard to Pilot, Prototype

Equipment	Slots	Mass
Chassis:		150 kg
Motive System:		
Ground MP:	5*	60 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Standard	125 kg
Armor Value:	5 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Light Machine Gun (100 shots)	RA	1	80 kg
Light Machine Gun (100 shots)	LA	1	80 kg
Battle Armor Myomer Booster	Body	3	250 kg
Searchlight	Body	1	5 kg



ELEMENTAL II (X)

Field Testing Summation: Elemental Prototype Refit

Producer/Site: Transitional Facility A-4, Mobile

Supervising Technician: Arnold

Project Start Date: 3076

Non-Production Equipment Analysis:

Battle Armor Myomer Booster

Overview

Reportedly developed in a mobile facility en route to the Inner Sphere, the Elemental II (X) is a prototype battle armor developed by Clan Hell's Horses to integrate the capabilities of the standard Elemental battlesuit (known to many in the Inner Sphere as "Toad" armor) with myomer-boosting technology. The goal of this experimental design was to enhance the Elemental as the Clans' "gold standard" in battle armor design, and produce a more effective general-purpose suit.

The result, evidently, failed to impress the Horses leadership.

In order to balance mobility, firepower, armor, and the capabilities of the battle armor myomer booster system, the Clan engineers wound up increasing the Elemental II (X)'s total mass by fifty percent. At this weight and size, the suit could sustain its standard protection level, and even retain its trademark battle claws, but its maximum jump radius was diminished, and the flexibility needed to execute anti-'Mech attacks was lost. The Elemental II (X) could still be field-deployed by friendly Omnis, but one of its deadliest functions was lost in the bargain. To make up for the loss of jump distance, the myomer boosters enable the Elemental II (X) to achieve a ground speed three times faster than that of the standard Elemental, but even this became ultimately limited by the need to install its main weapon—a micro pulse laser—in a detachable weapon pack mount.

Backing up the Elemental II (X)'s primary weapon—and often filling in for it if the laser is discarded in battle—is a light machine gun, mounted under the right forearm. An anti-personnel weapon mount was also added to the left forearm to provide a little extra firepower at the trooper's discretion. Protected by enough standard battlesuit armor to offer the same protection as the lighter Elemental, the II (X) design is still a deadly contender in the battlefield, easily capable of savaging almost any of the Inner Sphere's first-generation suits and many Clan models, but its limited mobility and flexibility, combined with its increased weight, have left the Clansmen who designed it less than enthused.

Only a couple handfuls of Elemental II (X) battlesuits have been seen to date, operating in the Horses' new capital city enclave on Csesztre, and no more seem to be in the making (in part because its transitional production facilities are themselves undergoing a major relocation). There are reports, however, that the Clan's engineers are planning to revisit the battle armor's design, to see if they can yet save the initial concept and offer a capable successor to the venerable Elemental.

Type: Elemental II (X)

Manufacturer: Transitional Facility A-4

Primary Factory: Mobile

Tech Base: Clan (Experimental)

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value: 46

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

Notes: *The Elemental II has a maximum Ground MP of 1 and may not jump while carrying the DWP-mounted Micro Pulse Laser; Features the following Design Quirks: Bad Reputation, Prototype

Equipment

Chassis:

Slots

Mass

400 kg

Motive System:

Ground MP:	3*	80 kg
Jump MP:	2*	250 kg

Manipulators:

Right Arm:	Battle Claw	15 kg
Left Arm:	Battle Claw	15 kg

Armor:

Armor Value:	Standard	250 kg
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Armor Value:	10 + 1 (Trooper)	
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Weapons and Equipment

	Slots	
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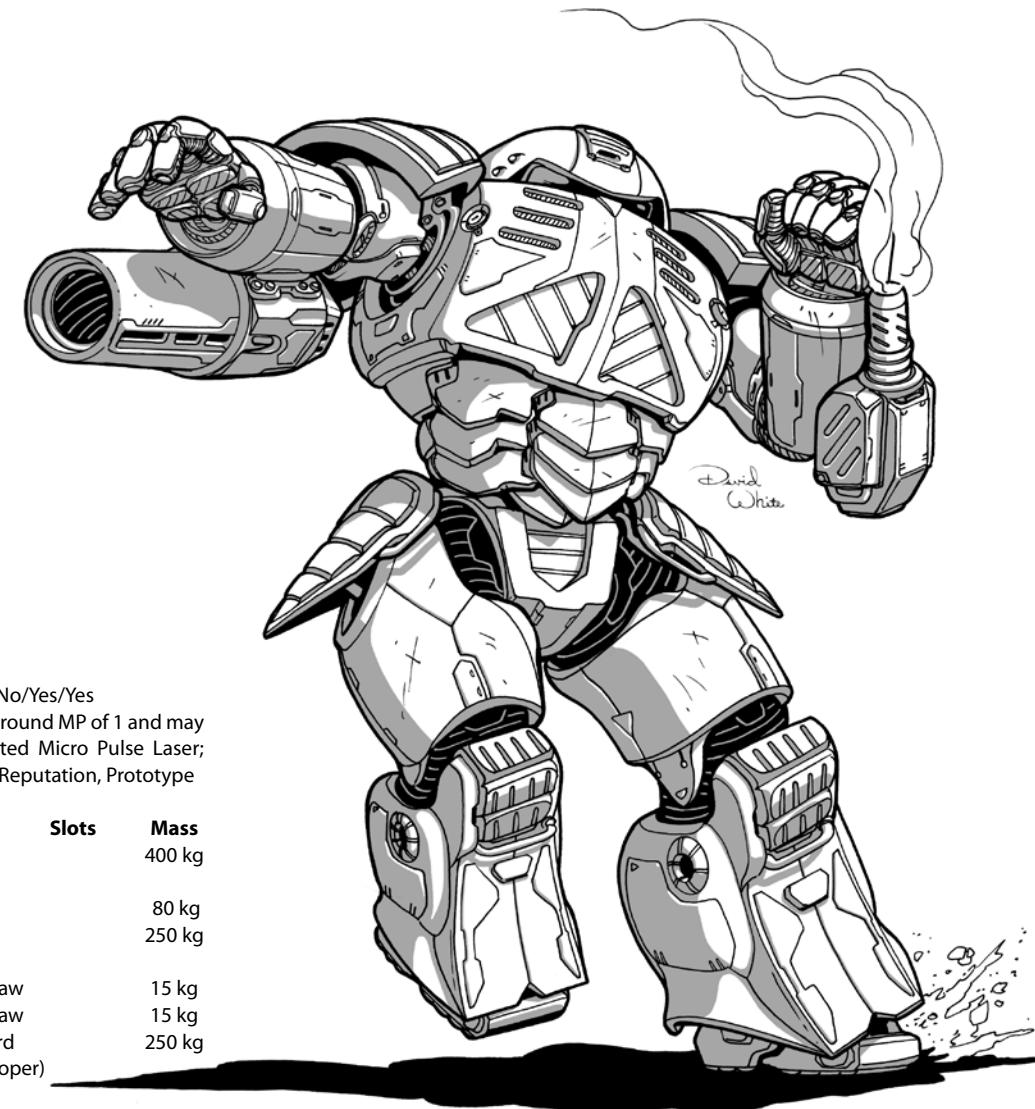
Light Machine Gun (50)	RA	1
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Anti-Personnel Weapon Mount	LA	1
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Detachable Weapon Pack	Body	1
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Micro Pulse Laser (34 shots)	Body	3
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Battle Armor Myomer Booster	Body	250 kg
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EXPERIMENTAL

ROGUE BEAR-HR

Field Testing Summation: Rogue Bear Hybrid Refit

Producer/Site: BA Facility Gamma, Mannendorf

Supervising Technician: Sven Hitomi

Project Start Date: 3078

Non-Production Equipment Analysis:

Inner Sphere Partial Wing

Inner Sphere Camo System

Overview

As if in response to the efforts of their ancient enemies, Clan Ghost Bear has also been developing experimental battle armor of its own. Rather than turning to the classic models, the Bears' efforts have actually focused on using a comparatively new design, the heavy Rogue Bear, as the platform for their newest project, which—much like the *Ursus-HR*—aims to integrate Inner Sphere and Clan technologies.

The project is evidently the brainchild of Sven Hitomi, a native Rasalhagian who now serves the Ghost Bears as a chief technician, and Överste Jack Koslow, a retired member of the Rasalhague Kungsarmé. Based on Koslow's principles of enhanced infantry reconnaissance, Hitomi's approach aimed at granting the Rogue Bear the mobility of lighter battlesuits, and the stealth capabilities of Inner Sphere infiltration armor. The addition of a partial wing system, inspired by the Draconis Combine's Kage battlesuits, easily addresses the first factor by giving the Rogue Bear an extra thirty meters of distance with every jump, though this advantage would be lost in low-to-zero atmosphere environments. For the second factor, Hitomi managed to mesh the operational capabilities of Clan and Inner Sphere technologies by using basic, Clan-made, radar-absorbing thermal plates, mated with a Spheroid-designed visual camouflage system. The result gives the Rogue Bear-HR the ability to move as swiftly as the conventional Elemental battlesuit, and conceal itself almost as well as the mimetic battle armor the Word of Blake favors.

The fusion of these technologies is reportedly quite good, but not exactly perfect. Minor glitches have cropped up in various stages of the testing for all five of the Rogue Bear-HR suits Hitomi and his team have produced, and some grumbling among potential HR troopers has been reported in resistance to the "unClanlike" stealth concept. Another complaint some troopers have voiced regards the loss of almost a quarter of the Rogue Bear's armor to the stealth equipment and wing apparatus, as well as the loss of the heavy suit's four-shot SRM launcher and its vibro-claws.

Hitomi and Koslow have calmly responded to these detractors by explaining the central function of the Rogue Bear-HR is not to confront heavily armored opponents, but instead to act as an infiltration and recon unit. Recognizing the benefits of native Rasalhagian cooperation with the Clan-ruled Dominion, the Rogue Bear-HR is built to help locate and contain (or eliminate) pockets of

rebels and terrorists, such as Motstånd. Critics remain somewhat unconvinced by these arguments, however, because they feel that even in that role, the Rogue Bear-HR is lightly armed. The armor's single machine gun and anti-personnel mount, after all, is barely sufficient for "containing" large groups of hostile insurgents, no matter how much of a surprise the stealth equipment and enhanced mobility provides.

This continuing debate has apparently slowed down any potential mainstream production of the Rogue Bear-HR, but at this point, it is too early to tell if this is a permanent situation, or if Hitomi and Koslow have decided to take their hybrid back to the drawing boards.

Type: Rogue Bear-HR

Manufacturer: BA Facility Gamma

Primary Factory: Mannendorf

Tech Base: Mixed Clan (Experimental)

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value: 48

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

Notes: *Jump MP incorporates effect of Partial Wing (IS); Includes Camo System (Movement Modifiers +2/+1/+0), and Basic Stealth Armor (Range Modifiers 0/+1/+2; Invisible to Probes); Features the following Design Quirks: Non-Standard Parts, Prototype

Equipment

Chassis:

Slots
400 kg

Motive System:

Ground MP: 1
Jump MP: 3*

Manipulators:

Right Arm: Battle Claw
Left Arm: Battle Claw

Armor:

Basic Stealth 3
Armor Value: 10 + 1 (Trooper)

Weapons and Equipment

	Location	Capacity	Mass
Anti-Personnel Weapon Mount	RA	1	5 kg
Machine Gun (50 shots)	LA	1	100 kg
Partial Wing (IS)	Body	1	200 kg
Camo System (IS)	Body	2	200 kg



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar XR

Movement Points:

Walking: 5

Running: 8

Jumping: 7

Tonnage: 35

Tech Base: Mixed Tech (Clan)

(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/Artemis V FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 w/Artemis V FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14

Cost:

BV: 1,768

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Artemis V FCS
6. Artemis V FCS

1-3

1. Ammo (LRM 15 Artemis) 8
2. Partial Wing
3. Partial Wing
4. Partial Wing
5. Reflective
6. Reflective

4-6

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. Small Cockpit
4. Sensors
5. Reflective
6. Roll Again

Center Torso

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

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST
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Damage Transfer
Diagram

WARRIOR DATA

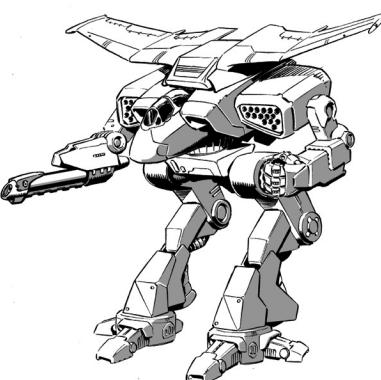
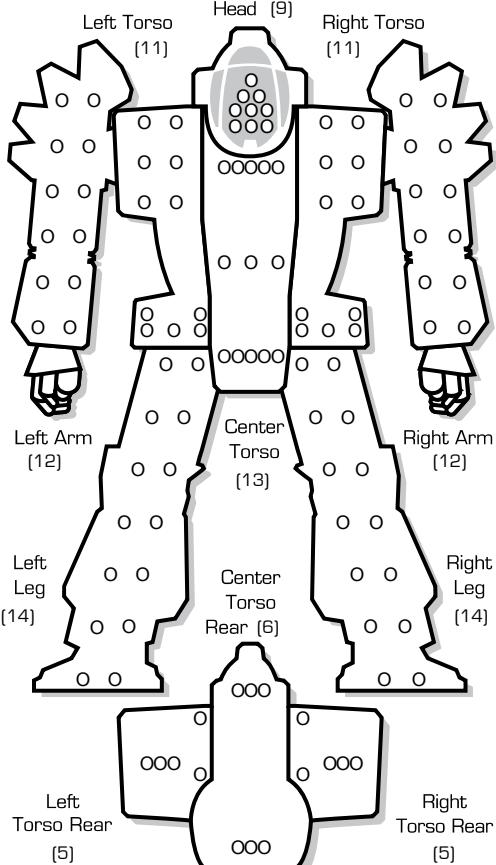
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

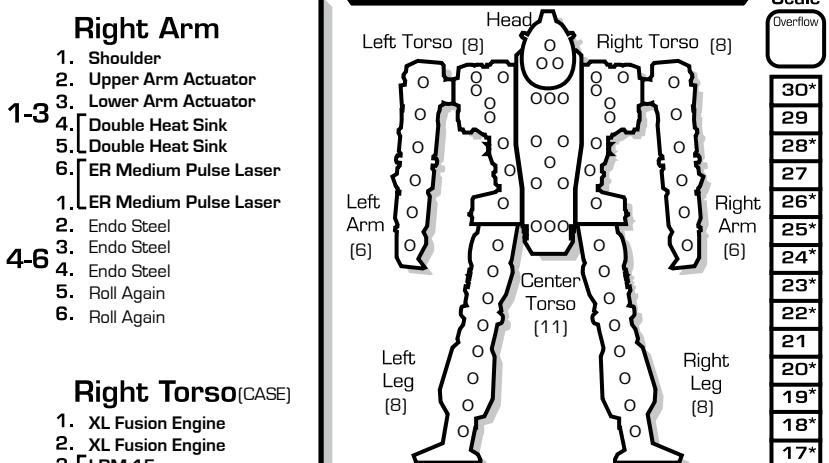
Hits Taken: 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ursus PR

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Mixed Tech (Clan)

(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2	—	3	5	7
				[DE,H,A]				
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
1	Improved Heavy Medium Laser	RT	7	10	—	3	6	9
				[DEX]				
1	Improved Heavy Medium Laser	LT	7	10	—	3	6	9
				[DEX]				
2	ProtoMech AC/8	RA	2	8	—	3	7	10
				[DB,S]				
3	AP Gauss Rifle	LA	1	3	—	3	6	9
				[DB,X]				

Cost:

BV: 1,194

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken: 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

1 2 3 4 5 6

3 5 7 10 11 Dead

1 2 3 4 5 6

3 5 7 10 11 Dead

1 2 3 4 5 6

3 5 7 10 11 Dead

1 2 3 4 5 6

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3 5 7 10 11 Dead

1 2 3 4 5 6

3 5 7 10 11 Dead

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat III X

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 55

Tech Base: Clan
(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	LRM 20 w/Artemis V FCS	RT	6	1/[Msl] [M.C.S.]	—	7	14	21
2	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	LRM 20 w/Artemis V FCS	LT	6	1/[Msl] [M.C.S.]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

Cost:

BV: 2,232

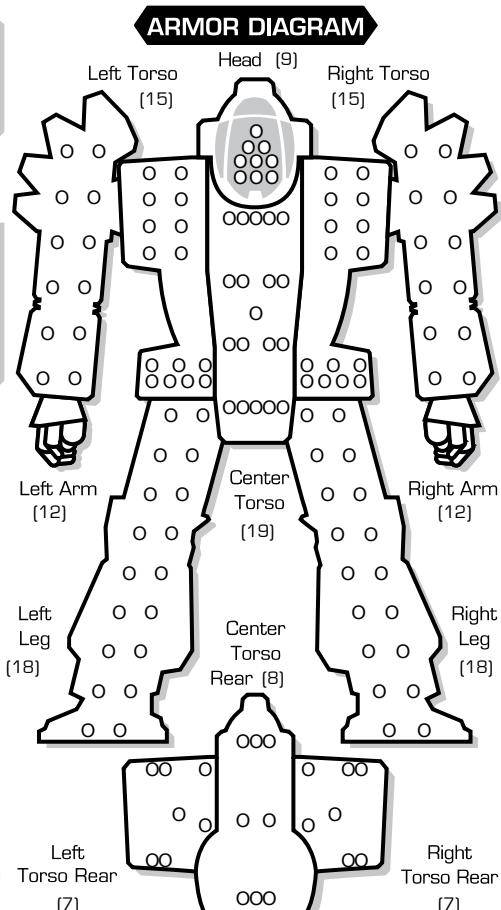
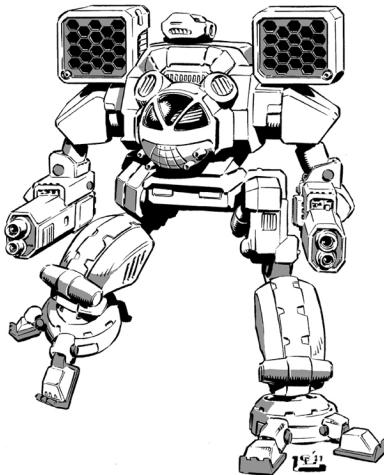
WARRIOR DATA

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. ER Medium Laser
- 5. ER Small Laser
- 6. Endo-Composite
- 1. Endo-Composite
- 2. Ferro-Lamellar
- 3. Ferro-Lamellar
- 4. Ferro-Lamellar
- 5. Ferro-Lamellar
- 6. Roll Again

4-6

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

Right Arm

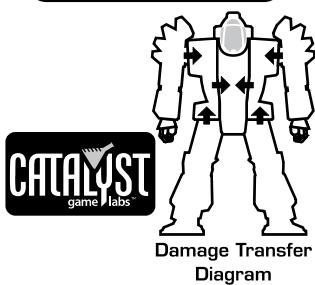
- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4-6
- 4. ER Medium Laser
- 5. ER Small Laser
- 6. Endo-Composite
- 1. Endo-Composite
- 2. Ferro-Lamellar
- 3. Ferro-Lamellar
- 4. Ferro-Lamellar
- 5. Ferro-Lamellar
- 6. Roll Again

Left Torso (CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. LRM 20
- 1. Artemis V FCS
- 2. Artemis V FCS
- 3. ER Micro Laser
- 4. ER Micro Laser
- 5. Ammo (LRM 20 Artemis) 6
- 6. Ammo (LRM 20 Artemis) 6

4-6

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

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

CATALYST
game labs

Right Torso (CASE)

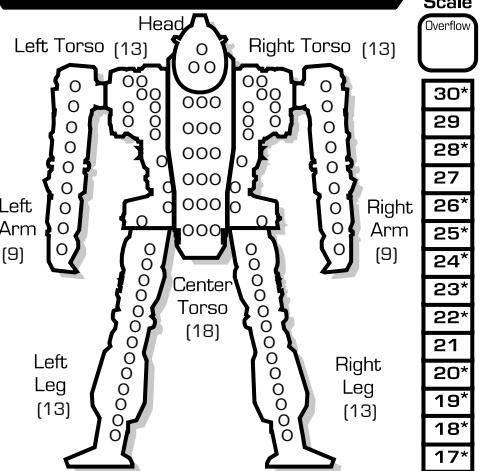
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. LRM 20
- 1. Artemis V FCS
- 2. Artemis V FCS
- 3. ER Micro Laser
- 4. ER Micro Laser
- 5. Ammo (LRM 20 Artemis) 6
- 6. Ammo (LRM 20 Artemis) 6

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ha Otoko HR

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Mixed Tech (Clan)

(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Mortar 8	RA	10	0 [S]	6	7	14	21
1	Mortar 8	LA	10	0 [S]	6	7	14	21

Cost:

BV: 1,553

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken: 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Kraken XR

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Clan

(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 10	RT	4	1/Msl [M.C.S.]	—	7	14	21
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Streak LRM 10	LT	4	1/Msl [M.C.S.]	—	7	14	21
2	Rotary AC/2	RA	1	2/Shrt [DB,R,C]	—	8	17	25
2	Rotary AC/2	LA	1	2/Shrt [DB,R,C]	—	8	17	25

Cost:

BV: 3,055

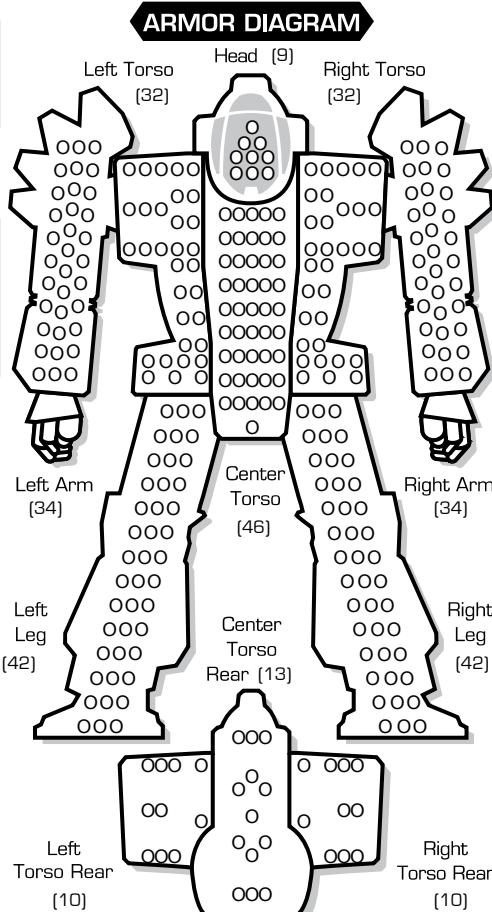
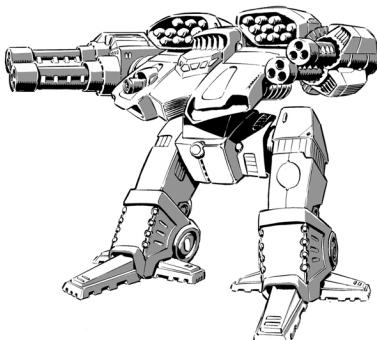
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken: 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



CRITICAL HIT TABLE

Left Arm (CASE II)

1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2
1. Rotary AC/2
2. Rotary AC/2
3. Rotary AC/2
4. Rotary AC/2
5. Ammo (RAC/2) 45
6. CASE II

4-6

Left Torso (CASE II)

1. XL Fusion Engine
2. XL Fusion Engine
3. Laser Heat Sink
4. Laser Heat Sink
5. Laser Heat Sink
6. Laser Heat Sink
1. Streak LRM 10
2. Streak LRM 10
3. ER Large Laser
4. Ammo (Streak LRM 10) 12
5. CASE II
6. Endo-Composite

4-6

Head

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

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo-Composite
6. CASE II

4-6

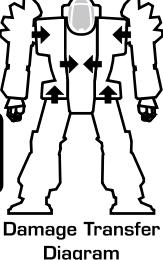
Engine Hits OOO

Gyro Hits OO

Sensor Hits OO

Life Support O

CATALYST
game labs



Left Leg

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

Right Arm (CASE II)

1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2
1. Rotary AC/2
2. Rotary AC/2
3. Rotary AC/2
4. Rotary AC/2
5. Ammo (RAC/2) 45
6. CASE II

4-6

Right Torso (CASE II)

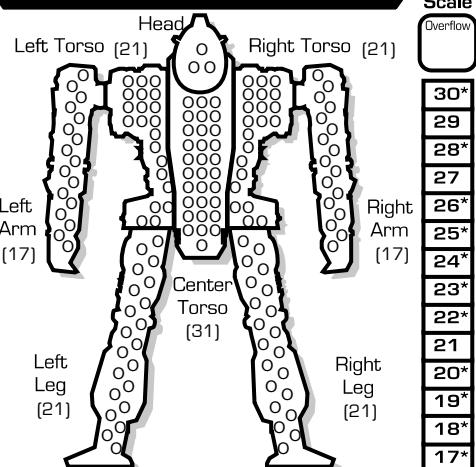
1. XL Fusion Engine
2. XL Fusion Engine
3. Laser Heat Sink
4. Laser Heat Sink
5. Laser Heat Sink
6. Laser Heat Sink
1. Streak LRM 10
2. Streak LRM 10
3. Ammo (Streak LRM 10) 12
4. CASE II
5. Endo-Composite
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level *	Effects	Heat Sinks: 16 (32)
30	Shutdown	Laser
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	-2 Movement Points	O
8	+1 Modifier to Fire	O
5	-1 Movement Points	O

BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Enyo XR

Movement Points: Tonnage: 55
 Cruising: 7 Tech Base: Clan
 Flank: 11 [14] [Experimental]
 Movement Type: Tracked Era: Jihad
 Engine Type: XXL Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	ER Large Pulse Laser	T	10 [P]	—	7	15	23

Cost:

BV: 1,144

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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)

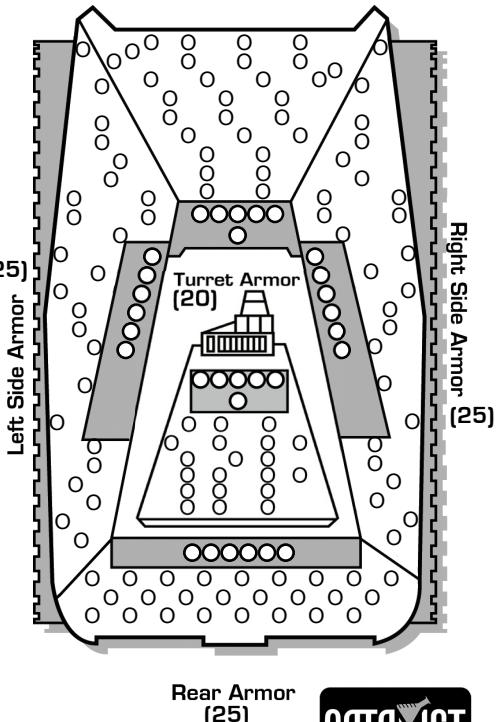
*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits 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
(29)



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	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

ADVANCED GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Athena XR

Movement Points: Tonnage: 75
 Cruising: 3 Tech Base: Clan
 Flank: 5 [Experimental]
 Movement Type: Tracked Era: Jihad
 Engine Type: Fuel Cell Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
4	Large Chem Laser	RT	8	—	5	10	15
4	Machine Gun	FT	2	—	1	2	3
2	Medium Chem Laser	FT	5	—	3	6	9
			[DES]				

Ammo: [Medium Chemical Laser] 60, [Machine Gun] 200
 [Large Chemical Laser] 60

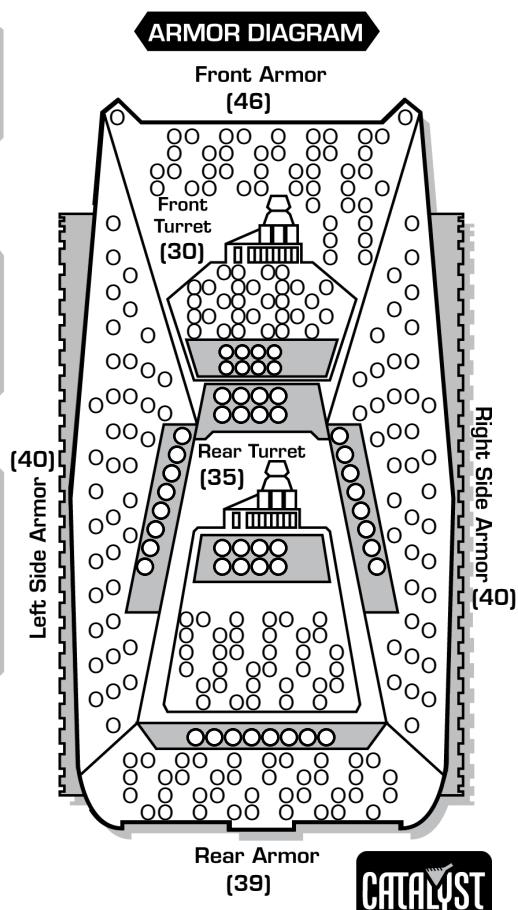
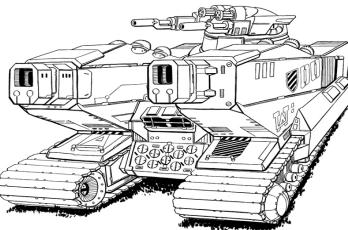
Cost: BV: 1,427

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

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



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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
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	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

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: Minotaur -XP
Tons: 9 [Experimental]
Era: Jihad

Movement Points:

Walk/Run/Jump
3 / 5

PILOT DATA

Name: _____
Gunnery Skill: _____

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Shrt	Med	Lng
Torso A:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Torso B:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Main Gun:	SRM 5 2/Msl [M,C]	—	3	6	9	
Ammo:	(SRM 5) 12					

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

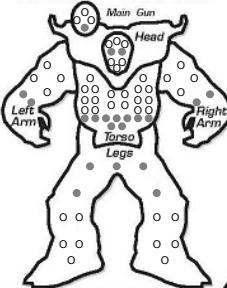
Cost: BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: Minotaur -XP
Tons: 9 [Experimental]
Era: Jihad

Movement Points:

Walk/Run/Jump
3 / 5

PILOT DATA

Name: _____
Gunnery Skill: _____

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Shrt	Med	Lng
Torso A:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Torso B:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Main Gun:	SRM 5 2/Msl [M,C]	—	3	6	9	
Ammo:	(SRM 5) 12					

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

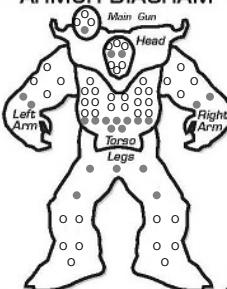
Cost: BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: Minotaur -XP
Tons: 9 [Experimental]
Era: Jihad

Movement Points:

Walk/Run/Jump
3 / 5

PILOT DATA

Name: _____
Gunnery Skill: _____

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Shrt	Med	Lng
Torso A:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Torso B:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Main Gun:	SRM 5 2/Msl [M,C]	—	3	6	9	
Ammo:	(SRM 5) 12					

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

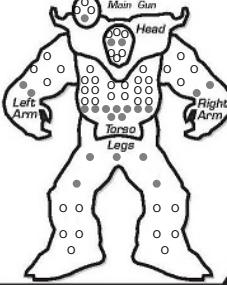
Cost: BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: Minotaur -XP
Tons: 9 [Experimental]
Era: Jihad

Movement Points:

Walk/Run/Jump
3 / 5

PILOT DATA

Name: _____
Gunnery Skill: _____

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Shrt	Med	Lng
Torso A:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Torso B:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Main Gun:	SRM 5 2/Msl [M,C]	—	3	6	9	
Ammo:	(SRM 5) 12					

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

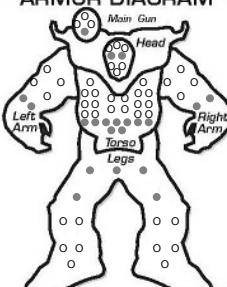
Cost: BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: Minotaur -XP
Tons: 9 [Experimental]
Era: Jihad

Movement Points:

Walk/Run/Jump
3 / 5

PILOT DATA

Name: _____
Gunnery Skill: _____

WEAPONS INVENTORY						
LOC.	TYPE	Dmg	Min	Shrt	Med	Lng
Torso A:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Torso B:	Improved Heavy Small Laser 6 [DEX]	—	1	2	3	
Main Gun:	SRM 5 2/Msl [M,C]	—	3	6	9	
Ammo:	(SRM 5) 12					

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

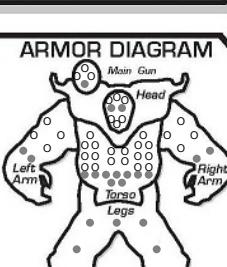
Cost: BV: 276

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit no Long range shots	

*Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

ARMOR DIAGRAM



BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Ammon-XR

Thrust: Tonnage: 65
Safe Thrust: 6 Tech Base: Clan
Maximum Thrust: 9 [Experimental]
Era: Jihad

WEAPONS & EQUIPMENT INVENTORY

Qty	Type	Loc.	Ht	Standard Scale			
				(0-6)	(6-12)	(13-20)	(21-25)
SRV	MRV	LRV	ERV				
2	Improved Heavy Large Laser [DEX]	N	18	16	16	—	—
1	Streak LRM 15 [M,C,S]	LW	5	15	15	15	—
1	Streak LRM 15 [M,C,S]	RW	5	15	15	15	—
1	Laser AMS [PD]	A	5	—	—	—	—

Ammo (CASE): (Streak LRM 15) 24

Fuel: 400 Points

Cost: BV: 2,549



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)
7 (70)

Left Wing Damage Threshold (Total Armor)
6 (60)

Structural Integrity:
6

Right Wing Damage Threshold (Total Armor)
6 (60)

Aft Damage Threshold (Total Armor)
4 (34)

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

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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

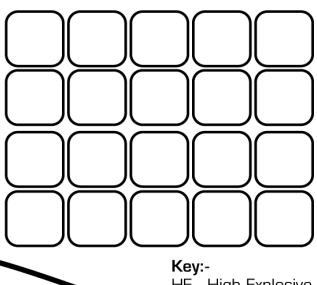
Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (40)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

EXTERNAL STORES/BOMBS



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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Scytha-XR

Thrust: Tonnage: 90
Safe Thrust: 6 Tech Base: Clan
Maximum Thrust: 9 [Experimental]
Era: Jihad

Weapons & Equipment Inventory

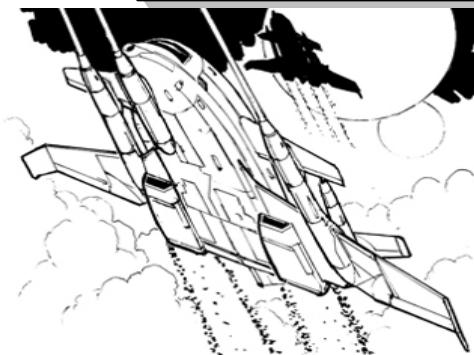
Qty	Type	Loc.	Ht	Standard Scale			
				(0-6)	(6-12)	(13-20)	(21-25)
SRV	MRV	LRV	ERV				
1	Large Pulse Laser [P]	N	10	10	10	10	—
1	Rotary AC/5 [DB,RC]	N	1	—	—	—	—
1	Improved Heavy Large Laser [DEX]	LW	18	16	16	—	—
1	Improved Heavy Large Laser [DEX]	RW	18	16	16	—	—
2	ER Medium Laser [DE]	A	5	7	7	—	—

Ammo (CASE): (RAC/5) 60

Fuel: 400 Points

Cost:

BV: 3,213



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)
8 (76)

Left Wing Damage Threshold (Total Armor)
8 (72)

Structural Integrity:
9

Right Wing Damage Threshold (Total Armor)
8 (72)

Aft Damage Threshold (Total Armor)
7 (67)

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*

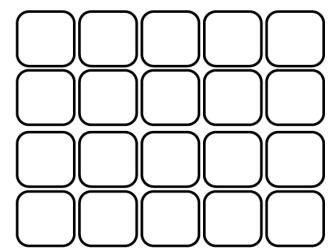
7
6

5*
4
3

2
1

0

EXTERNAL STORES/BOMBS



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

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	26 (52)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0 0
26	Shutdown, avoid on 10+	0 0 0
25	Random Movement, avoid on 10+	0 0 0
24	+4 Modifier to Fire	0 0 0
23	Ammo Exp. avoid on 6+	0 0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Sylph -XR

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 5

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Basic Manipulator (2)

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Light Machine Gun

1 [DB,S] — 2 4 6

Mechanized:

Swarm:

Leg:

AP:

1

2

3

4

5

Cost:

BV: 221/32

BATTLE ARMOR: SQUAD/POINT 2

Type: Sylph -XR

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 5

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Basic Manipulator (2)

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Light Machine Gun

1 [DB,S] — 2 4 6

Mechanized:

Swarm:

Leg:

AP:

1

2

3

4

5

Cost:

BV: 221/32

BATTLE ARMOR: SQUAD/POINT 3

Type: Sylph -XR

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 5

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Basic Manipulator (2)

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Light Machine Gun

1 [DB,S] — 2 4 6

Mechanized:

Swarm:

Leg:

AP:

1

2

3

4

5

Cost:

BV: 221/32

BATTLE ARMOR: SQUAD/POINT 4

Type: Sylph -XR

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 5

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Basic Manipulator (2)

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Light Machine Gun

1 [DB,S] — 2 4 6

Mechanized:

Swarm:

Leg:

AP:

1

2

3

4

5

Cost:

BV: 221/32

BATTLE ARMOR: SQUAD/POINT 5

Type: Sylph -XR

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 5

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Basic Manipulator (2)

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Light Machine Gun

1 [DB,S] — 2 4 6

Mechanized:

Swarm:

Leg:

AP:

1

2

3

4

5

Cost:

BV: 221/32

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6

0

3

+2

2

+5

1

+7

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6

+2

1-3

+5

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

BASE TO-HIT MODIFIER

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE

1

1

2

2

3

3

4

4

5

5

BATTLE ARMOR EQUIPMENT

Claws with magnets

-1

SITUATION*

'Mech prone

-2

'Mech or vehicle immobile

-4

Vehicle

-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL

BIPEDAL LOCATION

FOUR-LEGGED LOCATION

Head

Head

Rear Center Torso

Front Right Torso

Rear Right Torso

Rear Center Torso

Right Arm

Front Center Torso

Front Center Torso

Front Center Torso

Left Arm

Front Left Torso

Front Left Torso

Rear Left Torso

Rear Center Torso

Front Left Torso

Rear Center Torso

Head

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*

VEHICLE LOCATION

1 Right Side (Unit 1/Unit 2)

Right Side

2 Right Side (Unit 1/Unit 2)

Right Side

3 Left Side (Unit 1/Unit 2)

Left Side

4 Left Side (Unit 1/Unit 2)

Left Side

5 Rear (Unit 1/Unit 2)

Rear

6 Rear (Unit 1/Unit 2)

Rear

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental II (X)

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 1 [3]

Jump: 2

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Battle Claw [2]

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Micro Pulse Laser (Body) (DWP)

3 [P] — 1 2 3

must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

1	OOOOOOOOOOO
2	OOOOOOOOOOO
3	OOOOOOOOOOO
4	OOOOOOOOOOO
5	OOOOOOOOOOO

Cost: BV: 296/42

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

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental II (X)

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 1 [3]

Jump: 2

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Battle Claw [2]

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Micro Pulse Laser (Body) (DWP)

3 [P] — 1 2 3

must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

1	OOOOOOOOOOO
2	OOOOOOOOOOO
3	OOOOOOOOOOO
4	OOOOOOOOOOO
5	OOOOOOOOOOO

Cost: BV: 296/42

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental II (X)

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 1 [3]

Jump: 2

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Battle Claw [2]

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Micro Pulse Laser (Body) (DWP)

3 [P] — 1 2 3

must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

1	OOOOOOOOOOO
2	OOOOOOOOOOO
3	OOOOOOOOOOO
4	OOOOOOOOOOO
5	OOOOOOOOOOO

Cost: BV: 296/42

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

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental II (X)

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 1 [3]

Jump: 2

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Battle Claw [2]

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Micro Pulse Laser (Body) (DWP)

3 [P] — 1 2 3

must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

1	OOOOOOOOOOO
2	OOOOOOOOOOO
3	OOOOOOOOOOO
4	OOOOOOOOOOO
5	OOOOOOOOOOO

Cost: BV: 296/42

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental II (X)

Era: Jihad

Gunnery Skill:

Anti-'Mech Skill:

Ground MP: 1 [3]

Jump: 2

Weapons & Equip.

Dmg Min Sht Med Lng

BA Myomer Booster

[E] — — — —

Battle Claw [2]

[E] — — — —

Light Machine Gun

1 [DB,S] — 2 4 6

Micro Pulse Laser (Body) (DWP)

3 [P] — 1 2 3

must detach DWP before jumping or moving full ground speed

Mechanized: Swarm: Leg: AP:

1	OOOOOOOOOOO
2	OOOOOOOOOOO
3	OOOOOOOOOOO
4	OOOOOOOOOOO
5	OOOOOOOOOOO

Cost: BV: 296/42

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*

VEHICLE LOCATION

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

*Unit 1 and Unit 2 represent two battle armor units



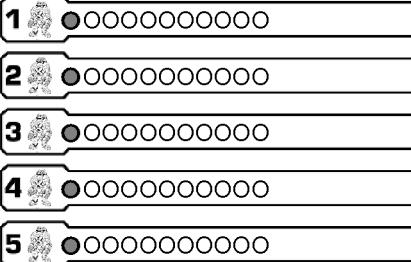
BATTLETECH



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

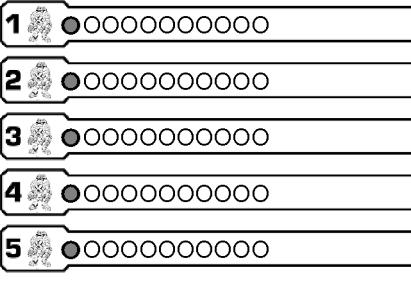
Type: Rogue Bear -HR Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 -hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:



Cost: BV: 336/48

BATTLE ARMOR: SQUAD/POINT 2

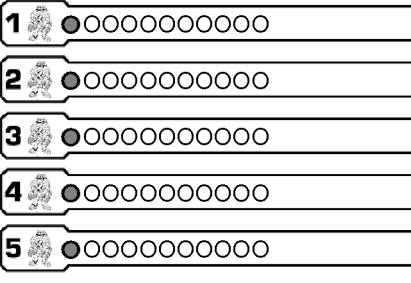
Type: Rogue Bear -HR Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 -hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:



Cost: BV: 336/48

BATTLE ARMOR: SQUAD/POINT 3

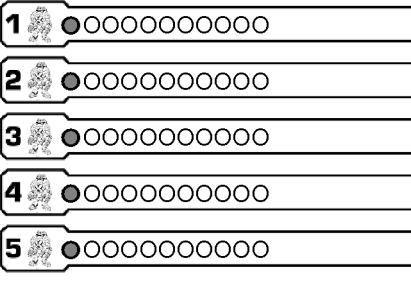
Type: Rogue Bear -HR Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 -hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:



Cost: BV: 336/48

BATTLE ARMOR: SQUAD/POINT 4

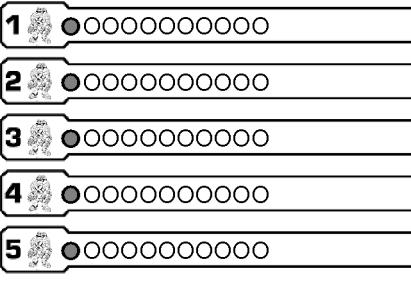
Type: Rogue Bear -HR Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 -hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:



Cost: BV: 336/48

BATTLE ARMOR: SQUAD/POINT 5

Type: Rogue Bear -HR Era: Jihad
 Gunnery Skill: Anti-'Mech Skill:
 Ground MP: 1 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw (2) [E] — — —
 Machine Gun 2 [DB,S] — 1 2 3
 Camo System (+2 -hexes moved)
 Armor: Basic Stealth (+0/+1/+2)
 Mechanized: Swarm: Leg: AP:



Cost: BV: 336/48

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	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

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

