

EXPERIMENTAL™

TECHNICAL  
READOUT:

X

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CORPORATIONS

BATTLETECH™



CATALYST  
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# INTRODUCTION

INCOMING  
MESSAGE

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The influx of rediscovered and newly developed technologies over the past twenty years has produced significant challenges for the military end-user product manufacturing sector. During the first decades of the thirty-first century, the main focus was on managing declining technology and driving out cost and waste from established processes and a frequently rigid and non-competitive supply infrastructure. In contrast, the ability to adapt to new technologies is proving to be the core competency of the last few decades. Most potential customers are creating a strong and persistent demand for cutting edge military products, even with the disruption and collateral damage of the current conflict with the Word of Blake. While war always creates excellent opportunities for profit-growth, many manufacturers have difficulty dealing with the First Succession War-style destruction of manufacturing capability, as well as the depletion of the talent pool.

In this analysis, Dr. Ira Mason, Star Corps' Director of Competitive Analysis, provides insights on the methods our closest competitors are using to adapt to the current industrial conditions. The analysis will contrast those efforts with our own, and will make note of opportunities that may be exploited. Samuel Röglinger and Sebastian Bly contributed to this analysis. [EDITOR'S NOTE: In his eagerness to present this report in time for the second quarter '77 Board Meeting, Dr. Mason neglected to include mention of the substantial efforts of Dan Orsini and Lisa Penbrooke.]

Any successful company must be ready to respond to new technologies, although it will be critical to do so wisely. Daniel Orsini's recent analysis "Urgent Market Penetration through Streamlined Product Development" agrees with Sasha Ivanovich's paper "Quantitative Evolution: Modulating Quality to Improve Supply" by suggesting that the prime opportunity to pursue while demand is at such elevated levels is to achieve end-product that taps into all available new technologies, with a secondary regard for operational functionality. The primary driver is the degree to which the customer is tolerant of us up-charging new technologies to recover R&D investments. This philosophy has been implemented by some of our competitors at various times, and always with sub-optimal long-term results due to declining brand perception. Any such course must be divested to an indirect subsidiary to avoid consumer perception backlash.

It is true that the current market is demand-driven, which presents distinct operational advantages, as argued convincingly by Sebastian Bly in his report "Market Trend Review of Extrapolated Demand and Maximum Potential Supply Development Capabilities." While the conflict with the Word continues, this situation will not change. As Gregory Lassinger notes in his "Steel Infrastructure: Challenges and Opportunities", the Blakists' capability to negatively affect infrastructure and international shipping appears to be diminishing, presenting numerous opportunities for growth into areas vacated by competitors that lacked the stamina to survive the current industry environment.

This analysis runs contrary to the position of Dr. Sethi, who suggests in her thesis "Civilian Infrastructure Resurgence: The Inevitable Opportunity" that the post-Jihad focus will be divided equally between military recuperation and civilian infrastructure growth. Prior conflicts have proven that the civilian sector will remain flat or even decline following a destructive conflict such as the current one. The period of military recuperation will be substantial, and the continued presence of the Clans will prove a tremendous incentive for the Houses to not only rebuild their armies, but expand them. This is argued convincingly in Pamela Röglinger's paper "Clan Industrial Prowess: How a Billion Can Out-Produce a Trillion." No longer inhibited by their limited work force and long supply chains to the Homeworlds, the Clans' "Touman" may expand drastically in the coming decades. If the current cultural trend continues, which seems to move the Clan warriors further from their more restrained methods of warfare, the Clan military machine may exceed even Röglinger's predictions, demanding a reciprocal response from the Inner Sphere Houses.

—Ira Mason, Director of Competitive Analysis, StarCorps Industries, 6 June 3077

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## HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Corporations* provide players with a sampling of the various custom designs that have been sighted in use (or in testing) by several corporations as prototypes for a variety of projects. The designs featured in this book reflect limited-run test models and "one-offs" that have yet to reach full factory production—and most likely never will.

The rules for using 'Mechs, vehicles and fighters 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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**Special Thanks:** To Herb Beas for his support, patience and several good ideas. May I have the wisdom in the future to avoid his crotch-kicks. To Joel Bancroft-Connors for his swift feedback on any design rule questions. To Brent Evans for his honest feedback. Yeah, the WallMech was stupid. My bad. To Jason Schmetzter for setting the bar high. I'll get there sooner or later.



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# FS9-81X FIRESTARTER

**Field Testing Summation:** Modified FS9-H Refit

**Producer/Site:** Defiance Industries,  
Kwangjong-ni Test Fields

**Supervising Technician:** James Feldner

**Project Start Date:** 3074

**Non-Production Equipment Analysis:**

XXL Fusion Engine  
Medium X-Pulse Lasers

**Overview**

Our friends at Defiance Industries managed to acquire several Capellan plasma rifles, including OEM ammunition, soon after the House Liao's withdrawal from New Syrtis. According to Director Rubeck of Industrial Intelligence, Defiance has yet to create the infrastructure to mass-produce the new weapon system, but this may be changing soon, as evidenced by the weapon's deployment on a *Firestarter* prototype spotted on Kwangjong-ni.

With the proliferation of battle armor, standard *Firestarters* now frequently face a threat they are no longer ideally equipped for. The plasma rifle offers tremendous potential as an anti-vehicular and anti-battlesuit weapon, while retaining the incendiary capability that so typifies the FS' operational profile. One will note that we have used similar reasoning to support the WGT-3SC project at Son Hoa. Defiance clearly saw this as a legitimate cause to begin their prototype creation even as their plasma weapons have yet to reach the manufacturing mainstream.

But the lessons of the WGT are more than mere inter-corporate mimicry. The Defiance FS9-81X (a modification based on the vintage FS9-H chassis) is the brainchild of James Feldner, formerly of our own company. After transitioning to Defiance, Feldner managed to become head of this *Firestarter* project as his first outing under Defiance's aegis. It was he who demanded that additional technologies be deployed to improve the prototype's marketability, to "expedite the return on Defiance's investment" in deploying their own plasma rifle. A key component of this was the inclusion of X-pulse lasers to the design, likely in the hopes of suggesting that Defiance is closer to mass production of these weapons than its competition. The new weapons exceed the payload of an FS9, despite the removal of the old Deprus RFs machine guns and the 'Mech's right arm Purity-L flamer.

Feldner also so to the installation of an ultra-light XXL engine, which spares little expense in maintaining the FS9's original mobility. This hasty addition, combined with the heavier lasers and the use of the relatively massive plasma rifle as a centerpiece apparently caused severe stress problems for the Argile H/09 chassis. Data acquired from the firing range further indicates that all three of Defiance's 81X prototypes are suffering persistent targeting flaws and other actuator-related issues as a result.

**Type:** FS9-81X Firestarter

**Technology Base:** Inner Sphere (Experimental)

**Tonnage:** 35

**Battle Value:** 1,093

**Equipment**

**Internal Structure:**

Engine:	210 XXL
Walking MP:	6
Running MP:	9
Jumping MP:	6
Heat Sinks:	10(20)
Gyro:	
Cockpit:	
Armor Factor:	88

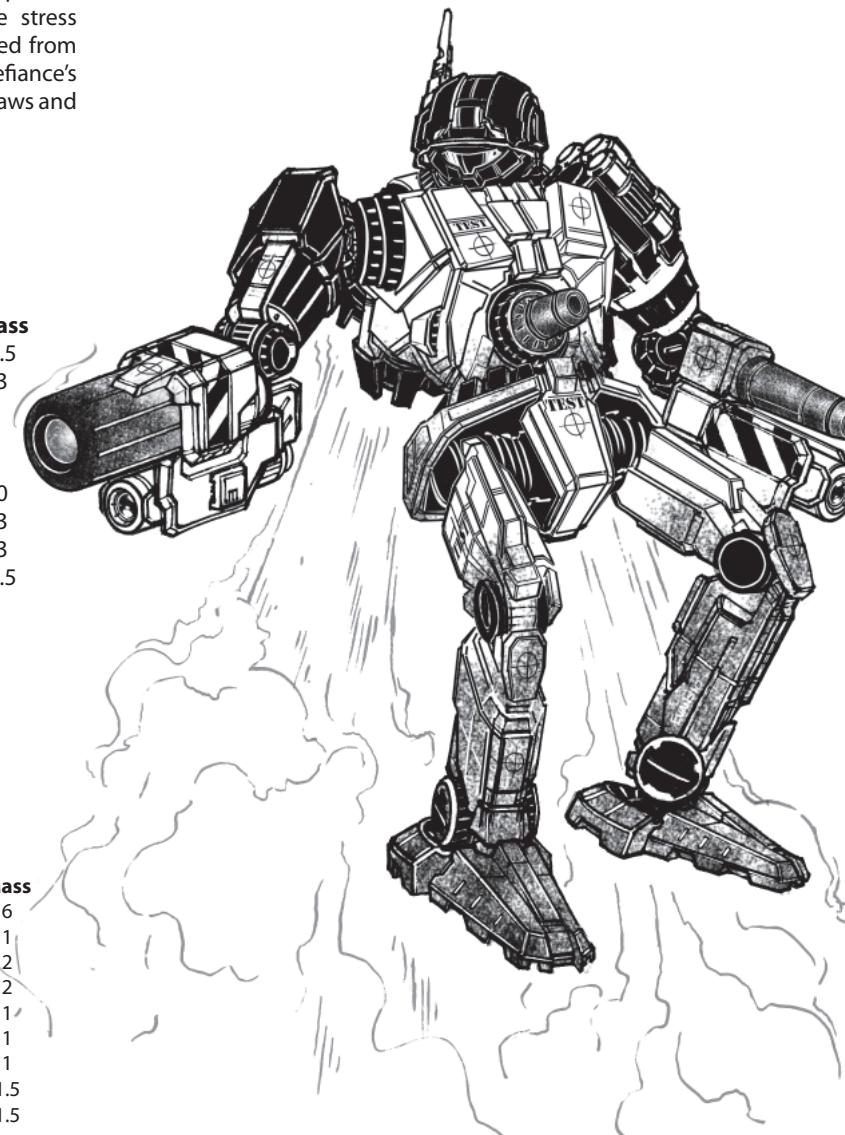
**Mass**

3.5
3
0
3
3
5.5

	<b>Internal Structure</b>	<b>Armor Value</b>
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	6
R/L Leg	8	8

**Weapons and Ammo**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Plasma Rifle	RA	2	6
Ammo (Plasma Rifle) 10	RA	1	1
Medium X-Pulse Laser	RA	1	2
Medium X-Pulse Laser	LA	1	2
Flamer	CT	1	1
Flamer	CT (R)	1	1
Flamer	LA	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5



EXPERIMENTAL

# HBK-7X-4 HUNCHBACK

**Field Testing Summation:** Modified HBK Prototype Refit

**Producer/Site:** Kali Yama Weapons Industries,

Kalidasa Proving Grounds

**Supervising Technician:** Hideki Gregory

**Project Start Date:** 3065

**Non-Production Equipment Analysis:**

Reinforced Structure

Armored Gyro

Torso-Mounted Cockpit

CASE II

## Overview

Our next review is an interesting case. Initiated shortly before the Jihad, Kali Yama Weapons Industries sought to enhance the durability of its popular *Hunchback* design by providing it with a central torso-mounted cockpit, reinforced internal structure, an armored gyro, and CASE II.

While these changes ultimately mandated the installation of an extralight engine and the trade off of the massive Big Bore Autocannon/20 for a smaller Ultra AC/10, the use of reinforced internal structure and the greater damage control of an experimental CASE II system do much to mitigate the traditional concerns consumers have with regards to XL engines on slow medium-weight BattleMechs. The other modifications further reduce the likelihood that the HBK will be defeated by a lucky strike taking out the machine's cockpit or disabling the gyro.

The problem Kali Yama faces is one of paradigm.

Kali Yama's lead designer for this project, Hideki Gregory, displayed his lack of marketing expertise when he failed to realize that the HBK is desirable to customers because it allows them to bring an assault 'Mech's area-denial and urban-combat dynamics to the field for the price of a medium BattleMech. In emphasizing survivability over economics and firepower, the 7X-4 is under-armed, under-armored, and overpriced compared to other "medium assault" 'Mechs, especially due to our industry's inability to reduce costs on XL engines and the other newer components Gregory used. At the same time, the refit sacrificed the iconic power of the 20-class autocannon on a 50-ton frame—one of the HBK's key selling features since the original HBK-4G—in favor of an arguably less devastating weapon.

Unsurprisingly, Kali Yama was unable to secure enough pre-orders for their HBK-7 to warrant full-scale production, yet it has maintained its prototype program nevertheless. Of the

original four 7X-4s built, one was scrapped after its XL engine catastrophically failed during a heat-stress test, and another was sacrificed during a live-fire durability test, leaving two online today. It remains to be seen if Kali Yama will attempt to push this design into production or (more likely) opt for a less expensive downgrade for potential sales.

**Type:** HBK-7X-4 Hunchback

**Technology Base:** Inner Sphere (Experimental)

**Tonnage:** 50

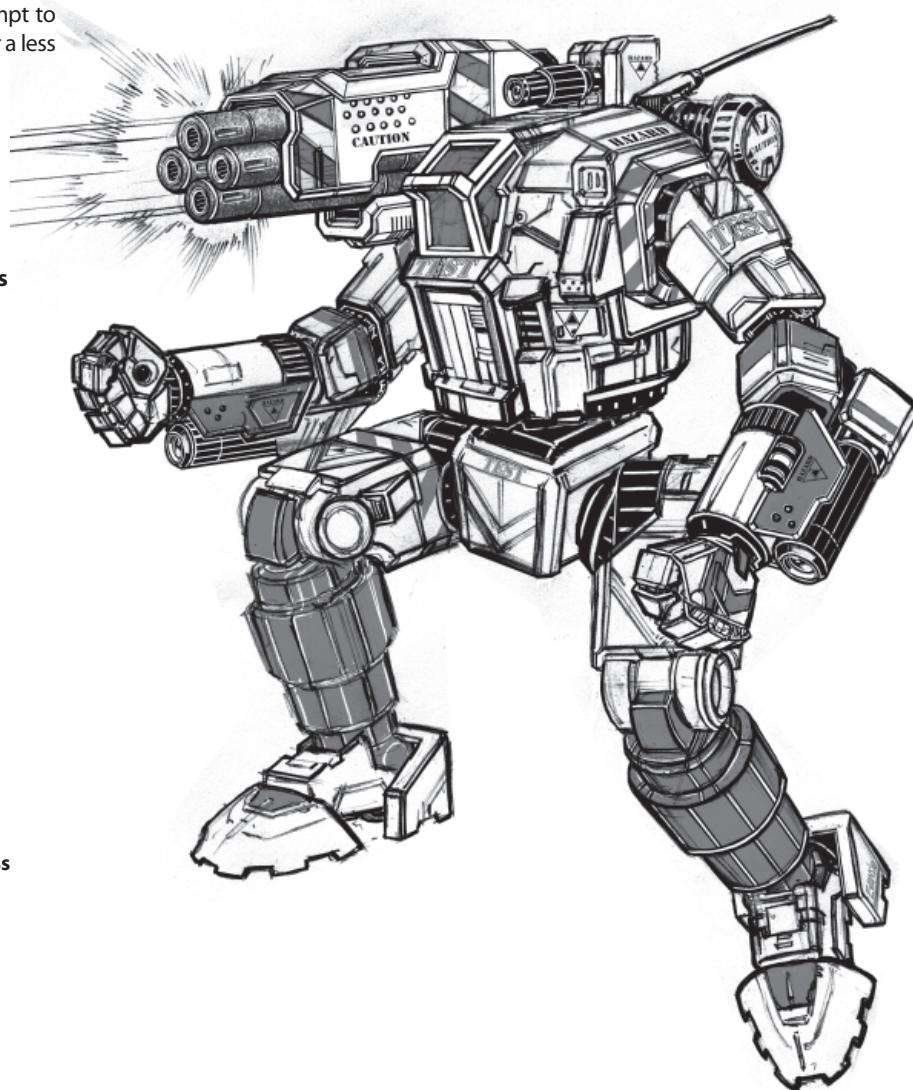
**Battle Value:** 1,208

## Equipment

		Mass
Internal Structure:	Reinforced	10
Engine:	200 XL	4.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Armored):		4
Cockpit (Torso-Mounted):		4
Armor Factor (Ferro-Fibrous):	161	9
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	27
Center Torso (rear)		5
R/L Torso	12	20
R/L Torso (rear)		4
R/L Arm	8	16
R/L Leg	12	20

## Weapons and Ammo

Weapons and Ammo	Location	Critical	Mass
Ultra AC/10	RT	7	13
Ammo (AC) 20	LT	2	2
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
ER Small Laser	H	1	0.5
CASE II	LT	1	1



EXPERIMENTAL

# QKD-8X QUICKDRAW

**Field Testing Summation:** Modified QKD-4G

Prototype Refit

**Producer/Site:** Earthwerks Incorporated,  
Tikonov Test Site Gryphon

**Supervising Technician:** Meihui Quan

**Project Start Date:** 3073

**Non-Production Equipment Analysis:**

Torso-Mounted Cockpit

BattleMech Head-Turret

Handheld Weapons

## Overview

At their testing facilities on Tikonov, Earthwerks Incorporated has perpetrated perhaps the most egregious example of misapplied technology to date. There, using a QKD-4G *Quickdraw* chassis heavily modified with endo-steel internal structure, stealth armor and triple-strength myomers, the company has developed what can best be described as a "poor man's OmniMech". The 'Mech's cockpit has been moved down into the torso, allowing Earthwerks engineers to install a head turret for a PPC and TAG combination that replaces the standard cockpit location. Furthermore, the design's original jump jets and weaponry were completely removed—save for the two rear-facing medium lasers—to make room for these modifications. This allowed the armor to be upgraded to a full twelve tons.

But most curious is the addition of a lift hoist system that consists of five independent myomer-actuated grapples. The purpose for this curious and extremely costly approach appears to be to allow the design to carry "free modular" weaponry when not in use. [Note: As may be recalled, this "handheld weapons" concept was reviewed and rejected by StarCorps after extensive analysis as recently as 3071.]

Although promising in its flexibility, the primary problem with handheld weapons is the known inability for units so equipped to use arm and torso-mounted weaponry at the same time. Earthwerks' Meihui Quan apparently attempted to work around this problem by placing a significant weapon in the head turret. While a spirited attempt, the single PPC—backed up by a single handheld weapon—provides an extremely weak arsenal for a heavy 'Mech in today's age. Furthermore, the 'Mech's heat sinks appear unable to shed the heat from the PPC while the unit's stealth armor system is also engaged.

Quan did seize upon the obvious solution to the payload limitations of handheld weaponry by installing triple-strength myomers. This turns the heat load to an advantage by granting the *Quickdraw* the ability to carry up to sixty tons' worth of "spare weapons" in a special harness with its rear lift hoist. Still, should this design suddenly find its TSM disabled in action, this immense carrying capacity will be halved, leaving the *Quickdraw* instantly unable to carry and use any of its heavier handheld options.

A further crippling aspect of handheld weaponry is the need for an additional supply line. Earthwerks' financial loss is exacerbated with Quan's modification of several combat vehicles to be little more than weapon caddies for her refit *Quickdraw*. One of every motive type has been spotted going through trials, carrying one or more of the QKD's spare weapons. Overall, this approach to modular weapon development seems extremely wasteful, especially given the ways that a twelve-ton handheld mount would pale in comparison to the pod space found on OmniMechs even half the *Quickdraw*'s size.

**Type:** QKD-8X *Quickdraw*

**Technology Base:** Inner Sphere (Experimental)

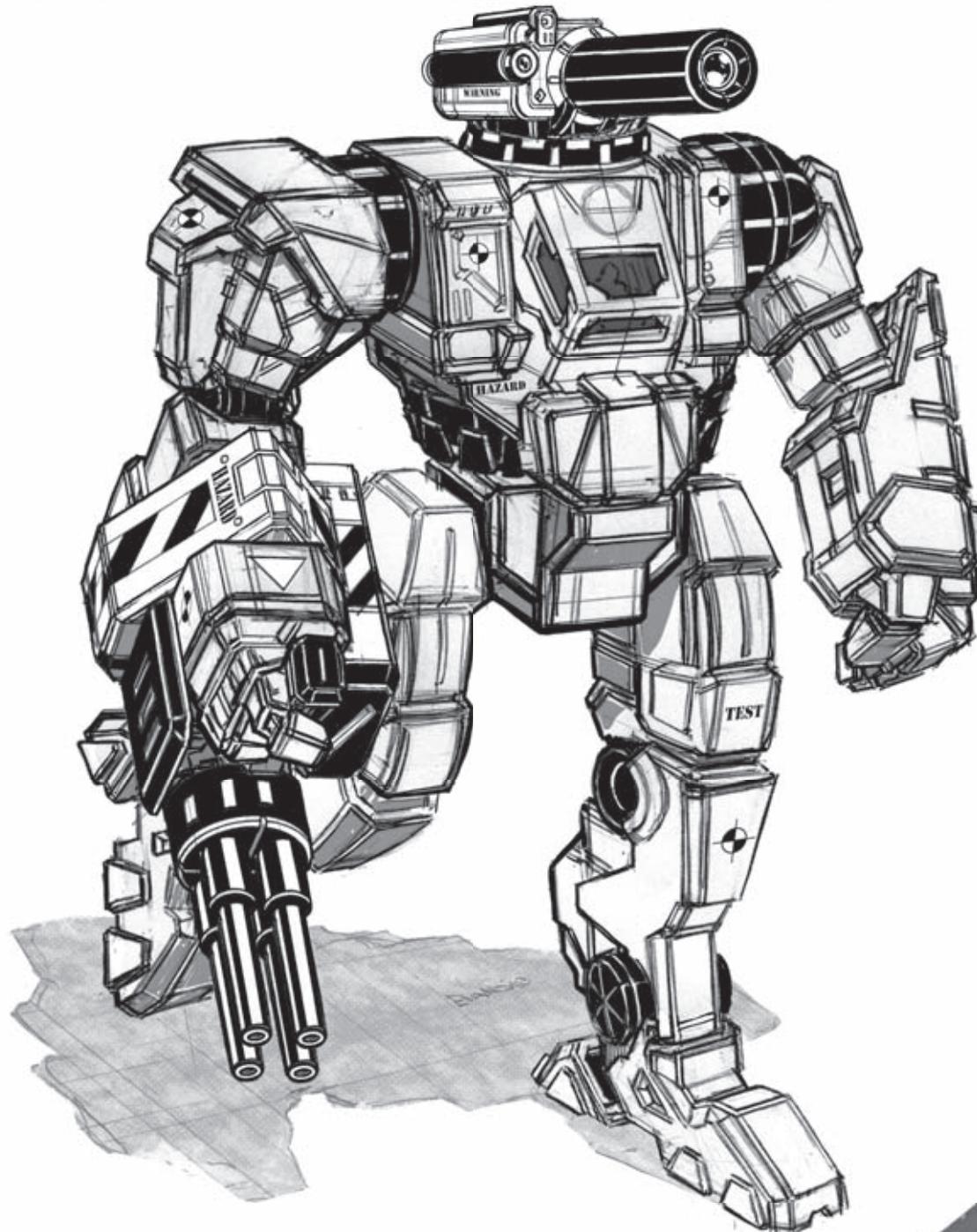
**Tonnage:** 60

**Battle Value:** 1,612

Equipment	Mass
Internal Structure:	3
Engine:	19
Walking MP:	5
Running MP:	8
Jumping MP:	0
Heat Sinks:	2
Gyro (Compact):	4.5
Cockpit (Torso Mounted):	4
Armor Factor (Stealth):	12
Internal Structure	Armor Value
Head	8
Center Torso	30
Center Torso (rear)	10
R/L Torso	18
R/L Torso (rear)	10
R/L Arm	16
R/L Leg	28

Weapons and Ammo	Location	Critical	Mass
PPC	H	3	7
TAG	H	1	1
Guardian ECM Suite	RT	2	1.5
2 Medium Lasers	RT(R)	2	2
Lift Hoist	LT(R)	3	3
Turret (Head)	CT	1	1
Triple-Strength Myomer	RA / LA	3 / 3	—

# QKD-8X QUICKDRAW



## Handheld Weapon Configurations

Mass	Heavy Thunderbolt Weapon (12 tons)	7
10	Thunderbolt-10	3
	Ammo (Thunderbolt) 18	
	Armor (32 points)	2
	<i>Battle Value: 239</i>	
1	<i>Light Autocannon Weapon (6 tons)</i>	
11	Light AC/5	.5
	Ammo (AC) 10	
	Armor (8 points)	.5
	<i>Battle Value: 82</i>	
9	<i>Light Anti-Infantry Weapon (6 tons)</i>	
1	5 Machine Guns	.5
	Ammo (MG) 100	
	Vehicular Flamer	1
	Ammo (Flamer) 20	1
2	Armor (16 points)	1
	<i>Battle Value: 64</i>	
10	<i>Light Laser Weapon (6 tons)</i>	
1.5	Medium Laser	1
	3 Heat Sinks	3
	Armor (32 points)	2
	<i>Battle Value: 110</i>	

EXPERIMENTAL

# CGR-1X1 CHARGER

**Field Testing Summation:** Modified CGR-1A Refit

**Producer/Site:** StarCorps Industries,

Son Hoa Testing Facility

**Supervising Technician:** Leonard Jameson

**Project Start Date:** 3076

## Non-Production Equipment Analysis:

- Supercharger
- Medium X-Pulse Laser
- Boosted C3 Slave System
- Angel ECM Suite
- Bloodhound Active Probe
- Laser AMS
- Chaff Pod

## Overview

After the recent raid on our Son Hoa facility (ref: SEC-REP-74\_12R), one piece of pirate salvage collected by our security forces was an ancient CGR-1A *Charger*. While the BattleMech might have been sold to help recoup some the damage done during the raid, apparently Dr. Leonard Jameson, a special projects manager on location, opted instead to procure and modify the 'Mech for his own purposes.

Almost every system on the *Charger* was modified with a "cost is no issue" mentality. An astronomically expensive 400 XL, plugged into a supercharger that also feeds power to a MASC system, replaced the machine's standard engine. Ten double-strength freezers were then added to absorb the heat created by an ER large laser and one of our pre-production X-pulse lasers. Two prototype laser anti-missile systems and an experimental chaff pod augmented the protection provided by a new skin of heavy ferro-fibrous armor. Finally, the remaining payload was given over to an elaborate collection of electronics, including TAG, a C3 slave system from the Federated Suns, an Angel ECM suite and a Bloodhound active probe—the latter three of which all remain in testing status.

The end result is a heavily armored "scout" that costs as much as a whole *company* of recon 'Mechs. In devising his money pit, Dr. Jameson seems to have forgotten that when it comes to reconnaissance, the majority of our customers consider quantity a major quality. It is inconceivable that there will ever be a market for an extremely expensive "scout" with the maintenance footprint of an assault 'Mech. Worse, the problems inherent to both fusion supercharger technology and MASC ensure there is a risk of the *Charger-X*

being lost to an enemy without ever sustaining damage from hostile weapons fire.

Dr. Jameson would no doubt have been able to shed some light on his decision making process, however he has not responded to several communiqués prior to the publication of this report.

**Type: CGR-1X1 Charger**

Technology Base: Inner Sphere (Experimental)

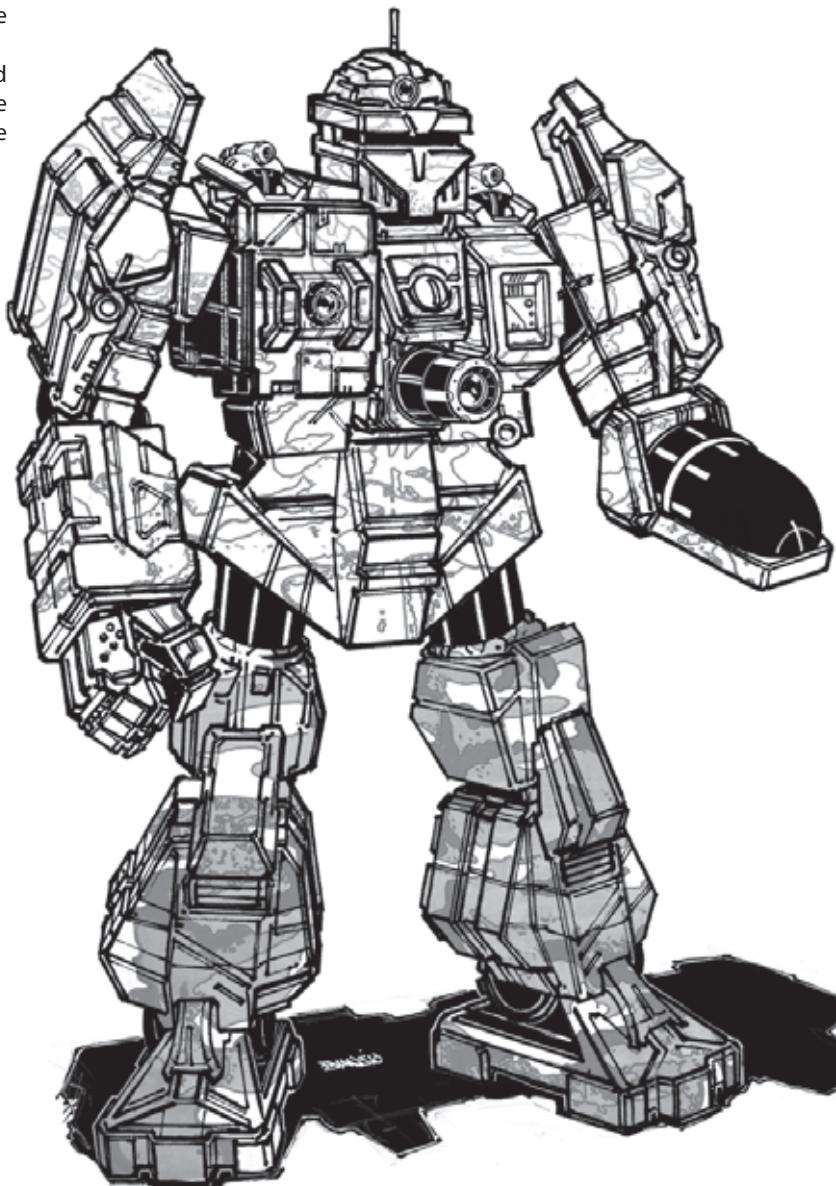
Tonnage: 80

Battle Value: 2,009

Equipment	Mass
Internal Structure:	8
Engine:	400 XL
Walking MP:	5
Running MP:	8 [13]
Jumping MP:	0
Heat Sinks:	10 [20]
Gyro:	4
Cockpit:	3
Armor Factor (Heavy Ferro):	247

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		20
R/L Torso	17	20
R/L Torso (rear)		14
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo	Location	Critical	Mass
TAG	H	1	1
ER Large Laser	CT	2	5
Medium X-Pulse Laser	RT	1	2
MASC	RT	4	4
C3 Boosted Slave	RT	2	3
Laser AMS	RT	2	1.5
Supercharger	LT	1	3
Angel ECM	LT	2	2
Bloodhound Active Probe	LT	3	2
Laser AMS	LT	2	1.5
Chaff Pod	LT	1	1



EXPERIMENTAL

# ARB-001 ARBITER

## Field Testing Summation:

Prototype Combat IndustrialMech

**Producer/Site:** Meridian Manufacturing/New St. Andrews

**Supervising Technician:** McAllister Sloughton III

**Project Start Date:** 3063

**Non-Production Equipment Analysis:**

Heavy Rifle

Many of our competitors (and even some of our own people) seem to have forgotten this.

**Type: ARB-001 Arbiter**

Technology Base: Inner Sphere (Experimental)

Tonnage: 35

Battle Value: 507

## Overview

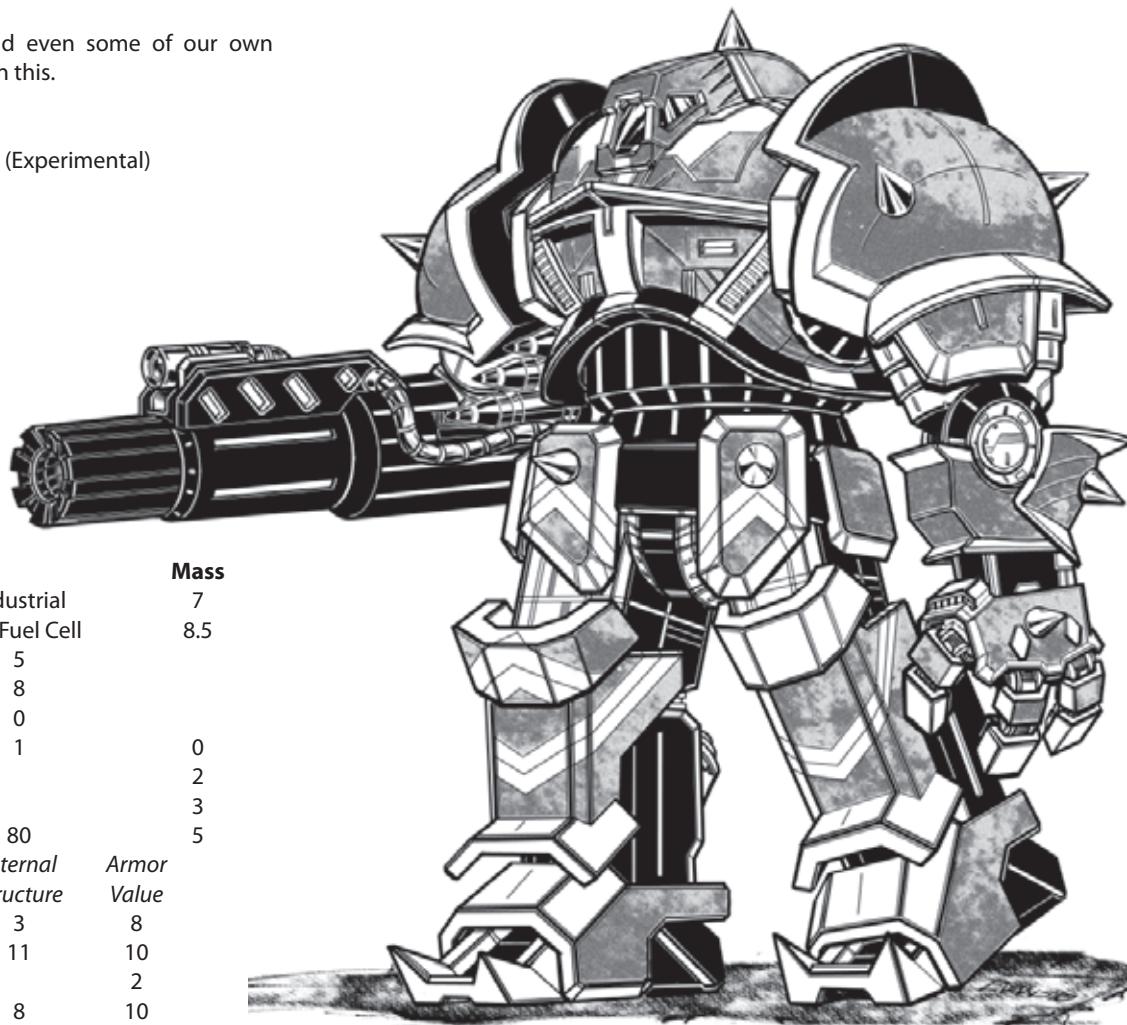
Up-and-coming Meridian Manufacturing has made some waves with its offering of the *Arbiter*. Though it is an unremarkable design in many ways, Meridian has been astonishingly successful in selling this creation; they have a six-month waiting list for orders, and are producing the 'Mech at a prodigious rate. Given its entirely underwhelming capabilities, this accomplishment demands close attention.

Core to the *Arbiter*'s success appears to be a keen understanding of what drives a pirate—or more specifically, what drives them away. Though it is a light WorkMech beneath, the *Arbiter* is carefully crafted with a rather gothic aesthetic to appear as imposing and aggressive as a heavier BattleMech. In lock-step with this approach is the application of a heavy rifle. Though this ancient weapon lacks ammunition endurance and is all but obsolete on the modern battlefield (where it fares little better than an AC/5), the weapon's housing has been cosmetically enhanced to emphasize its massive size, and can easily be mistaken for a Gauss Rifle or AC/20 class weapon at range. The end result is intimidating even to seasoned MechWarriors, never mind a pirate who is only interested in an easy score.

Further, the low cost of the *Arbiter* make large quantities of the 'Mech an affordable option for many in the Periphery or the fringe worlds of the Inner Sphere. Modern BattleMechs have cause to worry about a company of *Arbiters*, and many worlds are ordering them by the battalion.

Naturally, the *Arbiter* has significant flaws. Its limited ammunition capability forces a very brief participation in any battle, its armor protection is sub-par, and its frame is not built for intense combat. These flaws combine to create a machine that is far more bark than bite.

The ultimate conclusion to draw from the *Arbiter* is that it is not the technology, but the proper application of said technology, which leads to its commercial success.



## Equipment

	Internal Structure	Mass
Engine:	175 Fuel Cell	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	1	0
Gyro:		2
Cockpit (Industrial):		3
Armor Factor (Heavy Ind.):	80	5
	Internal Structure	Armor Value
Head	3	8
Center Torso	11	10
Center Torso (rear)		2
R/L Torso	8	10
R/L Torso (rear)		2
R/L Arm	6	8
R/L Leg	8	10

## Weapons and Ammo

	Location	Critical	Mass
Heavy Rifle	RA	3	8
Ammo (Rifle) 6	RA	1	1
Ejection Seat	H	1	.5

**Notes:** Features Advanced Fire Control.

EXPERIMENTAL

# X-5 SKULKER

## Field Testing Summation:

Prototype Skulker-Chassis Refit

**Producer/Site:** Joint Equipment Systems/Panpour

**Supervising Technician:** Ferdinand Xiang

**Project Start Date:** 3071

## Non-Production Equipment Analysis:

Angel ECM

Bloodhound Active Probe

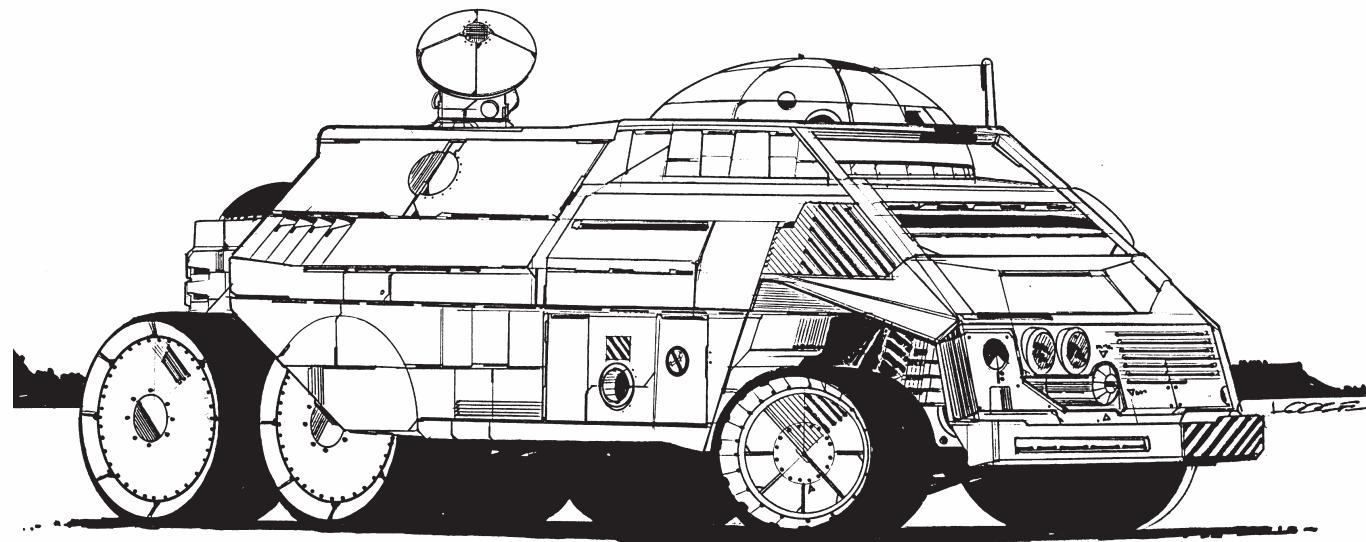
## Overview

Joint Equipment Systems' struggles as a company are not news. In an obvious effort to overcome some of the bad reputation engendered by their mediocre JES I Tactical Missile Carrier, they recently opted to revisit their ancient, but still successful Skulker design. Investing heavily in this refit, JES engineers traded in the Skulker's combustion engine for a more powerful fusion plant, and updated the weaponry by adding a Sutel Precision Line ER medium laser. The electronics suite was drastically improved by installing a Bloodhound Probe, while an Angel ECM improves the Skulker's ability to live to tell about its discoveries.

Though the design is competent by all accounts, this scout Skulker still miscalculates its market. The primary appeal of the original was its price point, opening sales to major military and minor security forces alike. With a cost now multiplied several factors over by the inclusion of a fusion engine and expensive prototype electronics, a hefty portion of the Skulker's market may find the design out of their price range.

JES has held up these prototypes as "concept vehicles" that display the company's technological expertise. While an excellent PR effort, the market for a expensive high-tech scout on a wheeled frame is not likely to improve soon.

Despite these harsh realities, JES has begun leasing out their experimental X-5 Skulkers to select mercenary commands, likely in an effort to improve visibility and drum up support. But while there is some merit to this approach—JES is receiving some accolades for its leasing program in the mercenary community—the high maintenance cost may have these mercenaries singing a different tune in the long run.



### Type: X-5 Skulker

Technology Base: Inner Sphere (Experimental)

Movement Type: Wheeled

Tonnage: 20

Battle Value: 491

### Weapons and Ammo

ER Medium Laser

Angel ECM

Bloodhound Active Probe

### Location

Front

### Mass

1

Body

2

Body

2

### Equipment

### Mass

Internal Structure: 2

Engine: 140 7.5

Type:

Fusion

Cruising MP:

8

Flank MP:

12

Heat Sinks: 10 0

Control Equipment: 1

Lift Equipment: 0

Power Amplifier: 0

Armor Factor: 72 4.5

Armor

Value

Front 18

R/L Side 18/18

Rear 18

EXPERIMENTAL

# "SNIPER" SEA SKIMMER

## Field Testing Summation:

Modified Sea Skimmer Hull Refit

**Producer/Site:** Skye Pleasure Craft LTD/Skye

**Supervising Technician:** Robin Holburn

**Project Start Date:** 3071

## Non-Production Equipment Analysis:

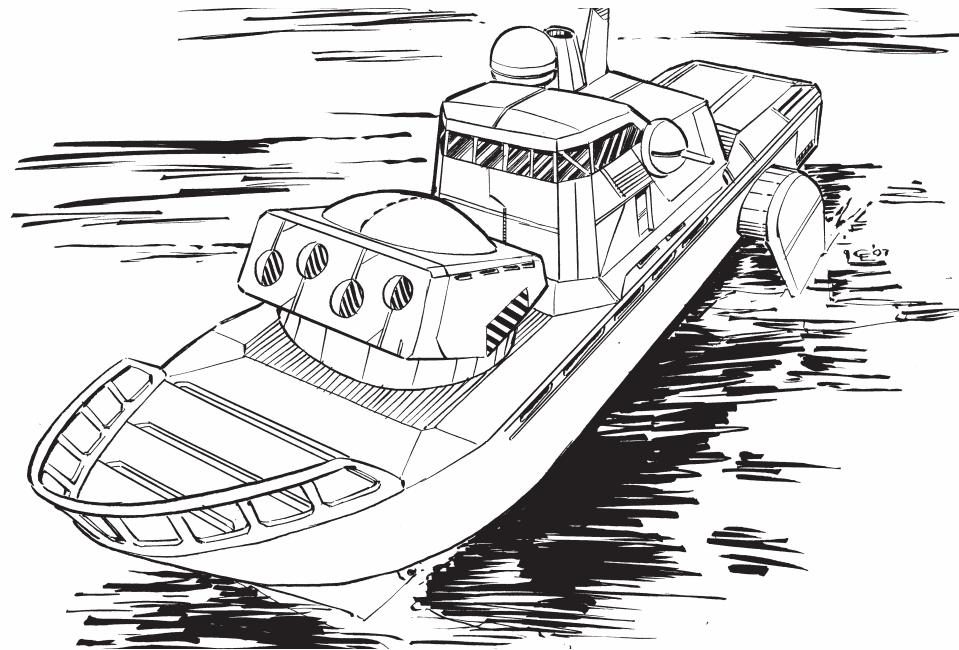
Extended LRM

## Overview

Even our own company has numerous examples of nepotism backfiring in a costly fashion. Talent is often hereditary, and sometimes the offspring outperforms the progenitor. In part because of these truisms, people like Robin Holburn will ensure that such tendencies will continue to thrive.

Legitimately brilliant, Holburn, a son of Skye Pleasure Craft's CEO, has been successful in expanding the niche market of his company's famed Sea Skimmer hydrofoil. The prior design, armed largely with short-range missiles, demanded that its operators closed with the enemy, virtually guaranteeing exposure to return fire. SPC has already addressed this concern by offering an LRM-equipped variant, but Holburn took this to an extreme by upgrading the vessel to a prototype extended-range LRM-5 from Coventry metal Works. Even after the installation of a fusion engine, this heavier launcher still demanded a reduction in weaponry and armor mass, which Holburn compensated for by utilizing newer heavy ferro-fibrous armor and by removing the Sperry Browning machine guns. As this left the vessel no mounted close-in weapons, Holburn warned that crewmen concerned about boarders would have to make do with standard infantry weapons. This likely hurt sales as many owner-operators have historically deployed Sea Skimmers as coast guard vessel, and relied on the anti-infantry guns to control minor smugglers and the like.

Still, the "Sniper's" only weapon system is quite impressive, and allows the Skimmer to provide support fire at more than a kilometer away. This is a distinct advantage against slower opponents without the weaponry to respond, which currently covers all but artillery-equipped vessels. In a promotional video, SPC shows a whole flotilla of the Sea Skimmer racing to a secluded bay deep behind enemy lines, coming to a stop, and then raining down a barrage of missile fire inland with the help of allied spotters. While the range profile of the ELRMs lend themselves well to such tasks, a vessel with only two tons of armor does itself a disservice by ever stopping in a hostile environment.



To date, Skye Pleasure Craft has yet to get the "Sniper" Sea Skimmers into standard production, likely due to their niche market (major engagements are rare at sea, and effective shoreline bombardment using these vessels practically demands they be purchased by the company), and their increased cost (an effect of the upgrade to a fusion engine and the use of a weapon system still in limited production). As a result of this, reports have it that Robin Holburn has been reassigned from his R&D post to a position perhaps less disruptive to SPC's bottom line.

### Type: Sea Skimmer "Sniper"

Technology Base: Inner Sphere (Experimental)

Chassis Type: Naval (Hydrofoil)

Tonnage: 25

Battle Value: 322

### Equipment

Internal Structure:

### Mass

2.5

Engine:

150

8.5

Type:

Fusion

Cruising MP:

12

Flank MP:

18

### Equipment

Heat Sinks:

10

### Mass

0

Control Equipment:

1.5

Lift Equipment:

2.5

Power Amplifier:

0

Turret:

1

Armor Factor (Heavy Ferro):

39

2

### Armor Value

Front

0

R/L Side

1.5

Rear

2.5

Turret

0

### Weapons and Ammo

Extended LRM-5

### Location

### Mass

Ammo (ELRM) 18

Turret

6

Body

1

EXPERIMENTAL

# MAXIM FLANKER

**Field Testing Summation:** Prototype Maxim-Chassis Refit

**Producer/Site:** Cyclops Incorporated/Skye

**Supervising Technician:** Buford Leopold

**Project Start Date:** 3074

**Non-Production Equipment Analysis:**

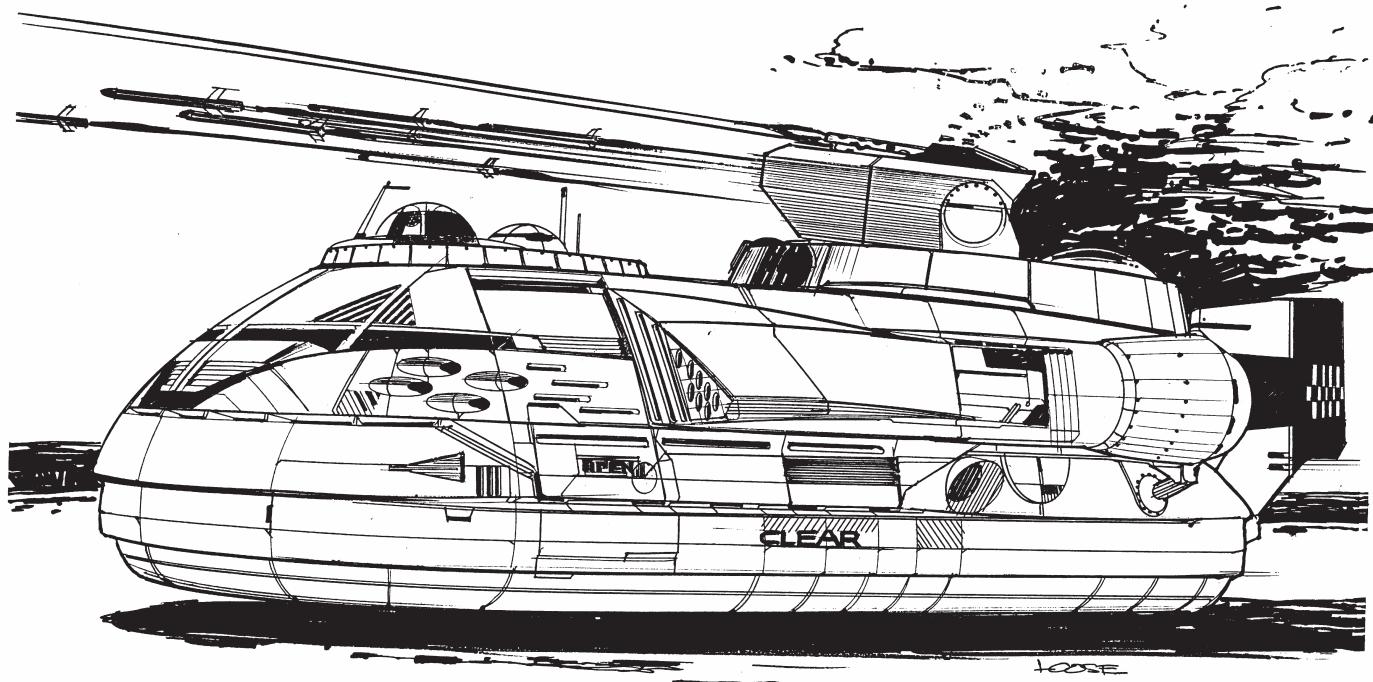
Sponson Turrets

## Overview

Our friends at Cyclops Incorporated have once again inflicted a technological folly upon the universe, but at least we have an opportunity to learn from their mistakes without wasting our shareholders' money.

The "Flanker" is a brain-spawn of Buford Leopold. Apparently intent on creating an entirely new tactic of warfare without the burden of any actual battlefield experience, Leopold envisioned the flanker as drastically enhancing the capabilities of the hovercraft when dropping troops in hostile combat. The thought process would have the Maxim expose a single substantially over-armored side to the enemy, while providing fire from side-mounted sponson turrets. The craft could thus orbit the opposition without the burden of splitting armor protection between the hull and turret to benefit from the flexibility. With the opposition suitably suppressed, the Flanker would disgorge its cargo of infantry, and then support it using similar tactics.

Something Leopold was apparently unaware of is a hovercraft's particular vulnerability to fire from the flanks, which is far more likely to cause mobility-impairing damage. The lack of a top-mounted turret also closed the door on hull-down tactics. Beyond that, mass was lost on the opposite sponson turret, and the unbalanced armor was apparently not sufficiently compensated for in the vehicle's guidance system. All these inconvenient facts conspired to present a particularly hilarious live-fire exercise, which the Maxim Flanker completed as a pillbox after its air skirt collapsed, despite the best efforts of its hapless crew.



### Type: Maxim Flanker

Technology Base: Inner Sphere (Experimental)

Movement Type: Hover

Tonnage: 50

Battle Value: 781

### Equipment

Internal Structure:

### Equipment

Armor Factor:

Mass

88  
Armor Value

5.5

Front

20

R/L Side

46/10

Rear

12

Engine:

Mass

165  
Fusion

Mass

10

### Weapons and Ammo

Location

Mass

Right Sponson

7

Body

2

Right Sponson

2

Body

1

Left Sponson

1

Body

1

Left Sponson

1.5

Rear

0.5

Body

0.5

Body

4

Type:

LRM-15

Cruising MP:

Ammo (LRM) 16

Flank MP:

SRM-4

Heat Sinks:

Ammo (SRM 4) 25

Control Equipment:

SRM-2

Lift Equipment:

Ammo (SRM 2) 50

Power Amplifier:

3 Machine Guns

Sponson Turrets:

Machine Gun

Ammo (MG) 100

Cargo

EXPERIMENTAL

# PARTISAN HULL DEFENSE

## Field Testing Summation:

Prototype Partisan-Chassis Refit

**Producer/Site:** Kallon Industries/Nanking

**Supervising Technician:** Clarice Hemmingway

**Project Start Date:** 3072

## Non-Production Equipment Analysis:

Large X-Pulse Lasers

Reflective Armor

Blue Shield Particle Field Dampener

Boosted C3 Slave System

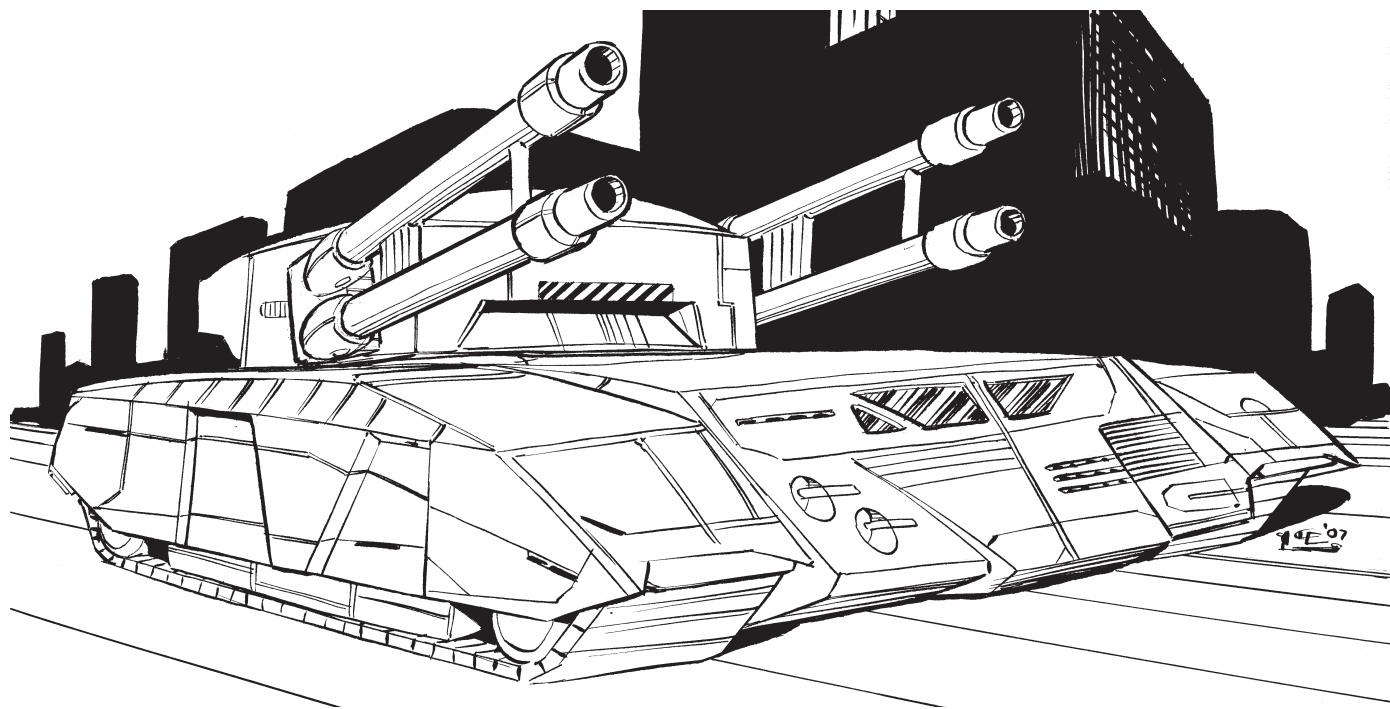
## Overview

Another concept that aspires to change the face of warfare came into being courtesy of Kallon Industries. The idea's actual progenitor is not known, although it is clear that Dr. Hemmingway was tasked with making the idea a reality, something the lesser mind of its originator was not evidently capable of.

The idea is apparently to provide a cheap enhancement to a WarShip's native ability to resist fighters. A company or more of Partisans, environmentally sealed to operate in vacuum, would be stationed aboard a parent WarShip, and then drive onto the hull to engage hostile fighters. The advantage of these "mobile turrets" is that the force of Partisans can move to cover for any of their mother ship's destroyed turrets, or—should the need arise—even be deployed with ground forces for additional planetside firepower.

To support the niche operational profile, Hemmingway succeeded in deploying a Blue Shield PFD system on the tank—a considerable feat further enhanced by the use of reflective armor—which all but neutralizes the effects of incoming PPC fire and reduces the effectiveness of the energy weapons that represent most common fighter-based armaments. This does, however, leave the sealed Partisans vulnerable to ballistic and missile weaponry, a particular danger in a battlefield that still faces the increased proliferation of Gauss weapons. While the armor protection of the Partisan is drastically improved, a single Gauss slug can penetrate this vehicle in all locations except the turret or front glacis on the first strike.

Offensively, the Partisan relies on a pair of large X-pulse lasers, which inflict a substantial heat load on the vehicle. In order to mount the weapons and their attendant heat sinks, it was necessary to install a fusion power plant with a lesser rating than the Partisan's original GM 240 combustion engine. Given the intended operational profile, the reduced speed is not an insurmountable obstacle, but it may be difficult to



justify the substantial expense given such a limited application. Kallon attempted to expand the vehicle's utility by mounting a prototype boosted-C<sup>3</sup> system, with the system placed in the turret for no obvious gain.

### Type: Partisan Hull Defense

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 80

Battle Value: 1,113

### Equipment

Internal Structure:

### Mass

### Mass

4

Environmental Sealing:

0

Engine:

### Mass

0

Type:

### 160

2

Cruising MP:

### Fusion

28/28

Flank MP:

### 2

26

Heat Sinks:

### 3

### Equipment

Control Equipment:

### Mass

4

Lift Equipment:

0

Power Amplifier:

0

Turret:

2

Armor Factor (Reflective):

11

Front

### Armor

47

R/L Side

### Value

28/28

Rear

26

Turret

47

### Weapons and Ammo

2 Large X-Pulse Lasers

### Location

Turret

### Mass

14

Blue Shield PFD

### Body

3

Boosted C<sup>3</sup> Slave

### Turret

3

EXPERIMENTAL

# "KALKI" CRUISE MISSILE LAUNCHER

**Field Testing Summation:** Modified SturmFeur Prototype

**Producer/Site:** Kallon Industries/Kirklin

**Supervising Technician:** Nisu Haryana

**Project Start Date:** 3068

**Non-Production Equipment Analysis:**

Cruise Missile/50

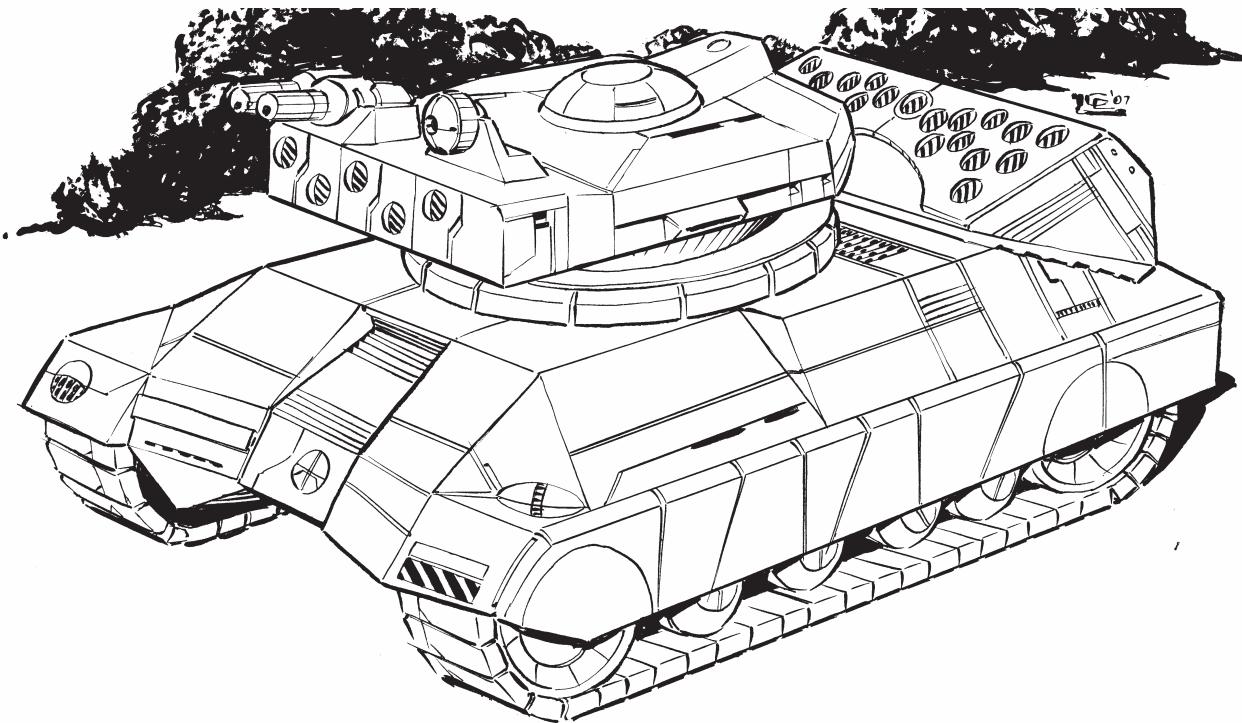
## Overview

Our friends at Kallon Industries were swift to create a vessel for the Federated Suns' prototype cruise missile launch systems shortly after the onset of the Jihad. Unfortunately for them, in their haste, they have made several costly mistakes that ultimately shelved the entire program. First and foremost was their decision to deploy the missiles on a ground-based combat vehicle, using a heavily modified SturmFeur chassis as the basis. Upgraded to a massive 125 tons in mass, the vehicle nevertheless was only able to mount a single launcher geared for the smallest-size cruise missile. With mass at such a premium for the system and its munitions alike, the "Kalki" had to be reloaded externally after every launch, an issue that would necessitate a larger and more vulnerable supply and drastically impair the vehicle's ability to deploy sustained fire against a target area.

Second, in an effort to keep costs down and save on mass, a relatively small power plant was employed, leaving the vehicle with a top speed of only 32 kph. This slow crawl excludes the unit from any formation intent on battlefield maneuvers, and ensures its vulnerability to counter-battery fire if discovered. Still, if these were the vehicle's only shortcomings, it likely could have secured substantial orders; but Kallon's haste also created several other systematic shortcomings.

The most serious problem was the SturmFeur chassis' overstressed suspension, which failed frequently when traversing rough terrain at the vehicle's top speed. Other evidence of poor workmanship was reported with the entire machine gun turret assembly, which was inefficiently designed and mounted, and included rotation problems, weapon-jam issues, and even poor ergonomics (apparently due to being designed for crewmen of below-average height). Finally, some reports suggest that the armor shell was more prone to penetrating shots than one might have expected from five tons of StarSlab. This likely developed due to the armor's dispersion across a hull size expanded to support the massive cruise missile.

Worst of all, we've become aware that Kallon suffered numerous catastrophic failures during live fire tests of the new missile system. The information we have acquired does not conclusively point to any particular root cause, although repeated firing with the same unit certainly increases the odds of failure. We understand Kallon suggested a serious overhaul after every



fifteen launches, at which point funding for the project was (wisely) cut.

### Type: SturmFeur "Kalki" Cruise Missile Launcher

Technology Base: Inner Sphere (Experimental)

Chassis Type: Tracked

Tonnage: 125

Battle Value: 803

### Equipment

Internal Structure:

### Mass

Engine:

250

12.5

Type:

Fusion

19

Cruising MP:

2

Flank MP:

3

Heat Sinks:

0

Control Equipment:

6.5

Lift Equipment:

0

### Equipment

Power Amplifier:

### Mass

0

Turret:

.5

Armor Factor:

5

Front

Armor

Front R/L Side

Value

Rear R/L Side

12/12

Rear

12/12

Turret

7

12

### Weapons and Ammo

Cruise Missile/50

Location

Mass

Ammo (Cruise Missile) 1

Front

55

2 Machine Guns

Body

25

Ammo (MG) 100

Turret

1

Body

Body

.5

EXPERIMENTAL

# SB-31 SABRE "DEFENSE SPECIAL"

**Field Testing Summation:** Modified SB-29 Sabre Refit

**Producer/Site:** Wakazashi Enterprises/Kervil

**Supervising Technician:** Philip Branick

**Project Start Date:** 3068

**Non-Production Equipment Analysis:**

Laser Anti-Missile System

## Overview

The *Sabre* has always operated as a something of a competitor to a fellow Wakazashi product: the *Sholagar*. Similar in size and capabilities, it wasn't until the *Sholagar* edged ahead in the technologies utilized, later in its lifespan, that the two craft distinguished from each other.

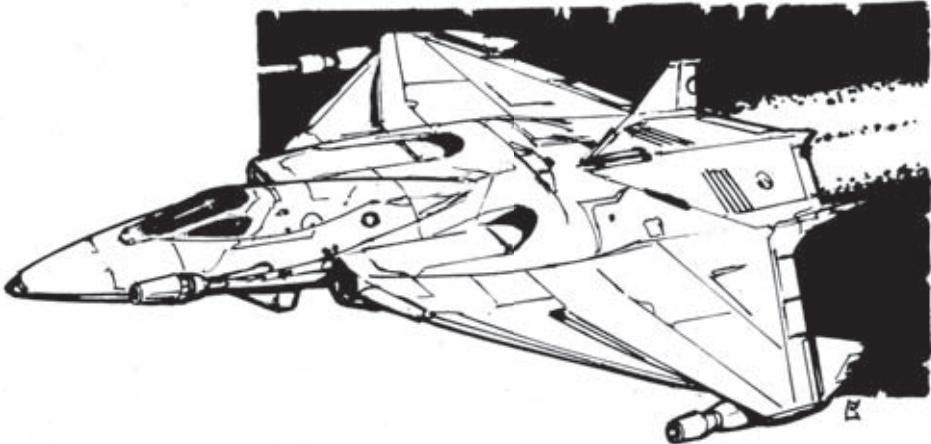
Shortly after completing their SB-29 refit of this venerable craft in 3068, Wakazashi apparently began work on a next generation *Sabre*, ultimately designated as the SB-31. Similar to the SB-29 in several ways, the most notable change was the installation of prototype laser anti-missile systems in both wings and opposite the nose laser. The arrangement is notable for two reasons. The first is the incredible heat load this configuration promises. In a missile-intensive battle, the laser anti-missile systems could create an almost debilitating heat-load on the craft, preventing it from engaging in any offensive combat when all three are active. Thus, the fighter's defensive abilities would often force its pilot to carefully stagger his weapons, lest his own defenses overtax the craft. (A standard AMS deployment would likely have avoided much of this.)

The second distinction is far more pressing and seems to cover the SB-29's intended use. Shortly after trials began, the fighter's second moniker—"Defense Special"—emerged in internal documents, suggesting the laser AMS arrangement is no accident, but a purposeful concept likely aimed at defending capital ships and wing mates against missile clusters. Wakazashi has since begun full-scale production of the craft, but curiously, they have yet to publish any sell-sheets. The SB-29 has not been advertised in any media, and the procurement offices of every major military appear unaware of this product. Attempts through shell companies to purchase an SB-31 have persistently failed, and it seems that—to much of Wakazashi itself—the "Defense Special" simply does not exist.

There are only two plausible explanations for this, but the first—gross incompetence—can likely be ruled out. The other implies that Wakazashi has reached several conclusions StarCorps has already acted upon as well. (It is probable that Wakazashi has no awareness of Initiative Soter.)

Our own Strategic Developments group, whose recommendations can be found under reference Strat-3077-71a, has also reached these same conclusions. If this is an accurate interpretation of events, we will benefit if we seek out Wakazashi rather than attempting to re-invent the wheel. Opportunities for leverage would be substantial.

Alternatively, they may emerge as a key competitor, in which case they require even closer scrutiny.



**Type:** SB-31 Sabre Defense Special

**Technology Base:** Inner Sphere (Experimental)

**Tonnage:** 25

**Battle Value:** 884

Equipment	Mass
Engine: 225 XL	5
Safe Thrust: 11	
Maximum Thrust: 17	
Structural Integrity: 11	
Heat Sinks: 10 [20]	0
Fuel: 400	5
Cockpit: 3	
Armor Factor: 72	4.5
	Armor Value
Nose	22
Wings	17/17
Aft	16

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
ER Medium Laser	Nose	1	5	5	5	—	—
Laser AMS	Nose	1.5	7	—	—	—	—
ER Medium Laser	RW	1	5	5	5	—	—
Laser AMS	RW	1.5	7	—	—	—	—
ER Medium Laser	LW	1	5	5	5	—	—
Laser AMS	LW	1.5	7	—	—	—	—

# SL-27X SHOLAGAR

**Field Testing Summation:** Modifier SL-21 Sholagar Prototype Refit

**Producer/Site:** Wakazashi Enterprises/Schuylar

**Supervising Technician:** Tetsuo Toyoda

**Project Start Date:** 3065

**Non-Production Equipment Analysis:**

XXL Engine  
Angel ECM

## Overview

Wakazashi Enterprises was eager to return to Schuylar once it was liberated from the Smoke Jaguars, fired up by reports of widespread Clan enhancements to their captured infrastructure. But while the company's executives might have hoped to recover their long-lost fighter factory upgraded to Clan homeworld standards after a decade of Jaguar control, they were undoubtedly disappointed. Instead of a gleaming facility upgraded by sophisticated technologies on an enemy's budget, Wakazashi instead inherited a manufacturing plant in serious disrepair, neglected by a Clan who found the facilities too "backwards" to warrant any serious investment.

Regardless, Wakazashi swiftly reclaimed the ruins and soon resumed production of their *Sholagar* fighter. Soon afterward, in an effort to close the Clan-Inner Sphere aerospace divide, company researchers began to discuss a concept vehicle that would showcase Wakazashi's return to glory, and prove themselves worthy of the DCMS's investments in cutting-edge tech.

The unveiling of the *Sholagar* SL-27x was delayed repeatedly due to management's insistence on including every new applicable technology as it became available to the Combine. Particularly substantial delays were incurred when the fighter's power plant was changed from an XL type engine to an XXL type. Ultimately, a finished prototype was presented to *Kanrei* Minamoto for review in 3069.

In addition to the XXL engine upgrade, which improves the *Sholagar*'s already impressive thrust to a maximum 8.5-G acceleration in space, the SL-27x also carries an experimental Angel ECM suite (though both of these technologies send the *Sholagar*'s costs through the roof). The repeated delays and design changes over the course of almost a decade, however, created a cost that by some accounts reached a full billion C-bills. This egregious spending only worsens when one considers the fighter's combat capabilities. The improved single-shot four-tube missile rack is regarded with ire. While three light PPCs are adequate weapons on land, aerospace consultants have unanimously agreed that in space they provide too little advantage to warrant their mass. Their presence is mysterious, but one company insider now on our payroll indicated that one deciding factor was that firing the weapons "looked more impressive in space than lasers did". One would hope that StarCorps is a more wise and responsible company.

**Type:** **SL-27x Sholagar**

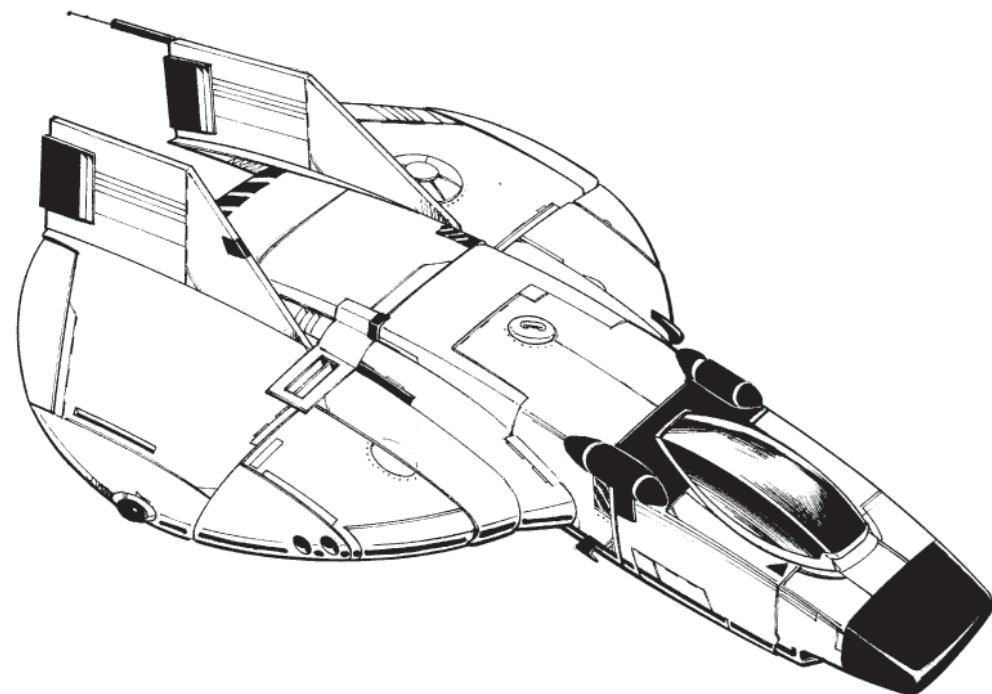
**Technology Base:** Inner Sphere (Experimental)

**Tonnage:** 35

**Battle Value:** 1,322

## Equipment

		<b>Mass</b>
Engine:	315 XXL	7.5
Safe Thrust:	11	
Maximum Thrust:	17	



<b>Equipment</b>		<b>Mass</b>
Structural Integrity:	11	
Heat Sinks:	10 [20]	
Fuel:	400	5
Cockpit:		3
Armor Factor:	112	7
		<i>Armor</i>
		<i>Value</i>
Nose	34	
Wings	27/27	
Aft	24	

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Mass</b>	<b>Heat</b>	<b>SRV</b>	<b>MRV</b>	<b>LRV</b>	<b>ERV</b>
Improved SRM-4 OS	Nose	1.5	3	6	—	—	—
Light PPC	Nose	3	5	5	5	—	—
Angel ECM	Nose	2	0	—	—	—	—
Light PPC	RW	3	5	5	5	—	—
Light PPC	LW	3	5	5	5	—	—

# PLANETLIFTER SUPPORT AIRCRAFT

## Field Testing Summation:

Modified Planetlifter Prototype Refit

## Producer/Site:

Imstar Aerospace/Marik

## Supervising Technician:

Raymond Opasinski

## Project Start Date:

3072

## Non-Production Equipment Analysis:

Vehicular Stealth Armor

Cockpit Command Console

Angel ECM

Look-Down Radar

## Overview

This rather spirited attempt by the folks at Imstar to diversify their portfolio apparently suffers from an overabundance of creativity—and a lack of practical sense. Once seen as a promising aerospace contender when they won the *Agamemnon*-class WarShip contract, many expected Imstar would spectacularly break the mold established by the company's two core products, the *Cheetah* aerospace fighter and the Planetlifter conventional transport. Instead, it seems, the company's engineers prefer to tweak their existing product lines. Of course, the Jihad and the upheavals throughout the Free Worlds League have probably played an important part in their inability to expand, but the results are no less disappointing.

Still, the Jihad's effects have proven somewhat inspirational to Imstar's experimental refit teams. Targeting the unlikely Planetlifter for a more direct role in combat, Imstar's Raymond Opasinski focused on procuring vehicular stealth armor as a key feature—a feat we assign to Word of Blake assistance. While drastically improving the survivability of the craft with the aid of a prototype Angel ECM suite, the Planetlifter still lacks tangible armor protection due to its conventional airframe. Thus, the craft remains vulnerable to even light weapons fire in a hot zone.

Beyond the stealth systems, a standard fusion engine was installed and the VSTOL equipment removed to allow for the inclusion of an Arrow IV missile battery, one of the only artillery-class weapons capable of airborne firing. In addition to the artillery missiles, an expansive suite of electronics was provided, including an expanded cockpit command console, and a look-down radar system. These systems can provide friendly forces with some outstanding tactical support and capabilities, although using them effectively requires the Planetlifter to shut down its stealth armor.

Unfortunately, this very collection of artillery and tactical support capabilities will only increase the reasons any hostile forces already have to down an enemy Planetlifter. As the plane remains fragile and slow, it faces an almost certain demise in real combat once an enemy is aware of its presence. This factor has already been borne out by the outcomes of several combat simulations, and—likely as a result—Imstar has been unable to land a contract for the Planetlifter support aircraft.



## Type: Planetlifter Support Aircraft

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

Battle Value: 475

Equipment	Mass
Engine:	200
Type:	Fusion
Equipment	Mass
Safe Thrust:	4
Maximum Thrust:	6
Structural Integrity:	5
Heat Sinks:	10
Fuel:	320
Controls	5
Armor Factor (Stealth):	48
	Armor Value
Nose	22
Wings	7/7
Aft	12

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Arrow IV Missile Launcher	Aft	15	10	—	—	—	—
Ammo (Arrow IV) 10	Aft	2	0	—	—	—	—
Angel ECM Suite	Nose	2	0	—	—	—	—
Look-Down Radar	Nose	5	0	—	—	—	—
Cockpit Command Console	Nose	3	0	—	—	—	—

**Note:** Arrow IV Missile Launcher may deliver artillery attacks to ground targets only. May not engage airborne targets.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: FS9-X81 FIRESTARTER

Movement Points: 35  
 Walking: 6 Tech Base: Inner Sphere  
 Running: 9 (Experimental)  
 Jumping: 6 Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	—	5	10	15
				[DE,H,AI]				
1	Med. X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Med. X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Flamer	LA	3	2	—	1	2	3
				[DE,H,AI]				
1	Flamer	CT	3	2	—	1	2	3
				[DE,H,AI]				
1	Flamer	CT(R)	3	2	—	1	2	3
				[DE,H,AI]				

BV: 1,093

### 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. Flamer
- 5. Medium X-Pulse Laser
- 6. Roll Again
  
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Head

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

#### Center Torso

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

#### Left Torso

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

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

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- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
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- 6. Jump Jet

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- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

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- 6. Jump Jet

#### 4-6

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- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

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- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

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- 2. Double Heat Sink
- 3. Double Heat Sink

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- 4. Jump Jet
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- 3. Double Heat Sink

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- 4. Jump Jet
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- 6. Jump Jet

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- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
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- 4. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
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#### 4-6

- 4. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
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#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
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#### 4-6

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- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
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- 4. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

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- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

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- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
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#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

#### 4-6

# BATTLETECH

## 'MECH RECORD SHEET

## 'MECH DATA

Type: HBK-7X-4 HUNCHBACK

**Movement Points:** Walking: 4  
Running: 6  
Jumping: 0      **Tonnage:** 50  
**Tech Base:** Inner Sphere  
(Experimental)  
**Jihad**

## Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
1	Ultra AC/10	RT	4/Sht.	10/Sht.	—	6	12	18
				[DB,R/C]				
1	ER Med. Laser	RA	5	5 [DE]	—	4	8	12
1	ER Med. Laser	LA	5	5 [DE]	—	4	8	12
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

### Notes: Reinforced Internal Structure

**BV: 1,208**

## CRITICAL HIT TABLE

### Left Arm

- 1-3**

  - 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. ER Medium Laser
  - 6. Ferro-Fibrous

**4-6**

  - 1. Ferro-Fibrous
  - 2. Ferro-Fibrous
  - 3. Ferro-Fibrous
  - 4. Ferro-Fibrous
  - 5. Ferro-Fibrous
  - 6. Ferro-Fibrous

### Left Torso

- 1-3**

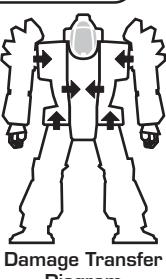
  - 1. Life Support
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Double Heat Sink
  - 6. Double Heat Sink

**4-6**

  - 1. Double Heat Sink
  - 2. Ammo (Ultra) 10
  - 3. Ammo (Ultra) 10
  - 4. CASE II
  - 5. Roll Again
  - 6. Roll Again

### Left Leg

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



## WARRIOR DATA

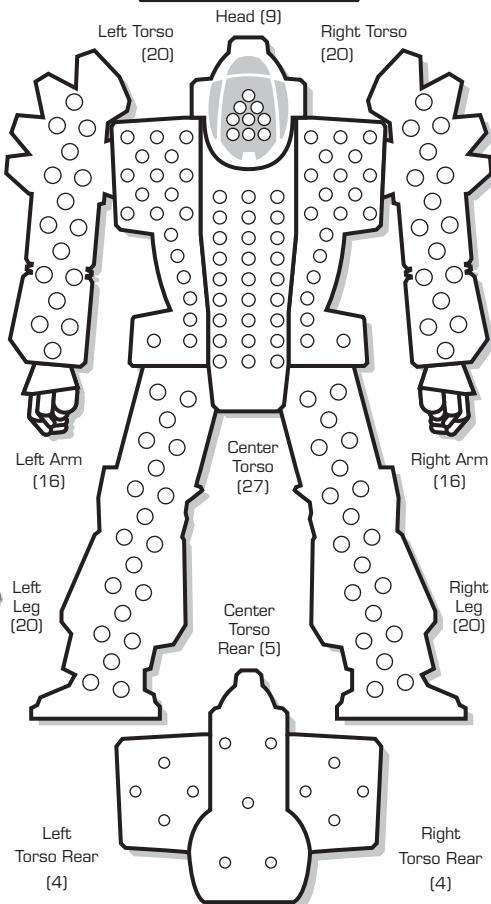
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

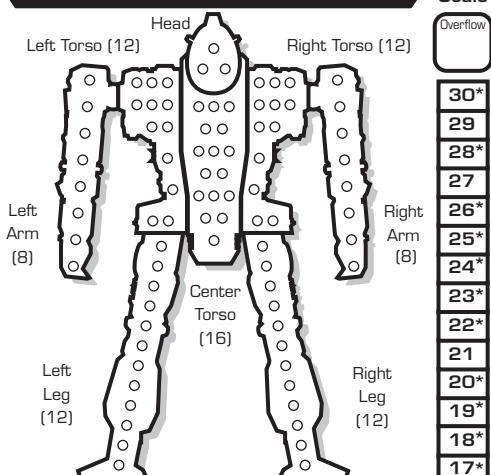
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



## ARMOR DIAGRAM



## INTERNAL STRUCTURE DIAGRAM



## HEAT DATA

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: QKD-8X QUICKDRAW

Movement Points: 60  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 (Experimental)  
 Jumping: 0 Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	HD*	10	10 [DE]	3	6	12	18
1	TAG	HD*	—	[E]	—	5	9	15
2	Medium Laser	RT(R)	3	5	—	3	6	9
1	Guardian ECM	RT	—	[E]	—	—	—	6
1	Lift Hoist	LT(R)	—	[E]	—	—	—	—

\*Head Turret

BV: 1,612

### CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Triple Strength Myomer 3. Triple Strength Myomer 4. Triple Strength Myomer 5. Stealth Armor 6. Stealth Armor

Left Torso	
1-3	1. Life Support 2. Lift Hoist (R) 3. Lift Hoist (R) 4. Lift Hoist (R) 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Stealth Armor 5. Stealth Armor 6. Roll Again

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

### Head

1. Sensors
2. Sensors
3. PPC
4. PPC
5. PPC
6. TAG

### Center Torso

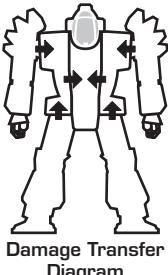
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Fusion Engine
6. Fusion Engine

1. Compact Gyro
2. Compact Gyro
3. Cockpit

- 4-6
4. Sensors
5. Turret (Head)
6. Roll Again

Engine Hits     
 Gyro Hits    
 Sensor Hits    
 Life Support 

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### Right Arm

- 1-3
  1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Endo Steel
  6. Endo Steel
- 4-6
  1. Endo Steel
  2. Triple Strength Myomer
  3. Triple Strength Myomer
  4. Triple Strength Myomer
  5. Stealth Armor
  6. Stealth Armor

### Right Torso

- 1-3
  1. Life Support
  2. Medium Laser (R)
  3. Medium Laser (R)
  4. Guardian ECM Suite
  5. Guardian ECM Suite
  6. Endo Steel
- 4-6
  1. Endo Steel
  2. Endo Steel
  3. Endo Steel
  4. Stealth Armor
  5. Stealth Armor
  6. Roll Again

### Right Leg

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

### 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: CGR-1X1 CHARGER

Movement Points: Tonnage: 80  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 [13] (Experimental)  
 Jumping: 0 Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER large Laser	CT	12	8 [DE]	—	7	14	19
1	Med. X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	TAG	LT	—	[E]	—	5	9	15
1	Boosted C <sup>3</sup> Slave	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Bloodhound	LT	—	[E]	—	—	—	8
	Active Probe							
1	Laser AMS	RT	7	[PD]	—	—	—	—
1	Laser AMS	LT	7	[PD]	—	—	—	—
1	Chaff Pod	LT	0	[PD,E,PS]	—	—	—	—

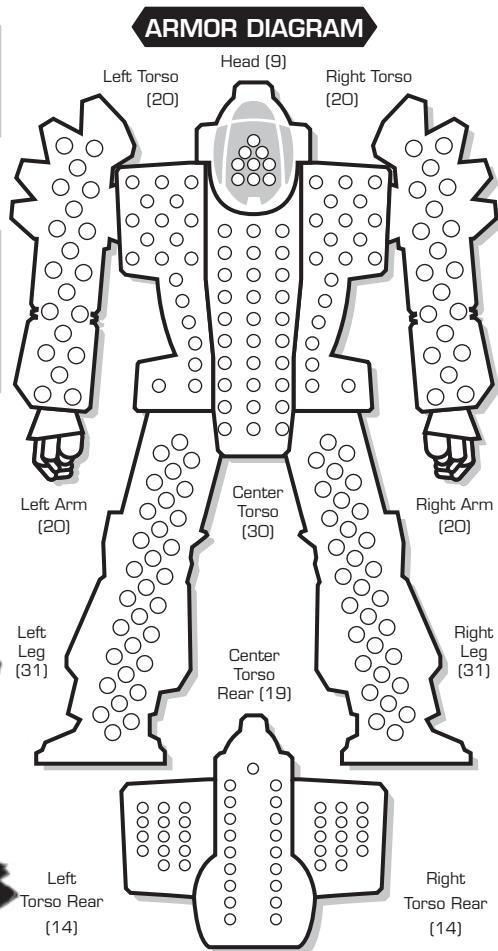
BV: 2,009

### 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	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator
4	4. Heavy Ferro-Fibrous 5. Heavy Ferro-Fibrous 6. Heavy Ferro-Fibrous
4-6	1. Heavy Ferro-Fibrous 2. Heavy Ferro-Fibrous 3. Heavy Ferro-Fibrous 4. Heavy Ferro-Fibrous 5. Heavy Ferro-Fibrous 6. Heavy Ferro-Fibrous

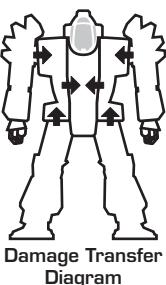
Left Torso	
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine
4	4. Supercharger
4-6	5. Bloodhound Active Probe 6. Bloodhound Active Probe

Left Leg	
1	1. Hip
2	2. Upper Leg Actuator
3	3. Lower Leg Actuator
4	4. Foot Actuator
5	5. Heavy Ferro-Fibrous
6	6. Heavy Ferro-Fibrous

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. TAG
4	5. Sensors 6. Life Support
Center Torso	
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine
4-6	4. Gyro 5. Gyro 6. Gyro

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

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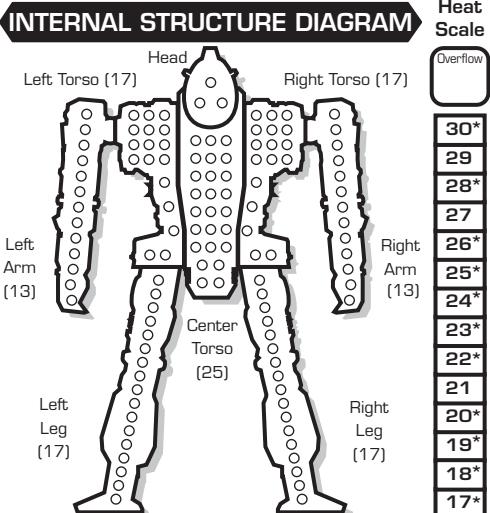


Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator
4	4. Hand Actuator
4-6	5. Heavy Ferro-Fibrous 6. Heavy Ferro-Fibrous

Right Torso	
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine
4	4. Medium X-Pulse Laser
4-6	5. Boosted C <sup>3</sup> Slave 6. Boosted C <sup>3</sup> Slave

Right Leg	
1	1. Hip
2	2. Upper Leg Actuator
3	3. Lower Leg Actuator
4	4. Foot Actuator
5	5. Heavy Ferro-Fibrous
6	6. Heavy Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: ARB-001 ARBITER

Movement Points: 35  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 (Experimental)  
 Jumping: 0 Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Rifle	RA	4	9*[DB]	2	6	12	18
1	Ejection Seat	HD	—	[E]	—	—	—	—

\*Because they lack the armor-penetrating power of modern autocannons, rifles of all sizes must subtract 3 points of damage (to a minimum of 0) for successful attacks against any unit except for conventional infantry, battle armor, 'Mechs using Commercial Armor, or Support Vehicles with a BAR rating below 8.

Notes: Advanced Fire Control

BV: 507

### CRITICAL HIT TABLE

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

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

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

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Ejection Seat 5. Sensors 6. Life Support
4-6	1. Fuel Cell 2. Fuel Cell 3. Fuel Cell 4. Gyro 5. Gyro 6. Gyro
1-3	1. Fuel Cell 2. Fuel Cell 3. Fuel Cell 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fuel Cell 3. Fuel Cell 4. Fuel Cell 5. Gyro 6. Gyro

4-6	1. Gyro 2. Fuel Cell 3. Fuel Cell 4. Fuel Cell 5. Roll Again 6. Roll Again
<b>Engine Hits</b> ○ ○ ○	
<b>Gyro Hits</b> ○ ○ ○	
<b>Sensor Hits</b> ○ ○ ○	
<b>Life Support</b> ○ ○ ○	



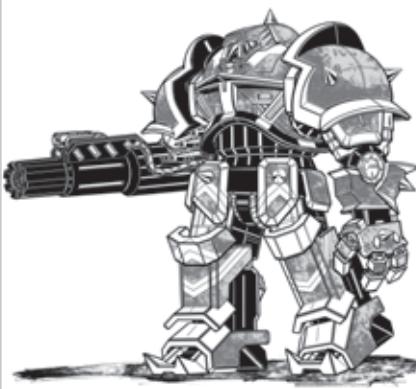
### WARRIOR DATA

Name: \_\_\_\_\_

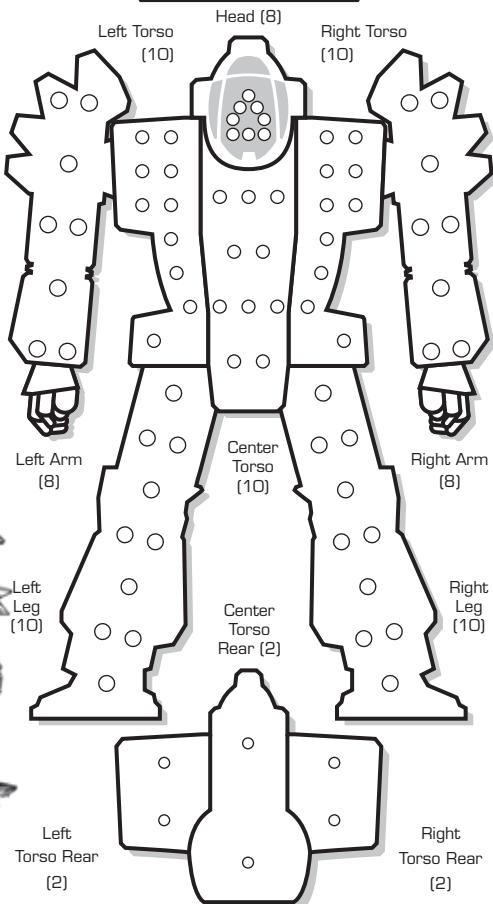
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken: 1 2 3 4 5 6

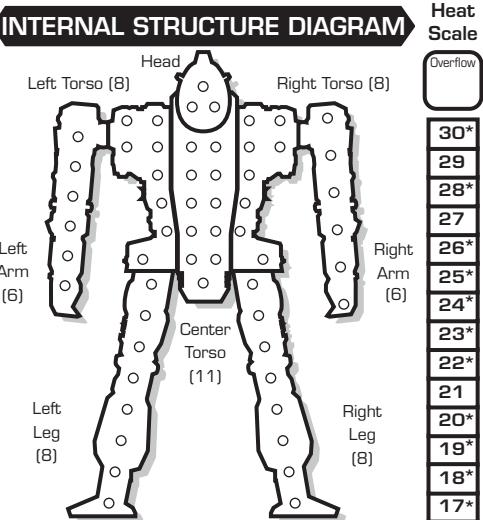
Consciousness# 3 5 7 10 11 Dead



### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

# BATTLETECH

## HANDHELD WEAPONS

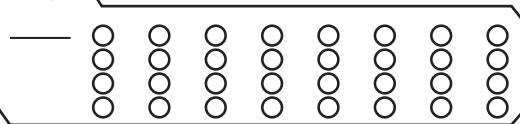


Weapon ( \_\_\_\_ tons)

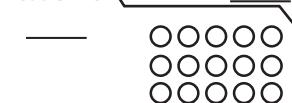
Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
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Armor:



Heat Sinks:



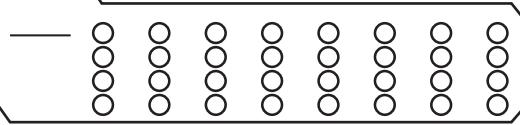
BV:

Weapon ( \_\_\_\_ tons)

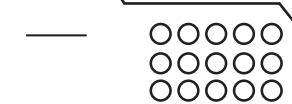
Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
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Armor:



Heat Sinks:



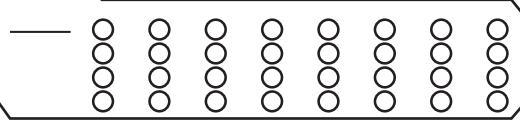
BV:

Weapon ( \_\_\_\_ tons)

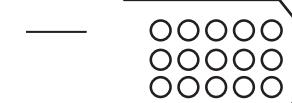
Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
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Armor:



Heat Sinks:



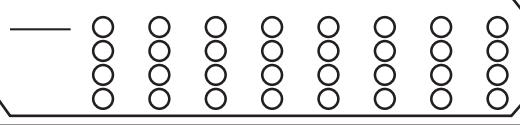
BV:

Weapon ( \_\_\_\_ tons)

Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
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Armor:



Heat Sinks:



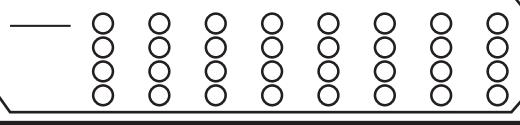
BV:

Weapon ( \_\_\_\_ tons)

Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
----------	----	-----	-----	-----	-----	-----	------

Armor:



Heat Sinks:



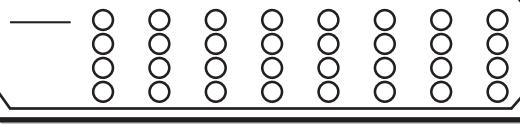
BV:

Weapon ( \_\_\_\_ tons)

Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
----------	----	-----	-----	-----	-----	-----	------

Armor:



Heat Sinks:



BV:

Weapon ( \_\_\_\_ tons)

Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
----------	----	-----	-----	-----	-----	-----	------

Armor:



Heat Sinks:



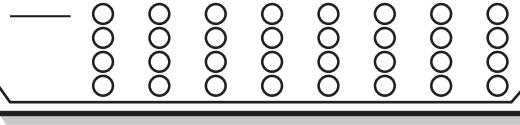
BV:

Weapon ( \_\_\_\_ tons)

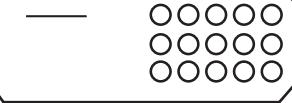
Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
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Armor:



Heat Sinks:



BV:

Weapon ( \_\_\_\_ tons)

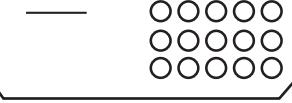
Weapons & Equipment Inventory (hexes)

Qty Type	Ht	Dmg	Min	Sht	Med	Lng	Ammo
----------	----	-----	-----	-----	-----	-----	------

Armor:



Heat Sinks:



BV:

# BATTLETECH

## WHEELED VEHICLE RECORD SHEET

### VEHICLE DATA

Type: SKULKER X-5

Movement Points: Tonnage: 20  
 Cruising: 8 Tech Base: Inner Sphere  
 Flank: 12 (Experimental)  
 Movement Type: Wheeled Jihad  
 Engine Type: Fusion

### WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	F	5 [DE]	—	4	8	12
1	Angel ECM Suite	B	[E]	—	—	—	6
1	Bloodhound Active Probe	B	[E]	—	—	—	9

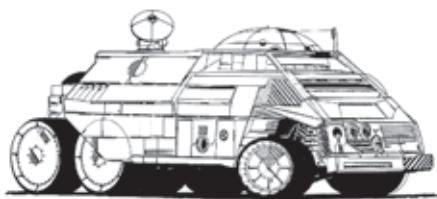
BV: 491

### CREW DATA

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

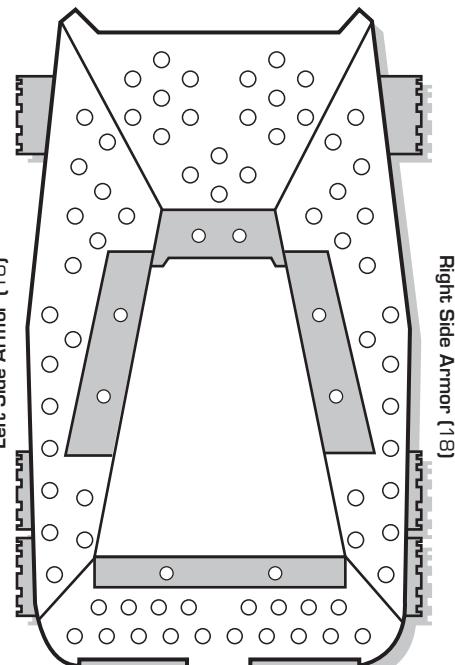
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
 (18)



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# BATTLETECH

## HOVER VEHICLE RECORD SHEET

### VEHICLE DATA

Type: MAXIM FLANKER

Movement Points: Tonnage: 50  
 Cruising: 8 Tech Base: Inner Sphere  
 Flank: 12 (Experimental)  
 Movement Type: Hover  
 Engine Type: Fusion

### WEAPONS & EQUIPMENT INVENTORY (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 15	RS	1/Msl. [M,C,S]	6	7	14	21
1	SRM 4	RS	2/Msl. [M,C,S]	—	3	6	9
1	SRM 2	LS	2/Msl. [M,C,S]	—	3	6	9
3	Machine Gun	LS	2 [DB,AI]	—	1	2	3
1	Machine Gun	R	2 [DB,AI]	—	1	2	3

Cargo: 4 tons

Ammo: (LRM 15) 16, (SRM 4) 25, (SRM 2) 50, [MG] 100

BV: 781

### CREW DATA

Crew: 4  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

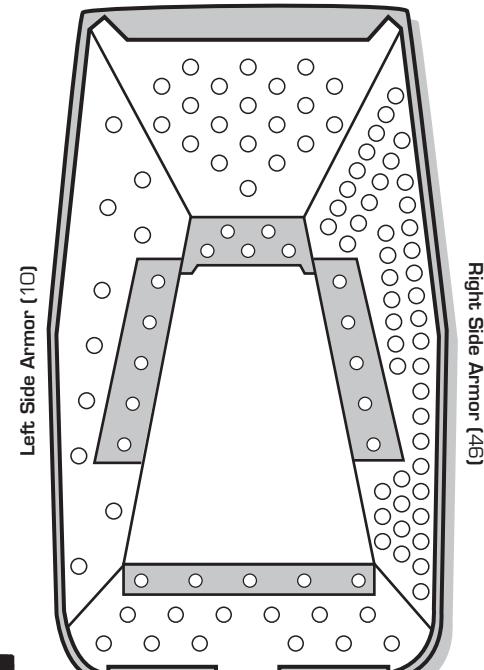
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
 (20)



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# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

#### Type: PARTISAN HULL DEFENSE

Movement Points: Tonnage: 80  
 Cruising: 2 Tech Base: Inner Sphere  
 Flank: 3 (Experimental)  
 Movement Type: Tracked Jihad  
 Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Large X-Pulse Laser	T	9 [P]	—	5	10	15
1	Boosted C³ Slave	B	[E]	—	—	—	—
1	Blue Shield PFD	B	[E]	—	—	—	—

Notes: Environmental Sealing, Reflective Armor

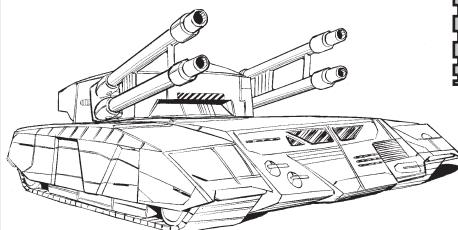
BV: 1,113

### CREW DATA

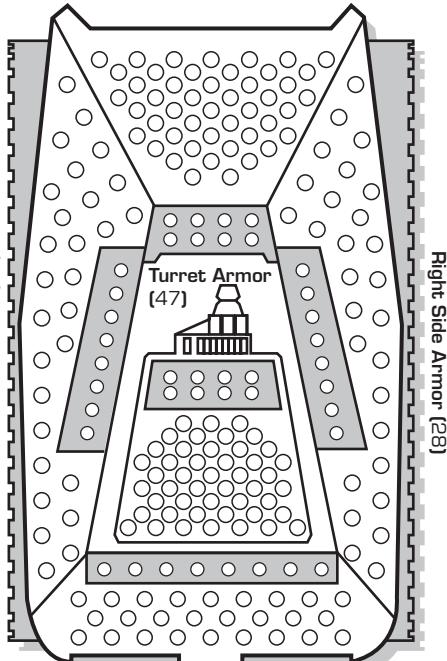
Crew: 6  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit  +1 Driver Hit  +2  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Left Side Armor (28)



Rear Armor (26)



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# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

### VEHICLE DATA

#### Type: "KALKI" CRUISE MISSILE LAUNCHER

Movement Points: Tonnage: 125  
 Cruising: 2 Tech Base: Inner Sphere  
 Flank: 3 (Experimental)  
 Movement Type: Tracked Jihad  
 Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cruise Missile/50	F	50A [AE]	—	—	—	50
2	Machine Gun	T	2 [DB, AI]	—	1	2	3

Ammo: (Cruise Missile) 1, ((MG) 100)

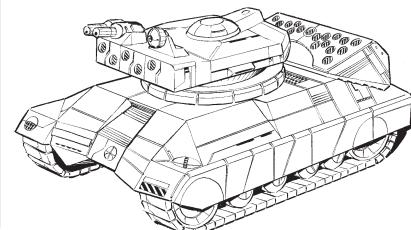
BV: 803

### CREW DATA

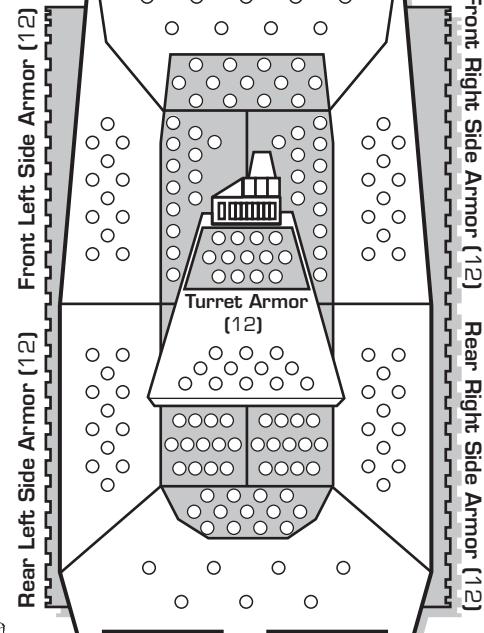
Crew: 9  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit  +1 Driver Hit  +2  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Rear Left Side Armor (12)



Rear Armor (7)



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# BATTLETECH

## NAVAL VESSEL RECORD SHEET

### VEHICLE DATA

Type: "SNIPER" SEA SKIMMER

Movement Points: Tonnage: 25  
 Cruising: 12 Tech Base: Inner Sphere  
 Flank: 18 (Experimental)  
 Movement Type: Naval (Hydrofoil)  
 Engine Type: Fusion

### Weapons & Equipment Inventory (hexes)

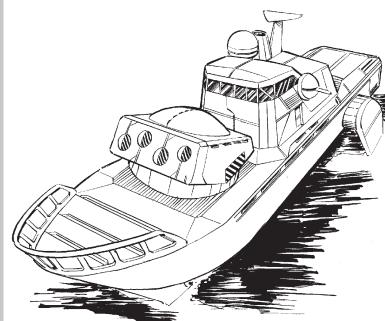
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Extended LRM-5	T	1/Msl.	10	12	22	38
			[M,C,S]				

### CREW DATA

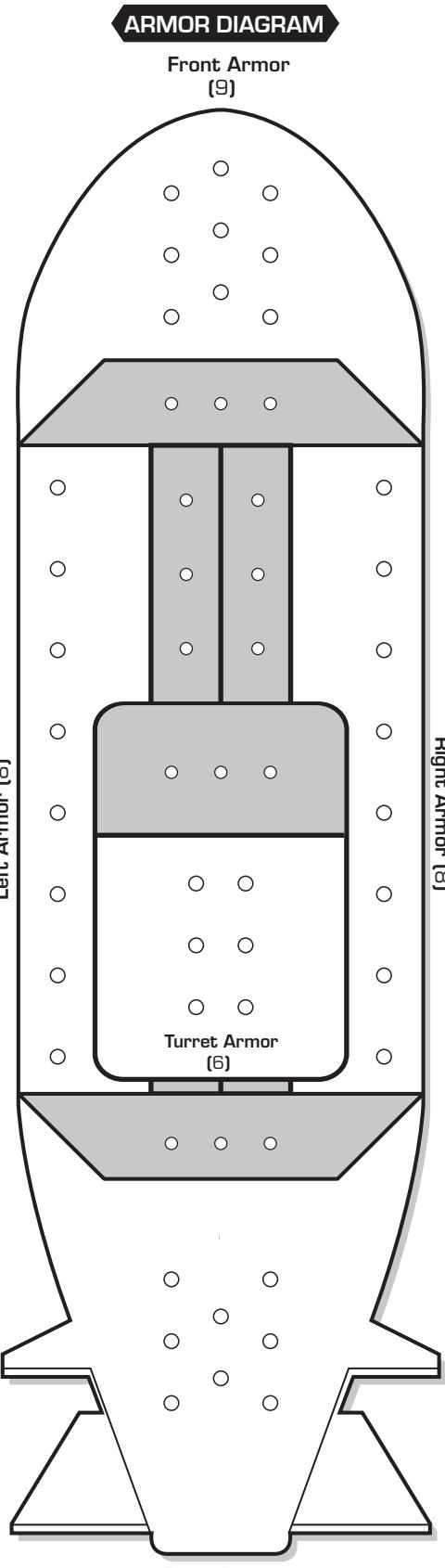
Crew: 2  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



Left Armor [8]



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Ammo: (ELRM 5) 18

BV: 322

### DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: SB-31 SABRE "DEFENSE SPECIAL"

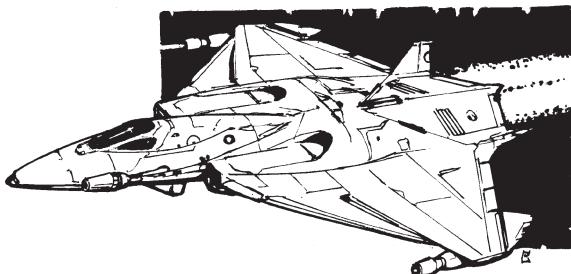
Thrust: 11 Tonnage: 25  
Safe Thrust: 11 Tech Base: Inner Sphere  
Maximum Thrust: 17 (Experimental)  
Jihad

### Weapons & Equipment Inventory

Qty Type	Loc	Ht	(1-6)			(7-12)			(13-20)			(21-25)		
			SRV	MRV	LRV	ER	Medium Laser [DE]	N	5	5	5	—	—	—
1	Laser AMS [PD]	N	7	—	—	—	—	—	—	—	—	—	—	—
1	ER Medium Laser [DE]	L/RW	5	5	5	—	—	—	—	—	—	—	—	—
1	Laser AMS [PD]	L/RW	7	—	—	—	—	—	—	—	—	—	—	—

Fuel: 400 Points

BV: 884



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### VELOCITY RECORD

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

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

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
3 (22)

Left Wing  
Damage Threshold  
(Total Armor)  
2 (17)

Structural  
Integrity:  
11  
oooooooooooo

Right Wing  
Damage Threshold  
(Total Armor)  
2 (17)

Aft Damage  
Threshold  
(Total Armor)  
2 (16)

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

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: SL-27X SHOLAGAR

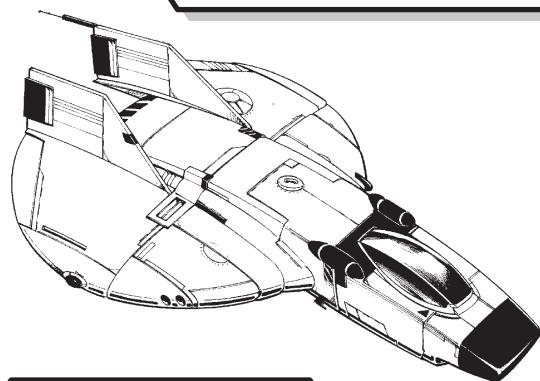
Thrust: 11 Tonnage: 35  
Safe Thrust: 11 Tech Base: Inner Sphere  
Maximum Thrust: 17 (Experimental)  
Jihad

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Standard Scale				(1-6) (7-12) (13-20) (21-25)			
				SRV	MRV	LRV	ERV	SRV	MRV	LRV	ERV
1	Improved SRM 4 OS [M,C,S,OS]	N	3	6	—	—	—	—	—	—	—
1	Light PPC [DE]	N	5	5	5	—	—	—	—	—	—
1	Light PPC [DE]	L/RW	5	5	5	—	—	—	—	—	—
1	Angel ECM Suite [E]	N	—	—	—	—	—	—	—	—	—

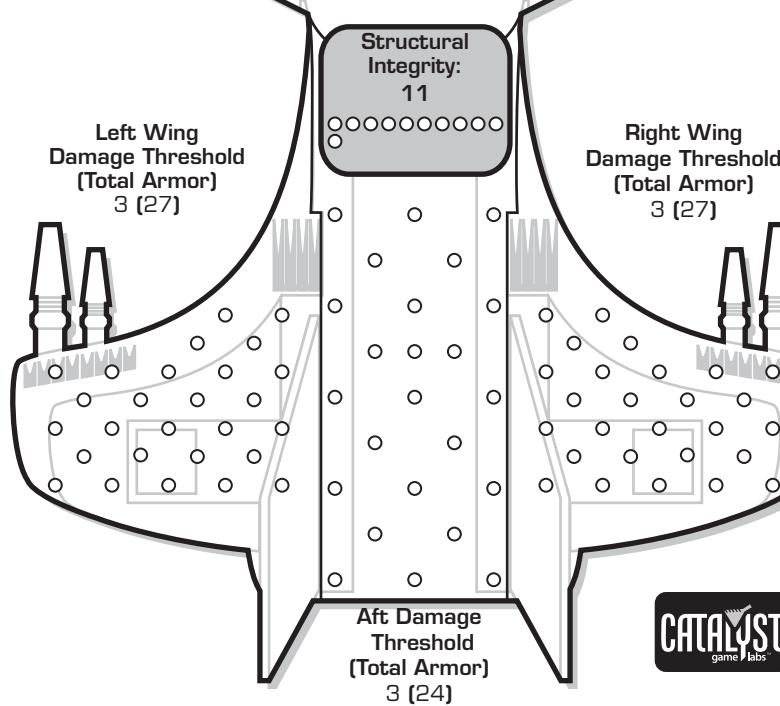
Fuel: 400 Points

BV: 1,322



### ARMOR DIAGRAM

Nose 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

### HEAT DATA

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

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### PILOT DATA

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

### VELOCITY RECORD

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

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

# BATTLETECH

## CONVENTIONAL FIGHTER RECORD SHEET

### FIGHTER DATA

Type: PLANETLIFTER SUPPORT AIRCRAFT

Thrust: 50  
Safe Thrust: 4  
Maximum Thrust: 6  
Tonnage: 50  
Tech Base: Inner Sphere (Experimental)  
Jihad

### WEAPONS & EQUIPMENT Inventory

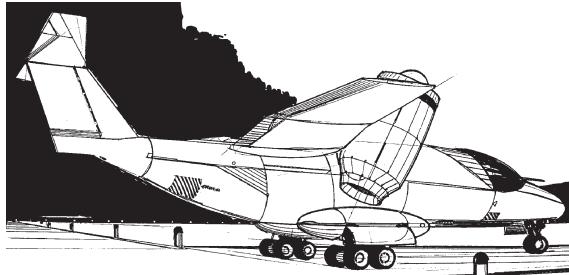
Qty	Type	Loc	Ht	Standard Scale			
				(1-6)	(7-12)	(13-20)	(21-25)
1	Arrow IV Missile Launcher [AE]*	A	10	—	—	—	—
1	Ammo (Arrow IV)	10	—	—	—	—	—
1	Angel ECM Suite [E]	N	—	—	—	—	—
1	Look-Down Radar [E]	N	—	—	—	—	—
1	Command Console [E]	N	—	—	—	—	—

\*Arrow IV Missile Launcher may deliver artillery attacks to ground targets only. May not engage airborne targets.

Notes: Vehicular Stealth Armor

Fuel: 320 Points

BV: 475



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

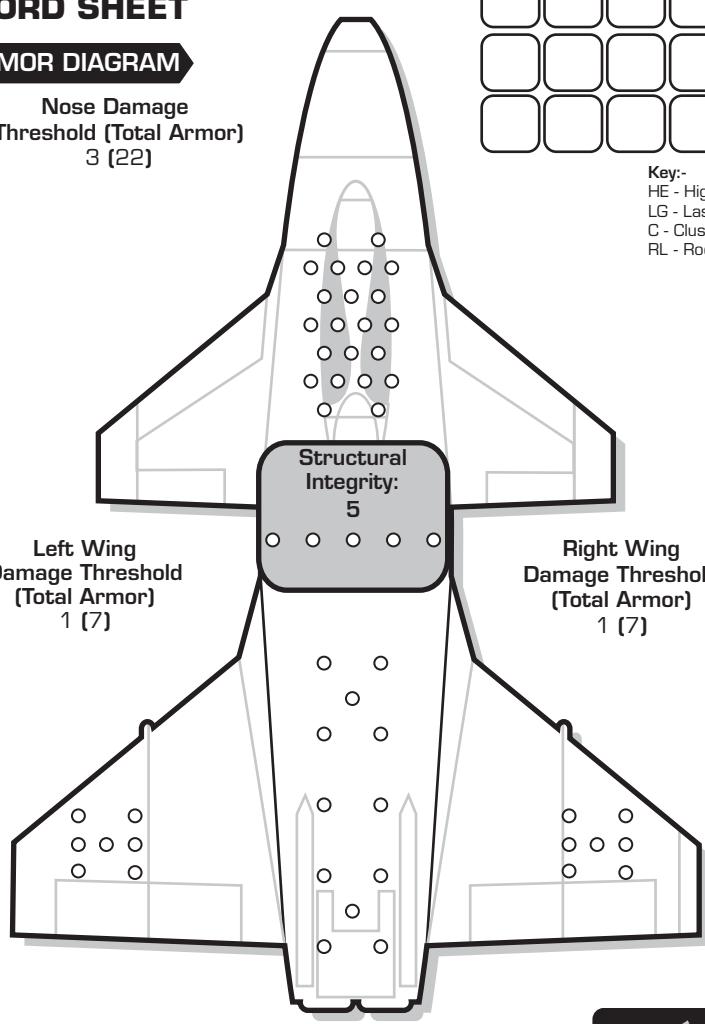
### VELOCITY RECORD

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

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

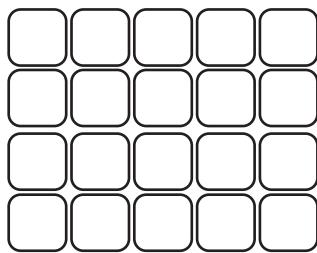
### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor)  
3 (22)



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

### EXTERNAL STORES/BOMBS



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### PILOT DATA

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

### GROUND MAP STRAIGHT MOVEMENT

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

Velocity above 12 is not possible on ground maps.

### FIGHTER RETURN TABLE

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