

# BATTLETECH

EXPERIMENTAL™  
TECHNICAL  
READOUT:

X

T

R

O

REPUBLIC  
VOLUME I

# INTRODUCTION

INCOMING  
MESSAGE

SEND

SAVE

CANCEL

DELETE

*[Dear Elijah, as my last act before retiring, I let Baker compile a brief summary of significant current MilTech units. She's still got it. But my, hasn't her self-control improved since you let me stick her in the Political Liaison Department? It's these little triumphs that make me feel like all the years were worth it. —AH]*

Troops, this one is for you. As we thank General Albrecht Hoft for his decades of dedicated work in the RAF Department of Military Intelligence, it has been my honorable duty to compile his parting gift. Following, you will find a summary of current battlefield developments with direct ties to or affecting on our military.

We have seen peace for almost a decade now, after Stone's great experiment got off to a rocky start. There were Capellan predations, the Sandoval Civil War, the tragedy of the Combine-Dominion War, and the renewed aggression from House Liao. The Wolves, Falcons and Ravens remain very fickle partners, with a threat of renewed hostilities ever-present. Yet the Republic has prevailed not only as a realm, but as peacekeeper of the Inner Sphere.

Of course, in many cases, the compromises and sacrifices have been fierce. Republic intervention in the Second Combine-Dominion War was too late to prevent the near-genocide of innocent people. Whereas these atrocious deeds were faceless and thus too-easily forgotten—to the shame of the entire Inner Sphere—the Capellan Crusades saw the fall of some of the Inner Sphere's greatest heroes, reminding everyone of the terrible price of war. During all these tribulations, the Republic bore the responsibility of being a moral compass. In this role, its military arm, the RAF, has relied on the excellent quality of its troops and its equipment. In striving for the best possible materiel, the Federated Suns has been among the Republic's most reliable allies, but the Nova Cats and Sea Foxes have also been invaluable partners.

The late 3090s saw the dawn of a new technological revolution, albeit one that has stumbled at times. First and foremost, no Inner Sphere realm has yet to fully master the production of Clan technology, despite rumors to the contrary. The Draconis Combine may be able to squeeze the last resources from the remnants of the Nova Cats, and the Federated Suns are prepared to invest shocking amounts of resources on occasion, but no practical widescale solution has yet been found. Any Clan-grade equipment seen in Inner Sphere use today has either been directly purchased from the Sea Foxes (or other Clan contacts) or painstakingly reverse-engineered at immense cost. That this situation remains mostly unchanged seventy years after the Clan Invasion only lets us guess at the inhuman hardships the lower castes were forced to endure at the hands of the warriors in early Clan history.

Organically grown technology seems to be much easier to implement. Through the strategic planning of the Department of Requisition and Replacement (DR&R), the Republic is well placed to stay ahead in the arms proliferation race. And with its Procurement Division, and the influx of thankful Nova Cat refugees aiding our technological efforts, there is a real chance of the RAF soon being able to field home-grown BattleMechs with Clan tech that will put the righteous fear into anyone who would oppose peace.

General Hoft was there at the start of the RAF. Without his groundwork, we would not be able to fulfill our destiny as the Inner Sphere's watchful conscience.

—Andrea Baker, Director  
RAF Department of Political Liaison  
30 September, 3120

## HOW TO USE THIS BOOK

The 'Mechs, combat vehicles and aerospace craft described in *Experimental Technical Readout: Republic Volume I* provide players with a sampling of developments by the Republic and its allies during the early thirty-second century. With the exception of the *Beowulf IIC*, the designs featured in this book reflect units entering full production.

The rules for using 'Mechs, vehicles, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the nature of these designs also draws upon the Advanced- and Experimental-level rules presented in *Tactical Operations*, *Jihad: Final Reckoning*, and reflects their evolution as presented in the Jihad Technology Advancement Table starting p. 206, *Technical Readout: Prototypes*. As a result, while fielding them is entirely appropriate in games set after 3090, no unit featured in this volume is considered tournament legal under standard game play, and their use in introductory games is discouraged.

# INTRODUCTION

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## CREDITS

### Project Development

Johannes Heidler

### Development Assistance

Joel Bancroft-Connors

Herbert A. Beas II

### BattleTech Line Developer

Randall Bills

### Assistant Line Developer

Ben H. Rome

### Primary Writing

Johannes Heidler

### Editing:

Herbert Beas

Aaron Cahall

### Art Direction

Brent Evans

### Assistant Art Director

Ray Arrastia

### Production Staff

*Cover Design and Layout*

Ray Arrastia

*Original Illustrations*

Matt Plog

*Record Sheets*

Sebastian Brocks

Johannes Heidler

Craig Gullede

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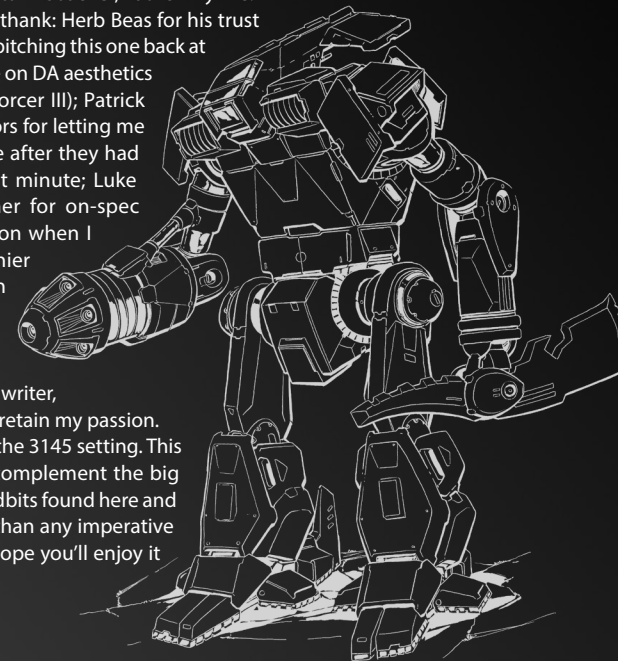
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**TOPPS**

**Factchecking/Playtesting:** Joel Bancroft-Connors, Brent Ezell, William Gauthier, Keith Hann, Jan Prowell, Luke Robertson, Lance Scarinci, Mike Timbers, Chris Wheeler, Matt Wilsbacher, Patrick Wynne.

**Special Thanks:** I'd like to thank: Herb Beas for his trust and patience; Patrick Wynne for pitching this one back at me; Brent Evans for his guidance on DA aesthetics (and a reality check on the Enforcer III); Patrick (again) and Joel Bancroft-Connors for letting me salvage the Strix and Hexareme after they had to be cut from 3145 at the last minute; Luke Robertson and Matt Wilsbacher for on-spec design assistance and inspiration when I really needed it; William Gauthier for his invaluable assistance in production site planning. Last but not least, thank you Lance Scarinci and Keith Hann, for the guidance in making me a better writer, and Ray Arrastia for helping me retain my passion.

**Dedicated to:** The fans of the 3145 setting. This project was a labor of love to complement the big "DATRO" endeavor—old little tidbits found here and there seemed more important than any imperative to ramp up the "X" in "XTRO". I hope you'll enjoy it for what it is!



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CAT35XT021

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



# RD-1R ROADRUNNER (EMERALD HARRIER)

**Field Testing Summation:** Reproduction Ultralight Chassis

**Producer/Site:** Auxiliary Production Site #11, Capolla

**Supervising Technician:** Scientist Quint

**Project Start Date:** 3112

**Non-Production or Recently Introduced Equipment Analysis:**

Ultralight BattleMech

## Overview

The *Roadrunner* is a tiny but blisteringly fast scout 'Mech and harasser which now serves exclusively with the RAF. It is notable for being the first pure ClanTech machine built for standard service in an Inner Sphere state, produced onsite at Capolla and kept in use by a long-term service agreement with Clan Sea Fox.

The BattleMech is by no means a new design. It originally debuted as Clan Jade Falcon's *Emerald Harrier* during the Golden Century. ROM operatives spotted it on occupied Lyran planets in the early 3050s and appropriately code-named it *Roadrunner*, but because it was out of production by that point, and was only sparsely deployed against the Inner Sphere, it soon drifted into obscurity. Its specs resurfaced in negotiations between then-ovKhan Mori Hawker of the Sea Fox ilKhanate (shortly before his rise to Khanship), and Lieutenant General Dennis Avicenna of the Procurement Division for a pilot project on acquiring ClanTech equipment. Apparently, the brief alliance between Clans Jade Falcon and Diamond Shark at the time Operation REVIVAL included sharing the *Emerald Harrier*, but even after the relationship soured, the merchant Clan never bothered to produce it. Interested in introducing Clan equipment and expertise at an affordable price, the Republic was eager to invest in the little BattleMech.

The complicated deal saw the Republic finance the construction of a manufacturing facility on Capolla. Inaugurated in 3112, this complex operates under complete control of Clan Sea Fox until 3127, at which time it is to become an independent enterprise, subject to the Republic's economic jurisdiction. Until then, the Foxes on Capolla are to supply the Procurement Division with the minute BattleMech—which has been codified under its old ComStar intelligence name as the RD-1R *Roadrunner*—under provisions of individual, annual contracts. The accompanying service agreements include regular training of RAF support staff so that increased autonomy in the construction and maintenance of similar Clan technologies can be achieved within the decade.

The *Roadrunner* is useful as a flexible harasser. With its high speed and respectable weaponry, it can range ahead of formations, performing flanking support and even headhunting missions. Due to its lack of jump jets, dedicated electronics or anti-infantry weaponry, it is of limited use as a true reconnaissance 'Mech. But the *Roadrunner* does shine as a training BattleMech, with simple controls that are very easy to handle even for novices. Indeed, it is likely that the *Emerald Harrier* was originally built for that same purpose, given that its last recorded Jade Falcon deployment was with Eyrle units on Coventry in 3058.

The *Roadrunner* may be a strategic milestone in the RAF's TO&E, but it will serve for many years to come simply based on good performance in its dual roles.

Type: **Emerald Harrier**

Inner Sphere Designation: **Roadrunner**

Technology Base: Clan

Tonnage: 15

Battle Value: 888

## Equipment

Internal Structure: Endo Steel

Engine: 210 XL

Walking MP: 14

Running MP: 21

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 28 1.5

	Internal Structure	Armor Value
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Head	3	3
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Center Torso	5	3
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Center Torso (rear)		2
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R/L Torso	4	2
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R/L Torso (rear)		2
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R/L Arm	2	3
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R/L Leg	3	3
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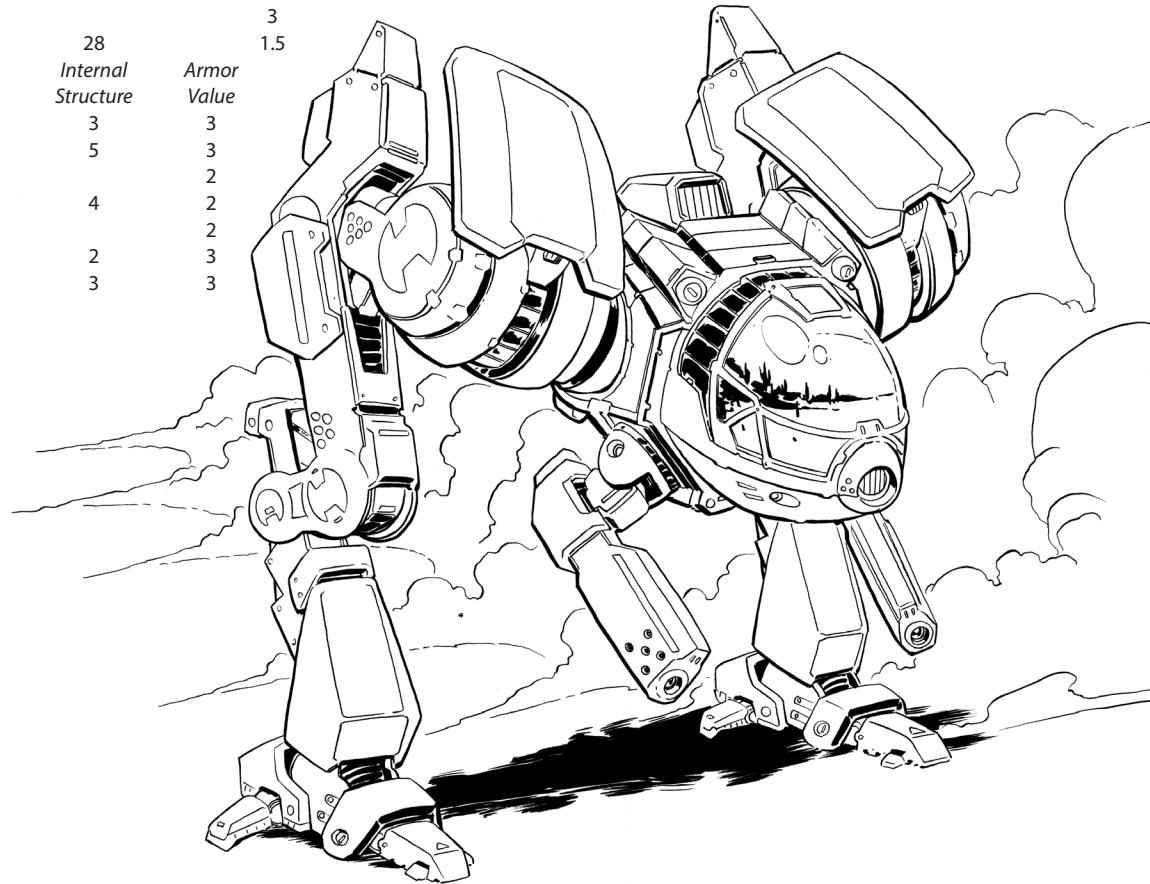
## Weapons and Ammo

	Location	Critical	Tonnage
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ER Medium Laser	RA	1	1
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ER Medium Laser	LA	1	1
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**Notes:** Features the following Design Quirk: Easy to Pilot, No/Minimal Arms, No Torso Twist.



# EXPERIMENTAL

# VLT-3E VALIANT

**Field Testing Summation:** Production *Valiant* Variant  
**Producer/Site:** Johnston Industries, Addicks  
**Supervising Technician:** Chief Design Operator Margaret Florence  
**Project Start Date:** 3098  
**Non-Production or Recently Introduced Equipment Analysis:**  
Composite Structure

## Overview

The *Valiant* is a common light 'Mech in the Republic, and its popularity and demand in the newly founded RAF resulted in an additional production line. This spawned the current VLT-3E, turning the melee 'Mech into a ranged striker.

When Johnston Industries was forced to evacuate its Benet factory in the mid-3090s due to the so-called Death Mist, Margaret Florence, the factory's CDO, relocated to the Addicks facility. With her, she brought the *Valiant* to the Republic. Though the reason to create new production lines on Addicks may have been tragic, the timing was fortuitous for the RAF. Only a few years prior, the First Kearny Highlanders quartermaster chose VEST's V4-LNT-K7 (labeled VLT-1A within Republic forces) for a large order to shore up ranks. Due to the First Kearney's exemplary status, former Highlander members serving in line brigades such as the Fourth Principles Guard or the Tenth Hastati Sentinels suddenly clamored for the *Valiant*.

Though the light BattleMech was more suited for Solaris melees than RAF line duty, VEST—despite being unable to fulfill larger orders anyway—took this opportunity to go on the offensive in their decade-old legal struggle for the rights to the design. In order to resolve the situation, the DR&R brokered a deal between VEST and Johnston, allowing the latter to start production, which involved an undisclosed one-time settlement fee and a symbolic license fee per unit delivered to the RAF by the new facility. *[Elijah, I wish that the rumors of the settlement being funded by the MMRP were greatly exaggerated. —AH]*

Another incentive for VEST's agreement was the RAF's requirement that the new *Valiant* would focus on ranged combat, forcing Johnston to abandon the experimental VAL-NT-JX-series (and, with it, any direct competition to the Solaran company's intended market). While Florence was on Solaris VII to close the deal with VEST, she witnessed a now-infamous tag team battle in which a *Dig Lord* MiningMech fantastically defeated a *Daishi* through the innovative use of paint ammunition to disable its sensors and sprayers to destabilize its footing with oil slicks. This is why, when she redesigned the VLT-2B (RAF designation of the Johnston V4-LNT-J3) to ensure a long-term contract model focused on ranged combat, it featured a fluid gun on its left arm.

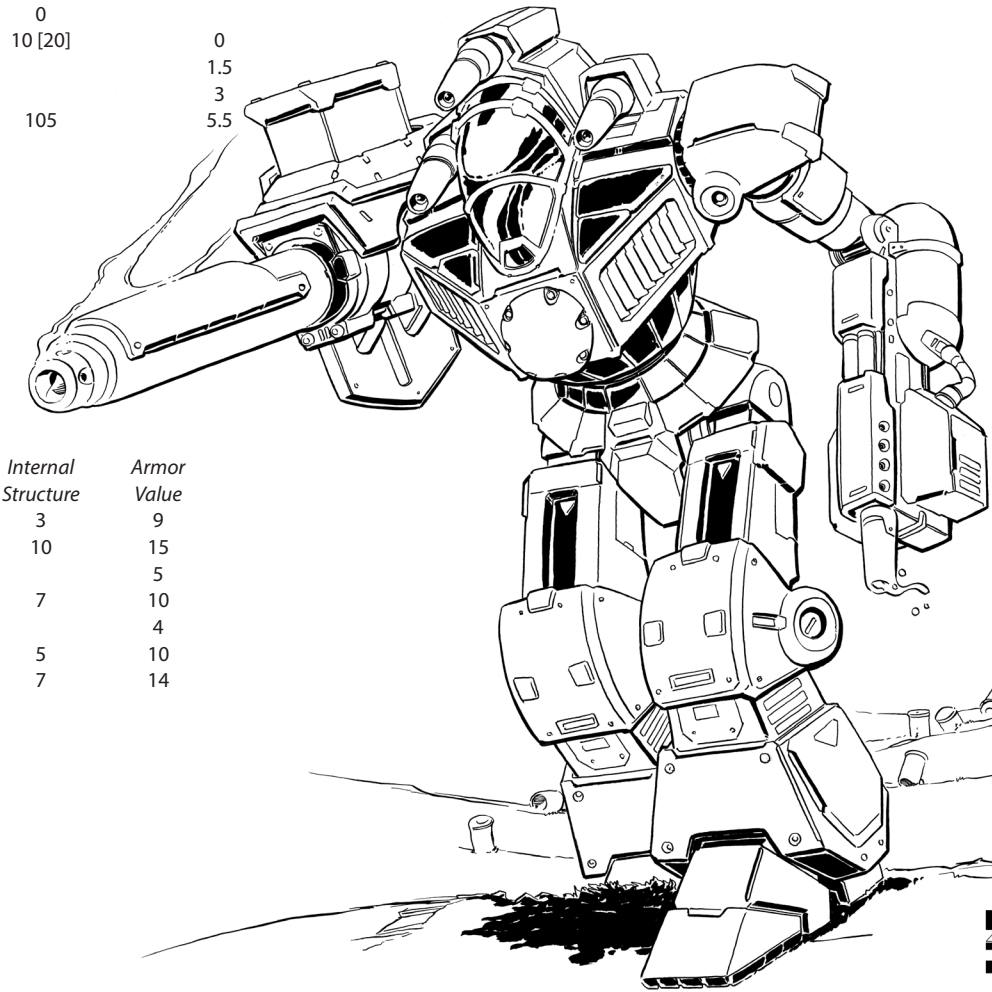
Test pilot Cassius Soltan demonstrated the resulting VLT-3E under fire in a demonstration match against a VLT-1A. By placing oil slicks between him and his foe, he was able to pick apart the older design with his 3E's improved medium-range firepower. Adding the bulky weaponry necessitated a vulnerable composite structure; considering its role as a striker that fades away rather than engages in stand-up combat, this was deemed reasonable.

With its impressive firepower, the *Valiant* VLT-3E has become popular both with MechWarriors and commanders, and is found in most standing RAF regiments.

Type: **Valiant**  
Technology Base: Inner Sphere (Advanced)  
Tonnage: 30  
Battle Value: 1,019

Equipment		Mass
Internal Structure:	Composite	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Heavy Ferro):	105	5.5

Weapons and Ammo	Location	Critical	Tonnage
Light AC/5	RA	2	5
Ammo (Light AC) 20	RA	1	1
ER Medium Laser	RT	1	1
Targeting Computer	RT	2	2
ER Medium Laser	H	1	1
ER Medium Laser	LT	1	1
Fluid Gun	LA	2	2
Ammo (Fluid Gun) 20	LA	1	1



	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

EXPERIMENTAL

# BEOWULF IIC-PR

**Field Testing Summation:** Prototype *Beowulf IIC* Refit  
**Producer/Site:** Odin Manufacturing, Orestes (*Beowulf IIC* chassis, destroyed April 3099), Bergan Industries, Alshain (C<sup>3</sup>i refit)  
**Supervising Technician:** Scientist Ian  
**Project Start Date:** 3086  
**Non-Production or Recently Introduced Equipment Analysis:**  
ER Medium Pulse Lasers  
Watchdog CEWS  
Mixed Technology Base (Inner Sphere Improved C<sup>3</sup> Computer)

## Overview

The Rasalhague Dominion *Beowulf IIC-PR* could have been the most serious threat to Inner Sphere ground formations in the thirty-second century. Entering testing as a second Dominion 'Mech to mount C<sup>3</sup>i next to the *Ursus-PR* (currently in service as the C<sup>3</sup>i-less *Ursus 3*), its success initiated the technology's proliferation in OmniMech configurations. Only with massive political pressure was this dangerous development halted.

In the late 3080s, General Albrecht Hoft called "a Clan Star equipped with...C<sup>3</sup>i systems...our nightmare scenario." Combined with the Clans' intrinsically superior weapon technology, the C<sup>3</sup> system would not only create a flexible and superior fighting force, but also encourage a cooperative combat style, that, if cemented into a *touman*-wide doctrine, would be an unstoppable force for any foe. However, it was the Republic's closest ally on the Council of Six who experimented with the technology, and so political pressure was exerted on the Bears to abandon it.

The butcher's bill for this lack of diligence was paid by Clan Nova Cat. In the disgraceful Las Cabreas incident on Labrea in '99, a binary of *Ursus-PRs* backed by several *Beowulf IIC-PRs* set the tone for the Dominion's campaign against the Nova Cats. The *Beowulf IICs* ranged ahead and fed targeting data to the slower *Ursus* 'Mechs, which used it to engage hapless civilian victims with anti-personnel weapons at extreme ranges. Of course, the pilots of these units were the Inner Sphere warriors of the First Drakon, but their inhuman efficiency apparently impressed the Clan warriors of the Dominion. In the final, murderous assault on Irece, Omega Galaxy deployed not only the *Ursus* and *Beowulf*, but also numerous OmniMech configurations that were clearly linked into C<sup>3</sup>i networks.

When the Republic finally intervened without further escalating the conflict in 3101, the politics that followed were both a triumph and a tragedy. The technology was first spread by the Bears' arch-nemesis, the Word of Blake, and the Republic gained leverage by suggesting what might happen if a reminder of this was spread among the trueborn warriors. As a result, Republic inspectors were allowed into the Alshain plant, extracting critical C<sup>3</sup>i manufacturing equipment and thereby removing a great

military threat to peace in the thirty-second century. On the other hand, the deal entailed shifting the blame for Ghost Bear atrocities to the Black Dragons, enabling the true perpetrators of this inhuman campaign to go unpunished.

By heralding doom to a people, the *Beowulf IIC-PR* laid the seeds of its own destruction.

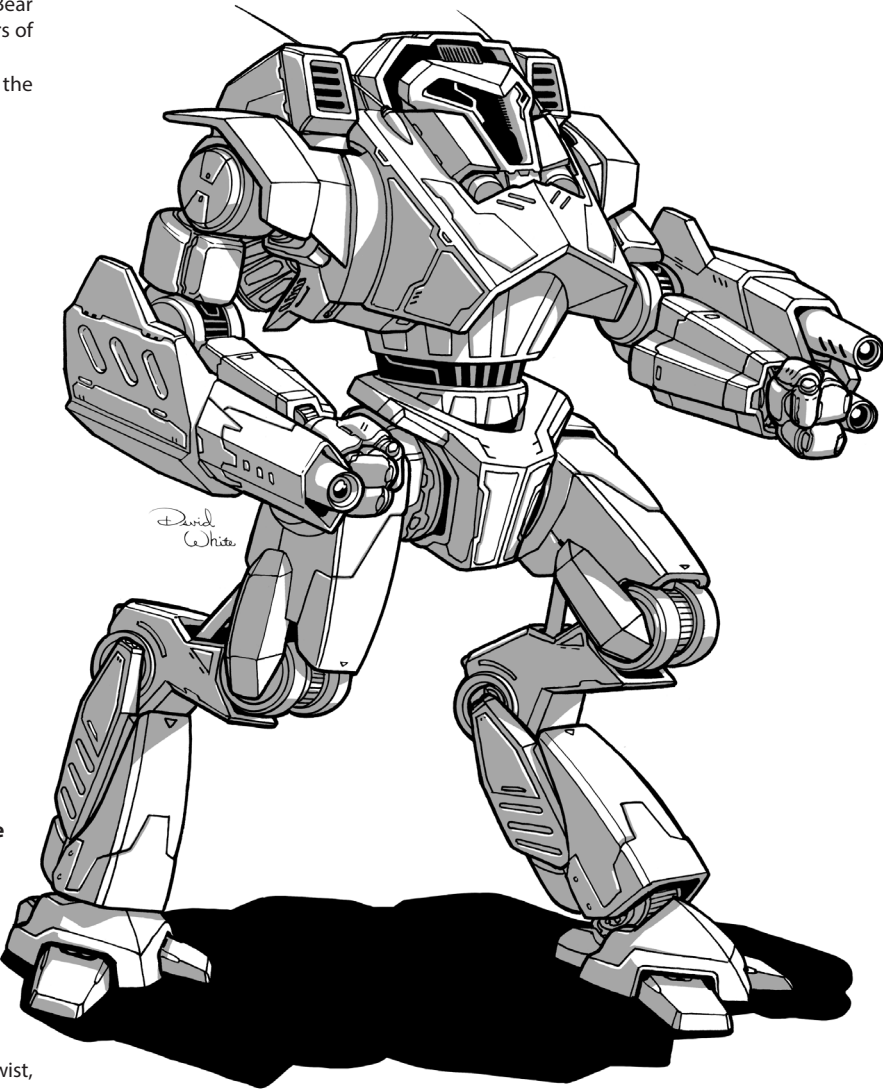
Type: **Beowulf IIC**  
Technology Base: Mixed Clan (Advanced)  
Tonnage: 45  
Battle Value: 1,992

## Equipment

Internal Structure:		Mass
Engine:	270 XL	4.5
Walking MP:	6	7.5
Running MP:	9 (12)	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	153	8
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		8
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
MASC	RT	2	2
Watchdog CEWS	CT	2	1.5
Improved C <sup>3</sup> Computer (IS)	LT	2	2.5
2 ER Medium Pulse Lasers	LA	4	4
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

**Notes:** Features the following Design Quirks: Extended Torso Twist, Bad Reputation, EM Interference, Exposed Actuators.



# EXPERIMENTAL

# HCT-7R HATCHETMAN

**Field Testing Summation:** Production *Hatchetman* Variant  
**Producer/Site:** Johnston Industries, Addicks  
**Supervising Technician:** Dr. Bartholomew Banzai II  
**Project Start Date:** 3114  
**Non-Production or Recently Introduced Equipment Analysis:**  
Actuator Enhancement Systems  
Medium X-Pulse Laser

## Overview

The HCT-7R is the RAF's own *Hatchetman*. Entering service only recently, it showcases the Republic's ability to adopt an enemy's weapon systems in order to enhance its own arsenal.

Whereas the Second Combine-Dominion War highlighted the Republic's skill as a peacemaker, the Capellan Crusades proved that the RAF can wage war without parallel. Even when facing the Chancellor's heir on Sarna, backed by his elite Warrior House Lu Sann, Stone's Brigades showed their prowess exceeded that of any fanatic. Though the Capellans struck like a rabid animal, the steely resolve and combined might of the Republic Armed Forces left no doubt about the Republic's ability to defend its own borders.

But superiority to its foes did not stop the RAF from learning from its enemies. When the doomed Warrior House unleashed their new *Mortis* on Sarna, the unerring accuracy of its PPC and the uncanny ability of its hatchets to reach targets in impossible positions initially shocked Brigade MechWarriors. In hindsight, the *Mortis* may not be the most balanced heavy BattleMech in existence, but it illustrated the merits of flexible actuator enhancement systems (AES), and the Capellans were the first to deploy them on line units. [The few cobbled-together Mongrels deployed by the Dominion shouldn't count, so I'm not worried about this little oversight.—AH]

The *Hatchetman* was the obvious match for a similar load out. Looking to expand their Republic operations after relocating the Benet III design staff, molds for the HCT-7S were imported to Addicks from the New Syrtis plant, where the 'Mech is being produced for the RAF. Similar to Johnston's own *Valiant* and Defiance's AXM-6T *Axman*, the companies' joint venture shifted focus to line combat instead of melee. Unlike the others, dropping the hatchet was never an option for this iconic BattleMech. Instead, when the DR&R called for AES designs following the Crusades, Johnston decided it was time to return the *Hatchetman* to its roots.

The resulting HCT-7R is a visual departure. Lacking prior AES experience, Johnston created individual solutions, bracing the elbow of the ranged weapon arm, while grafting the reshaped hatchet directly onto the hand actuator. In order to maximize its effectiveness, the 'Mech's ranged weaponry was optimized for knife fighting ranges and the cluster of lasers, now identified as primary weapon, was moved to the right arm—though it is still possible to order a variation with swapped arms directly from the factory.

The new *Hatchetman* is still undergoing field testing with Stone's Brigades. It is already shaping up to be enough of a success that AES technology is projected for incorporation in Star Corps' new flagship OmniMech currently under development on Terra.

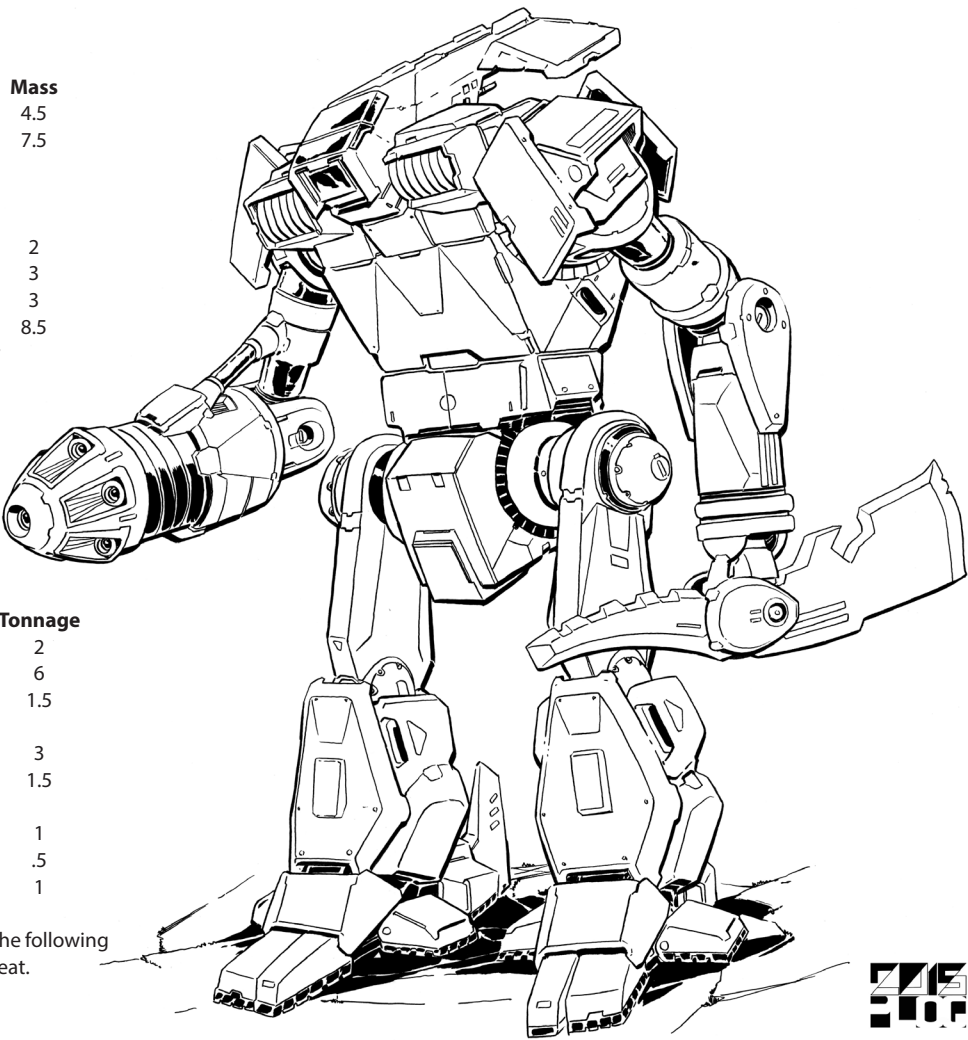
Type: **Hatchetman**  
Technology Base: Inner Sphere (Experimental)  
Tonnage: 45  
Battle Value: 1,521

## Equipment

Internal Structure:		Mass
Engine:	225 Light	4.5
Walking MP:	5	7.5
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	152	8.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		6
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
Medium X-Pulse Laser	RA	1	2
6 Medium Lasers	RA	6	6
Actuator Enhancement System	RA	2	1.5
Hatchet	LA	3	3
Actuator Enhancement System	LA	2	1.5
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1

**Notes:** Features Full-Head Ejection System. Features the following Design Quirks: Anti-Aircraft Targeting, Rumble Seat.



# EXPERIMENTAL

# ENF-7D ENFORCER III

**Field Testing Summation:** Production *Enforcer III* Variant

**Producer/Site:** Achernar BattleMechs, New Avalon

**Supervising Technician:** Dr. Evan Brynn

**Project Start Date:** 3104

**Non-Production or Recently Introduced Equipment Analysis:**

CASE II  
Torso-Mounted Cockpit

## Overview

The *Enforcer III* is an iconic BattleMech in use by the Republic's Davion allies, but also sees wide use in the RAF. Its command variant, the ENF-7D, is frequently deployed to elite regiments, such as Stone's Liberators.

When it was released in 3107, the ENF-7D was long overdue. The experiences of the Victoria War showed that the standard *Enforcer III*'s prominent humanoid head was vulnerable when targeted by hunter killers. The obvious solution was a redesign of the torso section to house the cockpit, retaining the head as a largely functionless dummy. The torso-mounted cockpit protects the pilot from outside force, but puts him in dangerous proximity of the large engine and the autocannon ammo bin. On account of the 'Mech's delicacy, the major torso modification of the ENF-7D not only included the cockpit, but an upgrade of the ammunition bin to CASE II. This addition proved so elaborate that it could not easily be performed on standard *Enforcer III*s, which retain the normal CASE.

Possibly even more noticeable than the new torso are the large fairings on the arms, which protect the weaponry against battle armor attacks. These enhancements include special joints that allow the *Enforcer III* to flip its lower arms—as an added surprise, a hand was attached to the left elbow, to be used when the PPC is pointed backwards. "If you can't shoot 'em, smash 'em" was the laconic reply of Dr. Brynn when questioned about the change by test pilots. The weaponry itself, while versatile and effective, is no different to most *Enforcers* in its match of a large energy weapon and an autocannon. The ENF-7D's return to the old ENF-5D's Mydron Excel LB-10X, in fact, caused Dr. Brynn to quip, "if it ain't broke, it ain't need fixin'."

The new *Enforcer III* was quickly disseminated to lance and company commanders among Davion cavalry units. The Republic's close ties with the Federated Suns ensured that the RAF was soon able to field test the enhanced abilities of the ENF-7D—and in earnest, once the Capellan Crusades started. During a pivotal engagement in the battle for Quemoy, Captain Richard Shaw was cornered by a *Thunder*. The Liao pilot deliberately aimed at the *Enforcer III*'s head—hoping to strike a blow to the chain of command—and disintegrated it. The Stone's Lament 'Mech was partially blinded, but did not falter, and instead flipped its left arm and landed a punch on the *Thunder*'s head, knocking its pilot unconscious.

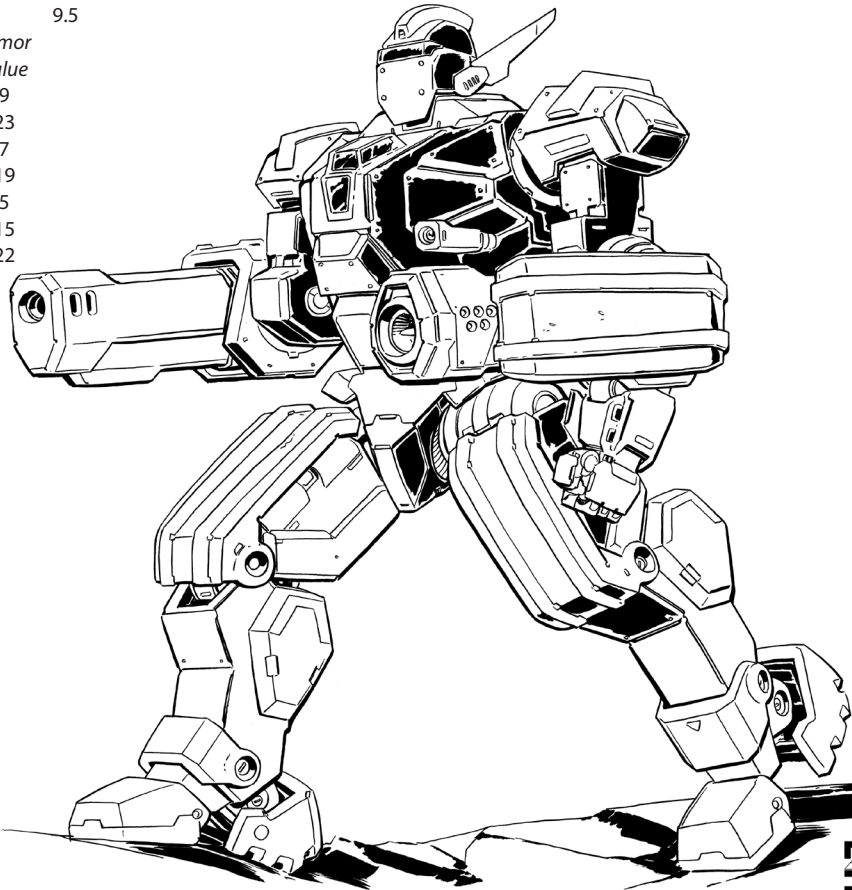
Successes such as these prompted a continuous contract with Achernar and will guarantee maximal effectiveness of RAF formations and a strengthened bond with the Republic's closest ally.

Type: **Enforcer III**  
Technology Base: Inner Sphere (Advanced)  
Tonnage: 50  
Battle Value: 1,495

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Torso-Mounted):		4
Armor Factor (Light Ferro):	161	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	15
R/L Leg	12	22

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE II	RT	1	1
Small Pulse Laser	LT	1	1
ER PPC	LA	3	7
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LL	2	1

**Notes:** Features the following Design Quirks: Battlefist, Command BattleMech, Hyper-Extending Actuators, Non-Standard Parts.



# EXPERIMENTAL

# QUAESTOR MOBILE TACTICAL COMMAND HQ

**Field Testing Summation:** Production Chassis  
**Producer/Site:** Duncan Enterprises, Moore  
**Supervising Technician:** Pierre Neuville  
**Project Start Date:** 3095  
**Non-Production or Recently Introduced Equipment Analysis:**  
Sponson Turrets

**Overview**

The Praetorian and the Tribune mobile HQs allowed for great battlefield coherency among RAF units fighting the Capellans immediately following the formation of the Republic. Their success generated great interest throughout the Inner Sphere, but the RAF was reluctant to share the advanced equipment of either vehicle. Sensing a business opportunity, Duncan Enterprises submitted a plan to license components of both vehicles to create an export-friendly mobile HQ vehicle in record time.

The resulting Quaestor looked like a Praetorian, but shared the Tribune's mass and basic ECM and communications suites while lacking the proprietary Bloodhound probe and laser point defense system. Design investment was minimized by sharing the superstructure of the Praetorian—albeit sheathed in much weaker (and cheaper) standard plating—and the resulting vehicle was vastly oversized, yet comfortably spacious. The huge superstructure unfortunately resulted in poor acceleration, despite efforts to keep the Quaestor as fast as the Tribune. In essence, buyers would find themselves at the controls of a seemingly mighty command vehicle with middling protection, surprising speed but sluggish handling, very rudimentary defenses and robust communication relay abilities. Still, buyers were eager to snatch up what seemed like the best the Republic could offer.

Because the Quaestor offers the same communication abilities as the Tribune, and is cheaper and much easier to maintain, the Republic also purchased it. While the RAF's lance-strength Praetorian-Tribune setup worked for the Brigades, the required logistical tail would have been a liability to line regiments. The Quaestor enabled RAF Standing Guard units to be equipped with mobile HQ assets as well.

The Capellan Crusades changed Republic export policies regarding the mobile HQ series, thanks to the cenotaph of a burnt-out Death Commando Quaestor resting at the site of Kai Allard-Liao's last stand. Clearly a tool of the Republic had helped to orchestrate the doom of the Inner Sphere's greatest hero. The realization that the Quaestor had fully proliferated throughout the Inner Sphere informed the decision to also make the Praetorian and Tribune available to the open market (at least to all realms friendly to the Republic).

While the three main mobile HQs built in the Republic have proliferated throughout virtually all Inner Sphere realms, it is the Quaestor, with its ease of maintenance and inherent ruggedness, that has become truly ubiquitous.

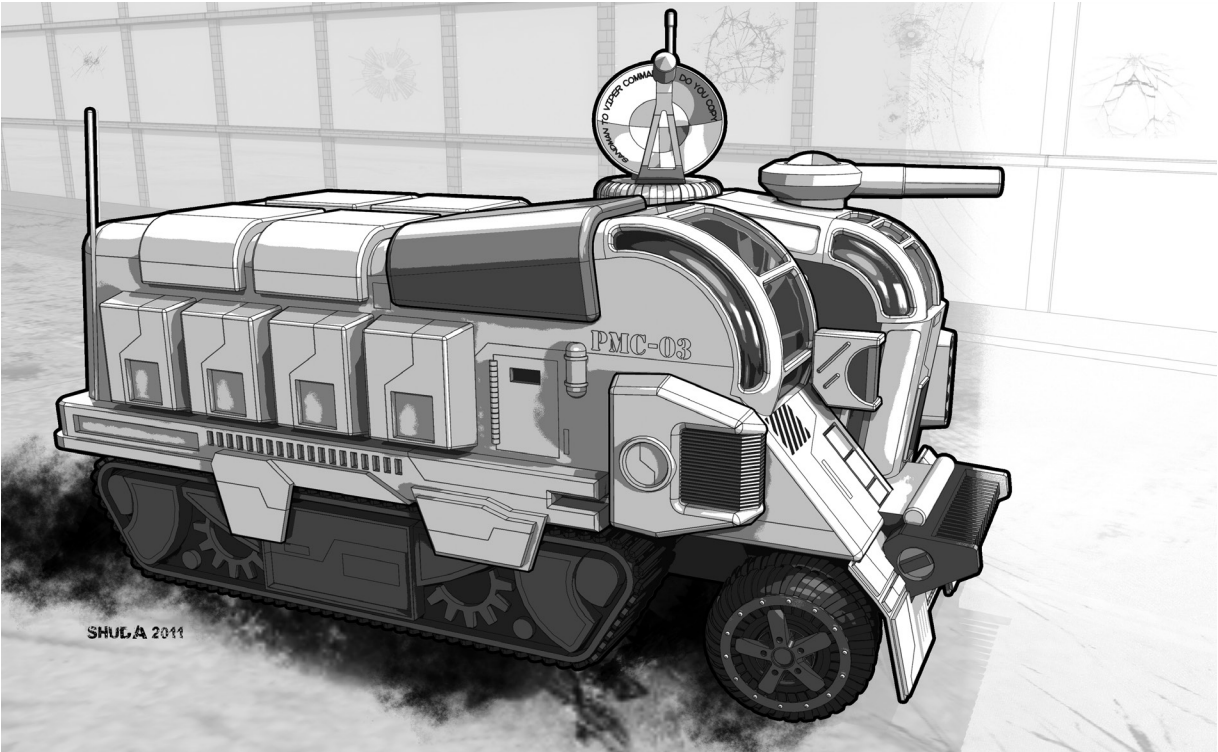
Type: **Quaestor**  
Technology Base: Inner Sphere  
Movement Type: Tracked  
Tonnage: 30  
Battle Value: 437

Equipment		Mass
Internal Structure:		3
Engine:	180	10.5
Type:	Fusion	
Cruise MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0

Equipment		Mass
Turret:		0
Sponson Turrets:		.5
Armor Factor:	96	6
	<i>Armor Value</i>	
	35	
	R/L Side	23/23
	Rear	15

Weapons and Ammo	Location	Tonnage
ER Small Laser	Front	.5
Machine Gun	Right Sponson	.5
Machine Gun	Left Sponson	.5
Ammo (MG) 100	Body	.5
Communications Equipment	Body	5
Guardian ECM Suite	Body	1.5

**Notes:** Features the following Design Quirks: Poor Performance.



EXPERIMENTAL

# STRIX STEALTH VTOL

**Field Testing Summation:** Production Hybrid Chassis

**Producer/Site:** Wayne Station, Shitara

**Supervising Technician:** Technician Pádraig

**Project Start Date:** 3117

**Non-Production or Recently Introduced Equipment Analysis:**

Mixed Technologies (IS Stealth Armor)

VTOL Chin Turret

VTOL Jet Booster

Watchdog CEWS

## Overview

The Strix is a milestone for RAF technology and Republic society. The VTOL is the product of the displaced Nova Cat people who found a safe haven within the Republic. Embracing their new status, they have created a vehicle for their adoptive home that marries premium Inner Sphere technologies with Clan weaponry.

The genocide of the Nova Cat civilians during Second Combine-Dominion War resulted in a wave of refugees seeking asylum within the Republic. While it is general Republic policy to foster a new national identity in immigrants, the exceptional plight of these people awarded them a special status. The refugees were allowed to join already existing enclaves that had retained a certain degree of cultural autonomy. Prior Nova Cat

Republic residents were actively encouraged to help their arriving brethren by crediting aid efforts with citizenship service time. The planet Shitara, in Prefecture II, has been the Nova Cats' main safe haven.

The Republic, in turn, used this relatively local and inexpensive policy to generate political impetus for their military goals as peacemakers on the Combine-Dominion front. Shitara became its best example. The Nova Cat enclaves were carefully spared jurisdictional over-regulation, to avoid any unfortunate parallels to the heinous, Combine-style "reservations." Unlike on most other Republic planets, neither personal nor "caste-specific" goods (beyond military vehicles of all kinds) were regulated, while local civilian industry was awarded high subsidies for employing Nova Cat residents. Various cultural community programs were financed by the Republic itself, and recruitment of further personnel from all castes to the Second Triarii Protectors was prioritized. In the end, everyone in Prefecture II was happy with the arrival of the new Nova Cat residents, and the Republic was able to advertise another triumph in its role as humanity's guiding light.

A program *not* guided by the Republic's authority was the Strix. A lance of these helicopters was unexpectedly presented to Colonel Hyeon Rhee as a gift by Technician Pádraig, who started to organize Nova Cat know-how and Shitaran infrastructure a few years before, hoping to combine the best technologies the Clans and the Inner Sphere had to offer. By handcrafting all required components from Shitaran resources, his team proved that

Clan-grade equipment could be produced locally, and integrated with Inner Sphere components. The resulting vehicle was ideal in support of light attack forces and featured several technologies previously not associated with that role, such as the stealth armor powered by a Watchdog system.

These four handcrafted Strix are currently undergoing testing with the Second Triarii Protectors. Star Corps of Terra has licensed the VTOL for production next year, and Pádraig's team is onsite for retooling of the line. Star Corps is also eager to utilize their mixed technology expertise for an ongoing project to create the ultimate assault OmniMech for the RAF.

Type: **Strix**

Technology Base: Mixed Clan (Advanced)

Movement Type: VTOL

Tonnage: 30

Battle Value: 688

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

VTOL Chin Turret:

Armor Factor (Stealth):

## Mass

3

3

70

Fusion

7

11 (14)

14

4

1.5

3

0

.5

4

64  
Armor  
Value

Front

18

R/L Side

13/13

Rear

10

Chin Turret

8

Rotor

2

## Weapons and Ammo

2 ER Small Lasers

Ultra AC/2

Ammo (Ultra) 45

Watchdog CEWS

Targeting Computer

VTOL Jet Booster

## Location

Chin Turret

Front

Body

Body

Body

Body

## Tonnage

1

5

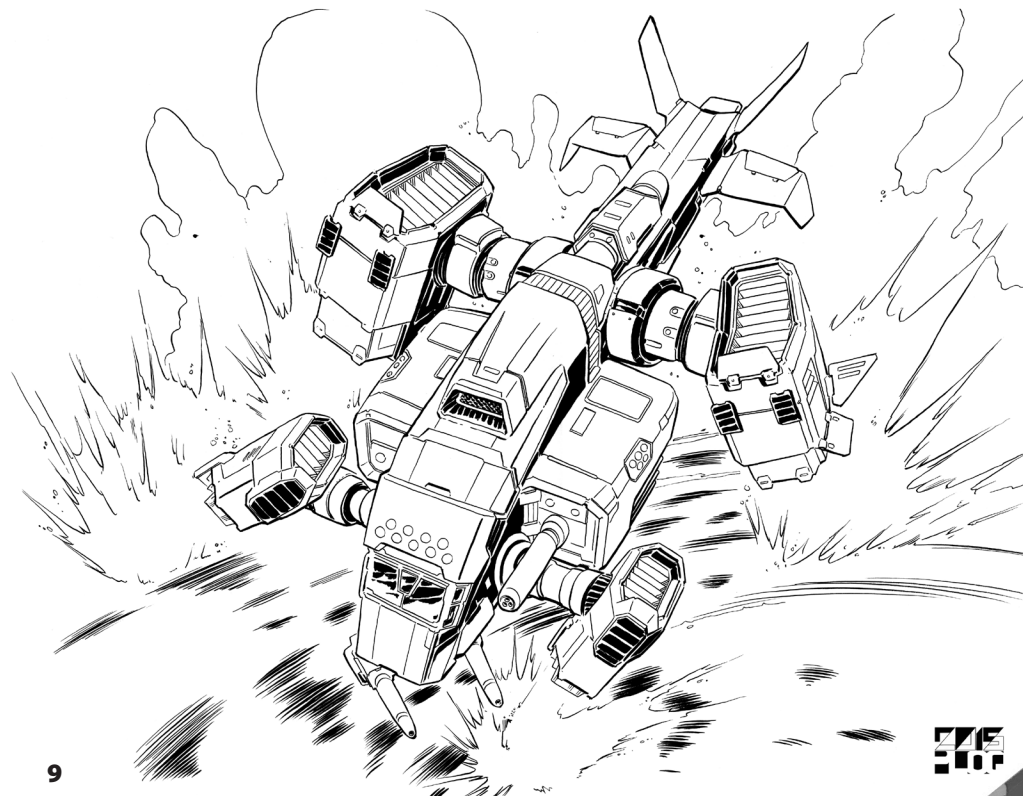
1

1.5

2

.5

**Notes:** Features the following Design Quirks: VTOL Rotor Arrangement (Dual), Non-Standard Parts.



# EXPERIMENTAL

# DIGGS DRONE CONTROL TANK

**Field Testing Summation:** Production MHI Amphibious APC Variant

**Producer/Site:** Michaelson Heavy Industries, Terra

**Supervising Technician:** Arthur Wilsbacher

**Project Start Date:** 3101

**Non-Production or Recently Introduced Equipment Analysis:**

Angel ECM Suite

## Overview

The Diggs is a simple, but effective, mobile drone control station able to coordinate a lance of Zephyr OmniDrones or old *Shugosha* DroneMechs. It is the lynchpin of a flexible network that should become a standard in the Republic's pursuit to reduce the loss of human life in situations where combat is unavoidable.

The Diggs takes its name from the RAF strategist Norman Diggs, who first proposed the theory at the turn of the century. After the impressive resistance of the Word of Blake's intelligent drone networks during the final liberation of Terra both in space and on the ground, the Republic planned from the start to incorporate unmanned combat units into its newly founded RAF. But, since "intelligent" is a relative term when pertaining to combat with battle-hardened veterans, Diggs proposed reverting to simpler, millennia-old remote-operated drone technology. By having a man behind the curtain, RAF drones would benefit from individual combat expertise. To that end, ComStar drones and remote-control prototypes were purchased after the Jihad and run through decade-long tests alongside LAW's *Shugosha* "Q-Mechs". When the RAF introduced its first homegrown drone vehicle, Grumman's Zephyr OmniDrone, in the late thirty-first century, it was clear that a modernized control unit was also needed.

The Diggs is a heavily modified MHI Amphibious APC that was commissioned from Michaelson Terra upon that vehicle's 3101 release. In order to fulfill the projected requirements, the engine, armor and self-defense weaponry were all upgraded slightly, while the drone command station was installed in the infantry compartment. The un-christened core vehicle remained structurally unchanged, but received an appropriate name.

An important doctrinal innovation, adopted from ComStar's Fury CX-17 drone command vehicle, was the inclusion of an extremely advanced Angel Suite for strong ECCM coverage. As an effective countermeasure against the Word's improved C<sup>3</sup> *wunderwaffen*, standardized ECM proliferated like never before in the wake of the Jihad. This battlefield ECM saturation makes drone actions precarious at times, as the required communications channels may be easily blocked. The inclusion of the Angel provides a partial solution by giving the carrier unit some of the strongest possible countermeasures against such interference.

The Diggs is important for its very lack of flashy extravagance. Not special on its own, the simple fact of its mobility means the RAF's drone networks need not act merely as defensive elements, tied to fixed positions, but can also work to supplement offensive missions and recon operations as needed.

Type: **Diggs**

Technology Base: Inner Sphere (Advanced)

Movement Type: Wheeled

Tonnage: 35

Battle Value: 785

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

190

Light Fusion

6

9

10

Mass

3.5

9

0

2

0

0

## Equipment

Turret:

Armor Factor (Heavy Ferro):

148

Armor

Value

38

Front

Front R/L Side

29/29

Rear

23

Turret

29

## Weapons and Ammo

ER Medium Laser

2 Light Machine Guns

Ammo (Light MG) 100

CASE

Angel ECM Suite

Drone Carrier

Control System (4 Drones)

Fully Amphibious Equipment

Location

Turret

Turret

Body

Body

Body

Body

—

Mass

.5

7.5

Tonnage

1

1

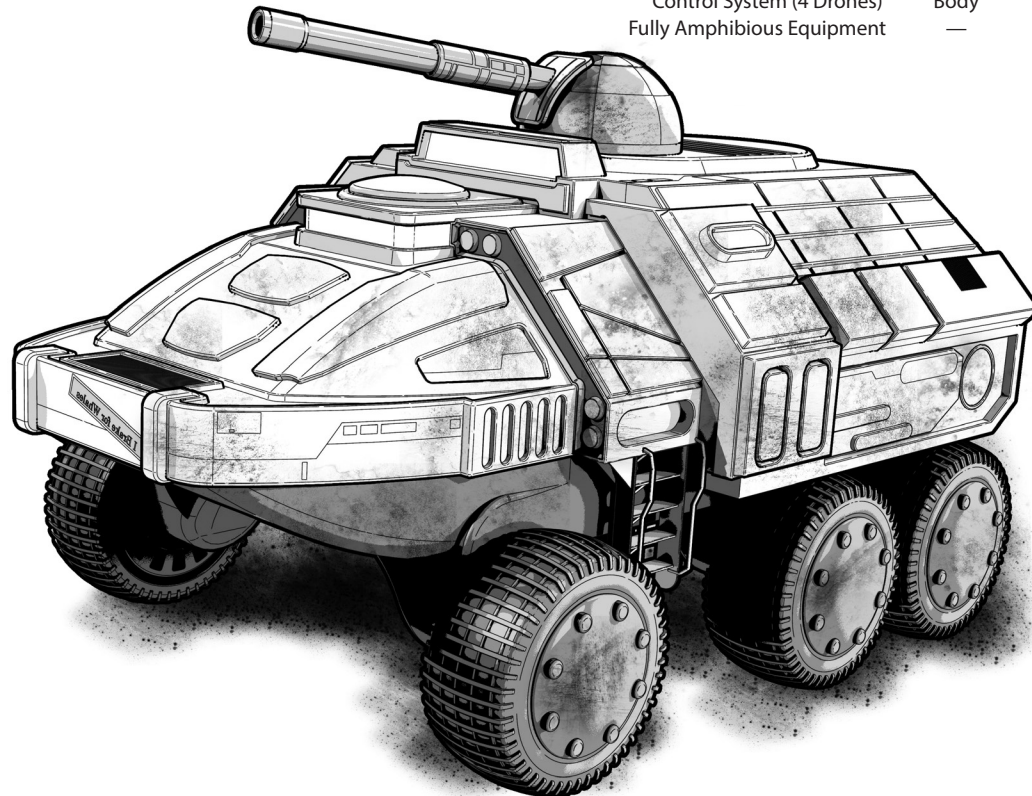
.5

.5

2

4

3.5



EXPERIMENTAL

# ZEPHYR HOVERTANK (OMNIDRONE)

**Field Testing Summation:** Production Zephyr Variant

**Producer/Site:** Grumman Industries, Terra

**Supervising Technician:** Oliver Chatham

**Project Start Date:** 3096

**Non-Production or Recently Introduced Equipment Analysis:**

Angel ECM Suite

PPC Capacitor (Primary Weapons Configuration)

Bloodhound Active Probe (Alternate Configuration B)

## Overview

The Zephyr is quite possibly the combat vehicle with the most successful service history in the entire Inner Sphere, built by Grumman now to effectively the same specs it possessed when it first came off the assembly line centuries ago. Its performance and reliability made it the vehicle of choice when the RAF Procurement Division issued a contract for a second-generation drone vehicle.

The Zephyr was easily modified. The vehicle's original *raison d'être*, its Guardian ECM suite, was upgraded to an Angel system after data supplied by ComStar test vehicles showed that its strong ECCM field would be critical for viable drone operations on thirty-first century battlefields. Early testing with Zephyrs proved that their deployment in waves was most effective, so that the staggered ECCM coverage formed a chain back to controlling units. This formation has since become standard RAF tactical drone doctrine. Since the new Zephyr lost a majority of its weaponry to extensive electronic systems, the turret was upgraded with modular technology, allowing the remaining payload to be tailored to specific missions. Current configurations can serve as light line unit, spotter, or EW and ambush units.

The Zephyr OmniDrone played a key role in the Fifth Principes Guards' initially successful defense of Second Try at the start of the Capellan Crusades. The regiment enthusiastically incorporated drone technology, so when the Sixth Confederation Reserve Cavalry attacked, screens of Zephyr Drones guarded armor formations and fortifications. The drones proved ideal for the local terrain, as they were able to weave around the low foliage providing cover for the Capellan landing zone at the city of Fat Chance. Armed with their reconnaissance data, the RAF tailored later waves with the appropriate payload for the threats they faced in combat. Though attrition was high among the Zephyrs, the Guards' morale was unaffected, since no personnel were lost when a mere drone was destroyed. When the Fifth was at last forced to retreat, the two remaining Zephyrs ferried out remnants of regiment's battle armor forces for a last stand at the capital of Messhorn. There, the two drones were destroyed, alongside their controlling unit.

Nevertheless (or, more accurately, *because* of this very action) the Zephyr OmniDrone has been considered a resounding success, both as a showcase of what unmanned remotes can achieve, and for Grumman's hovercraft program itself. As a result, the Republic recently started to allocate funding for the needed infrastructure to produce the exceedingly complex *Celerity*. Should this endeavor come to fruition during the coming decades, the good experience with the Zephyr will likely result in similar DroneMechs being updated to Omni technology, as well.

Grumman, meanwhile, plans to set a new production record next year, in time for the demi-millennial anniversary of the Zephyr. Future plans entail adapting Omni technology for the manned Zephyr, which will likely result in an entirely new vehicle, showcasing the most modern armor and engine systems the Republic has to offer.

Type: **Zephyr OmniDrone**

Technology Base: Inner Sphere (Advanced)

Movement Type: Hover

Tonnage: 40

Battle Value: 676

## Equipment

Internal Structure:

Engine:

Type: Fusion

Cruise MP: 9

Flank MP: 14

Heat Sinks: 10

Control Equipment: 2

Lift Equipment: 4

Power Amplifier: 0

Turret: .5

Armor Factor (Ferro): 7

Armor Value

Front 29

Front R/L Side 24/24

Rear 19

Turret 29

## Fixed Equipment

Drone Operating System

Angel ECM Suite

SRM 2 (i-OS)

## Location

Body

Body

Rear

## Tonnage

4.5

2

.5

## Weapons and Ammo

Primary Weapons Configuration

Light PPC

PPC Capacitor

## Location

Turret

Turret

## Tonnage

3

1

Alternate Configuration A

3 Medium Lasers

TAG

Battle Value: 686

Turret

Turret

3

1

Alternate Configuration B

Bloodhound Active Probe

ER Flamer

C<sup>3</sup> Slave Unit

Battle Value: 509

Turret

Turret

Body

2

1

1

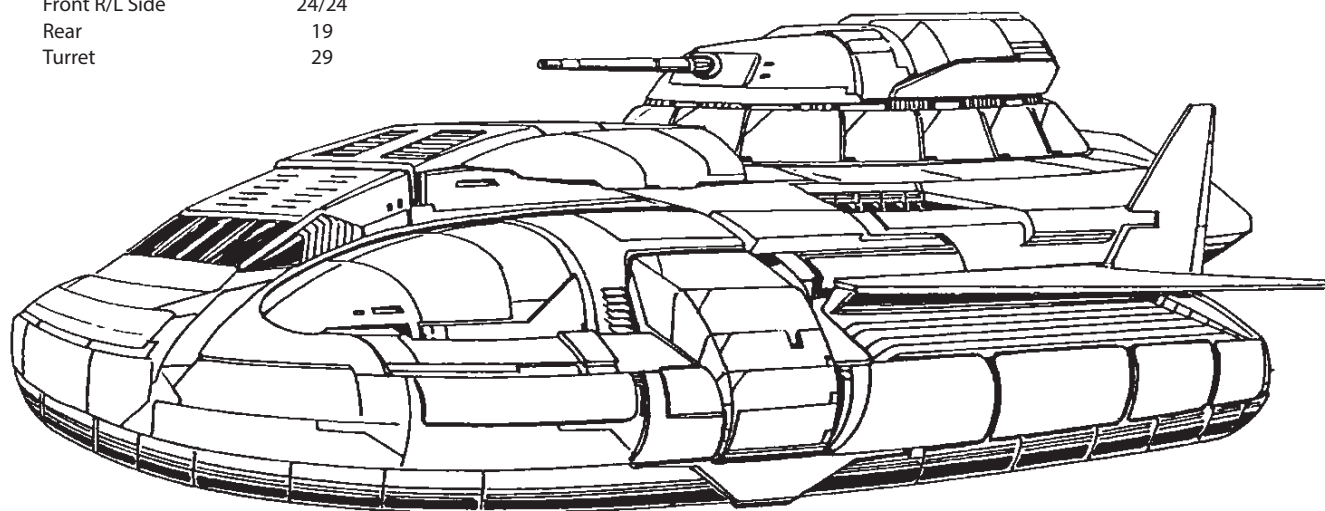
Alternate Configuration C

4 M-Pods

Battle Value: 478

Turret

4



# EXPERIMENTAL

# CONDOR MULTI-PURPOSE TANK (REACTIVE)

**Field Testing Summation:** Production Condor Variant

**Producer/Site:** Quikscell Company, Oliver

**Supervising Technician:** Coinneach Tusk

**Project Start Date:** 3083

**Non-Production or Recently Introduced Equipment Analysis:**

Reactive Armor

## Overview

The Condor Multi-Purpose Tank is a spinoff from its famous hover tank namesake. It serves as a general medium tank in the Republic Standing Guards and, with upgraded armor, even in elite regiments. Despite a questionable provenance, it admirably fulfills its role as the Republic's replacement for the Vedette.

At the inception of the RAF, an unlikely deficit manifested: the complete lack of any tracked medium tanks in the vein of the famous Vedette. NETC's original New Earth factory which produced the vehicle had been completely demolished in the Jihad, leaving the iconic tank's only manufacturers outside of Republic borders. When the DR&R called for a new unit to be manufactured within the Republic, an unlikely bid was placed by Quikscell's Oliver plant. When acquiring complete plans for the Condor in the 3060s, Quikscell had also received documentation on the infamous Trans-Track project. In the submission to General Grau's department, Supervising Technician Tusk argued that, though fundamentally flawed, the Condor Trans-Track functioned normally in tracked mode and that a fixed configuration could be easily adopted for Quikscell's upgraded incarnation. The removal of the lift equipment would allow for installation of a more powerful engine, resulting in a tracked vehicle that, compared to a standard Vedette, would be both faster and better armed.

Despite a steep price tag that put the Condor in the vicinity of the expensive Vedette V-G7X, the DR&R decided it was a good package. Quikscell was required to fulfill various RAF quality protocols when opening their new line on Oliver to ensure the new medium tank was more reliable than the company's other offerings, but the large order justified their expenses. The protocols contained not only standards for production, but also for the vehicle's maintenance and adaptability to modification, prompting Quikscell to revert back to standard armor on the tracked Condor.

The Condor Multi-Purpose Tank functions admirably in any role. When deployed to the Standing Guards, it serves typical militia duty, carrying out patrols or supporting police actions. In the Brigades, on the other hand, it serves in cavalry formations, often flanking larger MBTs. Admittedly, the tank leans towards mobility and firepower over protection. To ensure the Condor's viability in frontline duty, most of the Brigades have begun to refit these tanks with reactive armor supplied by Aldis, who likewise started upgrading the Kinnol MBT. This "after-market" refit has become increasingly popular of late, to the point that the DR&R has been considering formalizing it under any subsequent orders to Quikscell.

The Condor (Reactive) may be more mundane in performance than its biography would suggest, but that is a good thing. It is the quiet backbone of RAF armored formations.

Type: **Condor**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 50

Battle Value: 963

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Reactive):

Front

Front R/L Side

Rear

Turret

## Mass

5

14.5

XL Fusion

6

9

10

0

2.5

0

0

1

6.5

*Armor*

*Value*

31

21/21

14

17

## Weapons and Ammo

LRM 15

Ammo (LRM) 16

LB 5-X AC

Ammo (LB-X) 40

2 Machine Guns

Ammo (MG) 100

## Location

Turret

Body

Front

Body

Front

Body

## Tonnage

7

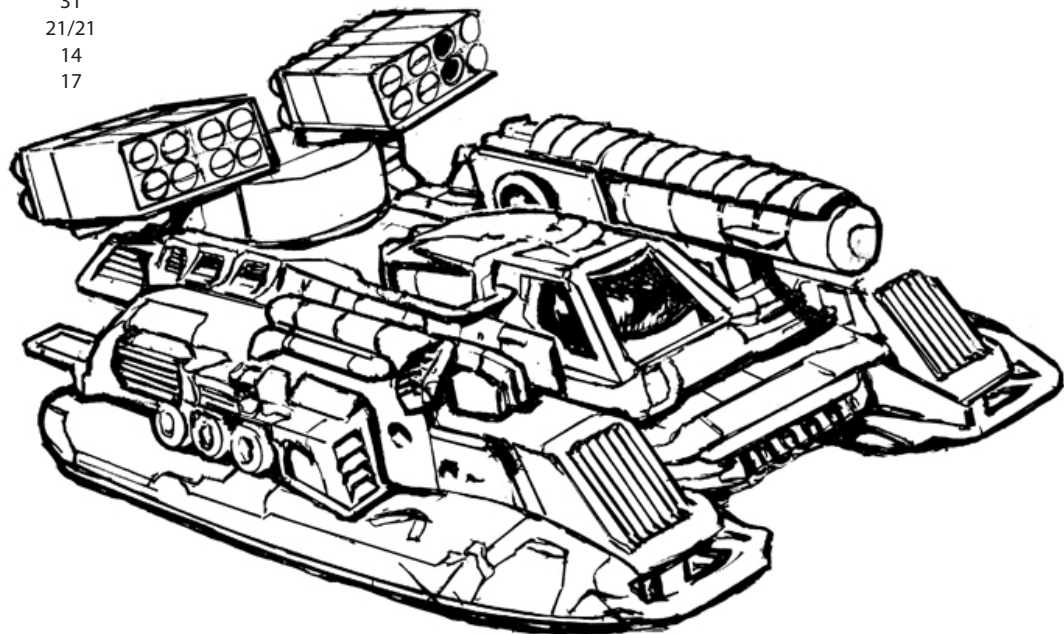
2

8

2

1

.5



# EXPERIMENTAL

# HEXAREME HQ HOVERCRAFT

**Field Testing Summation:** Production Superheavy Hovercraft Chassis

**Producer/Site:** Michaelson Heavy Industries, Ruchbah

**Supervising Technician:** Spydre Connors

**Project Start Date:** 3115

**Non-Production or Recently Introduced Equipment Analysis:**

Sponson Turrets

Super-Heavy Combat Vehicle

## Overview

Faster than the Praetorian, tougher than the Tribune, and *better* than the Quaestor: the Hexareme is the last word in hovercraft HQ technology. While useful as a tactical command unit, its swiftness and size also allow it to directly support reconnaissance and even spec ops missions. The Hexareme has already entered service with the Republic in both ground and blue water naval formations.

In the late thirty-first century, the success of the very large Tirreme Infantry Transport played no small part in rescuing Michaelson Heavy Industries from insolvency and returning it to the forefront of Republic vehicle manufacturers. A resulting interest in superheavy vehicles spawned the Hexareme, originally conceived as a hovering MBT. Before the craft even left the drawing board, it became clear that marrying sufficient armor and weaponry to the motive system was impractical, but the design's large flotation hull was ideally suited for a special operations vehicle. As a result, it was redesigned to carry purely defensive weaponry, a small command station, and an infantry compartment.

Testing of the Hexareme focused on further defining its mission role. On land, the large hovercraft was much too sluggish and vulnerable to serve as a traditional IFV, and early proving ground missions were largely disappointing. The Hexareme shaped up as a niche vehicle for special operations, where its unlimited range and good electronic array serve well. As chance would have it, Michaelson's chief vehicle test commander, Captain Daffyd Gwythe, had started his career in the blue water navy on Chara III (Pacifica). It was he who suggested that the vessel was ideal for water engagements, where it can either range ahead to supply larger ships' artillery with vector data, or be used for classic boarding actions. Clan warrior volunteers have been using Undine battle armor to deploy directly into underwater battle from the Hexareme. Combining the experience of both elements, the hovercraft is ideally suited to long-range patrols and as a fast and well-protected tactical HQ.

The RAF deploys the Hexareme sparingly as HQ vessels in cavalry commands, though it is no secret that various outfits of the SpecOps Command now field it almost exclusively. Many line regiments employ the hovercraft in coastal patrol duties, with such notable examples as the Leander IIs of Athenry, and the two Wyrms of Terra formations, each of which maintains a lance of Hexaremes. But the most unlikely partner to the Hexareme has been the Davions' Sea Fox battle armor—when matched up, they are a formidable team for ship-to-shore assaults. Still, blue water offensive battles are infrequent, and this capability once again places the Hexareme into a niche role. Nevertheless, it is one that birthed yet another trade agreement on limited scale.

The Hexareme is a testament to the RAF's ability to think outside the box: a vehicle that initially seemed to have no role is now projected to excel in a multitude.

Type: **Hexareme**

Technology Base: Inner Sphere (Advanced)

Movement Type: Hover

Tonnage: 90

Battle Value: 1,408

## Equipment

Internal Structure:

Engine: 305

Type: XL Fusion

Cruise MP: 7

Flank MP: 11

Heat Sinks: 10

Control Equipment: 4.5

Lift Equipment: 9

Power Amplifier: 0

Turret: 1.5

Sponson Turrets: .5

Armor Factor (Heavy Ferro): 12

Armor Value

Front 40

Front R/L Side 34/34

Rear R/L Side 34/34

Rear 30

Turret 32

## Weapons and Ammo

Snub-Nose PPC

LB 2-X AC

Ammo (LB-X) 45

Light Machine Gun

Anti-Missile System

Light Machine Gun

Anti-Missile System

Ammo (Light MG) 100

Ammo (AMS) 24

Communications Equipment

Guardian ECM Suite

CASE

Infantry Compartment

Flotation Hull

## Location

Turret

Turret

Body

Right Front Sponson

Right Front Sponson

Left Front Sponson

Left Front Sponson

Body

Body

Body

Body

Body

Body

—

## Tonnage

6

6

1

.5

.5

.5

.5

.5

2

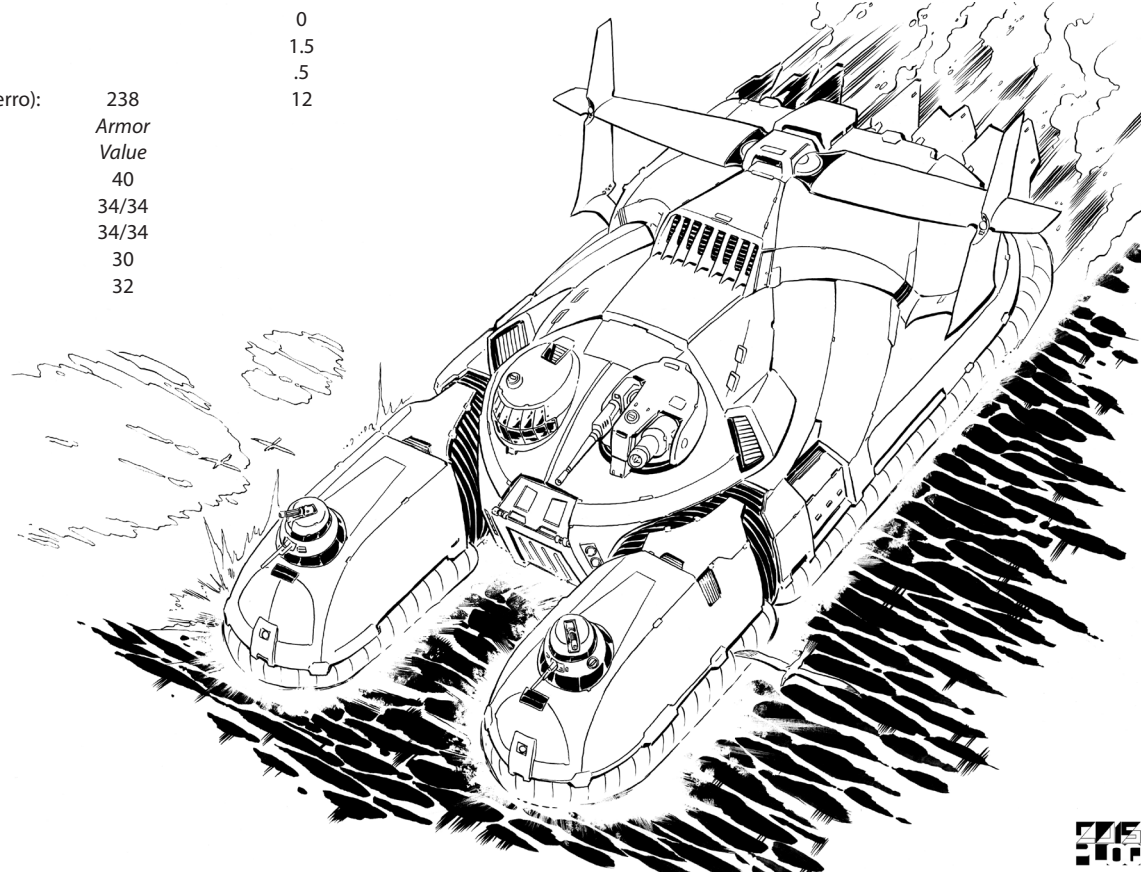
3

1.5

.5

4

0



**Notes:** Features the following Design Quirks:

Poor Performance

EXPERIMENTAL

# "SURAT" (GRAY DEATH) SOLAHMA SUIT

**Field Testing Summation:** Customized GD Standard (typical) Hybrid Refit

**Producer/Site:** Various

**Supervising Technician:** N/A

**Project Start Date:** ca 3090

**Non-Production or Recently Introduced Equipment Analysis:**

Mixed Technologies (Clan armor and Heavy Small Laser)

## Overview

"Surat" is a Clan epithet that, when applied to infantry, often refers to captured or requisitioned Inner Sphere battle suits refit with Clan armor and weaponry and pressed into service in *solahma* formations. It is a worrying development that the fanatical "firepower over everything" doctrine witnessed in such formations should go beyond that already used in its BattleMech designs.

Yet these kinds of refits make sense given the morbid doctrine of the Clans: even now, *solahma* troops remain possessed of a death wish. Using HarJel on the suits of such expendable forces makes no sense in that regard, especially when the material (much like Elemental suits themselves) has become a rare resource in past decades. When refitting standard spheroid suits with simple Clan armor plating and eschewing any other upgrades, the omission of HarJel sealing technology frees room for massive weaponry surpassing that of any other medium battle armor. A further boon for these field-customized suits is that, despite being an ill-fitting hodgepodge of scrounged-up parts, they can be easily adapted to all physiques—from hulking Elementals to recruited Inner Sphere garrisons—and are obviously cheaper to maintain.

One of the most prolific series of suits in the Inner Sphere is the Gray Death line of products. Of these, the simple, ground-bound Standard and Strike armors seem to be ideal for conversion. The first indication of these refits occurred during an ill-fated raid by pirates on Ramora in 3091. Footage relayed to the civilian DropShip that shipped in the pirates (and then immediately lifted off when it received said footage) shows the lance leader's *Jenner* running into a formation of what looked like GD Standard suits. But when swarmed, the cockpit was doused in the intense energies only seen with heavy lasers. After the weapons' flash, not only the cockpit, but a large portion of the center torso assembly simply vanished.

Heavy lasers are terrible battle armor weapons—while they can be equipped with power packs for infantry use, they weigh no less on battlesuits than when mounted on a BattleMech. But unlike standard Inner Sphere battle armor, Gray Death suits can support them once lightened by the Clan refit, and doing so wastes no resources for frontline suits.

Obviously, the suit's whole concept and usage earns nothing but disdain from "real Elementals" in the Clans *toumans*, which is why the derogatory name has stuck so persistently to this and any similar designs. This does not change the fact that any aggressor on a Clan planet should be aware of garrison infantry forces deploying truly devastating levels of firepower.

**Type:** Surat (GD)

**Manufacturer:** various

**Primary Factory:** n/a

**Equipment Rating:** F/X-X-X-D

**Tech Base:** Mixed Inner Sphere (Advanced)

**Chassis Type:** Humanoid

**Weight Class:** Medium

**Maximum Weight:** 1,000 kg

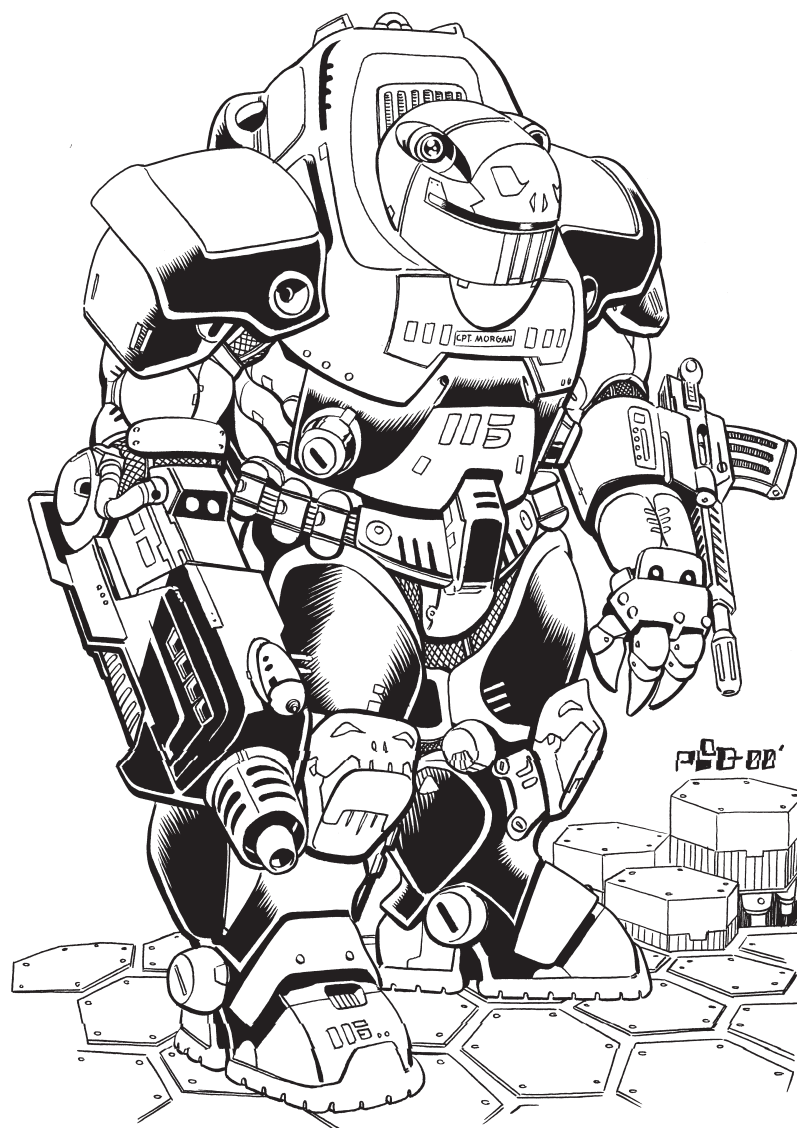
**Battle Value:** 51

**Swarm/Leg Attack/Mechanized/AP:** Yes/Yes/Yes/Yes

**Notes:** Features the following Design Quirks: Easy to Maintain, Bad Reputation, Poor Workmanship.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Battle Claw	0 kg
Armor:	Standard (C)	225 kg
Armor Value:	9 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Heavy Small Laser (20) (C)	RA	3	500 kg
Anti-Personnel Weapon Mount	LA	1	5 kg



EXPERIMENTAL

# CASTRUM POCKET WARSHIP

**Field Testing Summation:** Production Hull

**Producer/Site:** Boeing Interstellar, New Earth

**Supervising Technician:** Luke Gecko

**Project Start Date:** 3082 (entered service 3097)

**Non-Production or Recently Introduced Equipment Analysis:**

Improved Heavy Gauss Rifle

Naval C<sup>3</sup>

## Overview

The *Castrum* is the largest combat DropShip ever built. A “Pocket WarShip” in the truest sense, it is one of the Republic Navy’s best deterrents against any outside predations.

The *Castrum* project was immediately put into motion after the establishment of the Republic. With its small fleet of three WarShips concentrated in an independent command, and WarShip manufacturing across the Inner Sphere in ruins, it was clear that the Republic Navy would need to rely on Pocket WarShips for the bulk of its defense forces. The activation of three Word-designed assault DropShips formed a solid core superior to that of the Great Houses, but these ships were initially assigned to support ground forces. The Border Fleet’s scarcity in cutting edge equipment was exacerbated by the lack of truly large vessels, especially with Prefectures V and VI facing the persistent threat of WarShip-backed Liao incursions.

Vice Admiral Christoff Brennan Wright was not content with this situation. New Earth’s facilities were refit for military production in the late 3070s and featured enough spare production capacity to begin R&D on a truly titanic vessel. Projected at a maximum mass of 100,000 tons, the giant craft was planned as a purely space-faring ship from the outset. Like the civilian *Behemoth*, the *Castrum*’s size meant that it would require dual docking collars to be transported on JumpShips.

Its powerful, long-range weaponry is arranged in traditional WarShip fashion, allowing for bracket-firing and even orbital bombardment—though this latter option is categorically off-limits in the Republic Navy. The *Castrum* is also equipped to serve as the central anchor to the Border Fleets’ naval C<sup>3</sup> networks and the effectiveness of their mutual support recently saw *Interdictors* and *Tiamats* being similarly equipped as well.

The *Castrum*’s main strategic role of a peacemaker was tested early in its service life, during the Second Combine-Dominion War. The Republic investigation teams sent into the Irece Prefecture in early 3101 were accompanied by a special fleet presence, invited by the Nova Cats—a fully recognized sovereign people in a time prior to their compliance to Draconis governance. Under pressure from the Dominion’s own people, there were actually fewer protests from the Clan aggressors than the DCA. By the time that public opinion was turned against the Black Dragons, it was the *Castrums* stationed over Labrea and Irece that caused Khan Kabrinski not to pursue her madness. These *Castrums* rejoined the WarShip Command in mid-3103 after the official peace had lasted for a year, all without ever needing to fire a single shot.

They have not had to do so. In the Capellan Crusades, the *Castrums* of the Fifth and Sixth Border Fleets proved their worth as a deterrent—as the scourge of the Confederation’s *Feng Huang* was not seen on their watch. Still, in the interests of avoiding escalation on a naval scale, the Fleets held back these most powerful assets from many engagements, and all battles were generally only accompanied by fighter skirmishes.

**Type:** Military Spheroid

**Use:** Assault DropShip

**Tech:** Inner Sphere (Experimental)

**Introduced:** 3097

**Mass:** 100,000 tons

**Battle Value:** 67,223

## Dimensions

**Length:** 114 meters

**Width:** 124 meters

**Height:** 321 meters

**Fuel:** 1,000 tons (10,000 points)

**Tons/Burn-day:** 1.84

**Safe Thrust:** 3

**Maximum Thrust:** 5

**Heat Sinks:** 600 (1,200)

**Structural Integrity:** 150

## Armor

**Nose:** 1,305

**Sides:** 1,153

**Aft:** 1,003

## Cargo

Bay 1: Small Craft Cubicle (18)

Bay 2: Battle Armor Bay (12 Squads)

Bay 3: Cargo (9,242.5 tons)

6 Doors

1 Door

2 Doors

**Life Boats:** 50

**Escape Pods:** 0

**Crew:** 20 officers, 20 enlisted/non-rated, 70 gunners, 162 bay personnel

**Notes:** Equipped with 540 tons of heavy ferro-aluminum armor and Naval C<sup>3</sup> (2,741.5 tons). Features the following Design Quirks: Improved Targeting/Long, Large DropShip, Un-streamlined.

## Weapons:

### Arc (Heat) Type

#### Nose (144 Heat)

6 Light Sub-Capital Cannons (120 rounds)

6 Light Sub-Capital Cannons (120 rounds)

#### FR/FL (389 Heat)

4 AR/10 (20 KW, 20 WS, 40 B)

4 AR/10 (20 KW, 20 WS, 40 B)

4 Medium Sub-Capital Cannons (60 rounds)

6 Improved Heavy Gauss Rifles (120 rounds)

6 Improved Heavy Gauss Rifles (120 rounds)

1 Screen Launcher (20 rounds)

5 AMS (180 rounds)

#### AR/AL (144 Heat)

6 Light Sub-Capital Cannons (120 rounds)

6 Light Sub-Capital Cannons (120 rounds)

#### Aft (29 Heat)

6 Improved Heavy Gauss Rifles (120 rounds)

6 Improved Heavy Gauss Rifles (120 rounds)

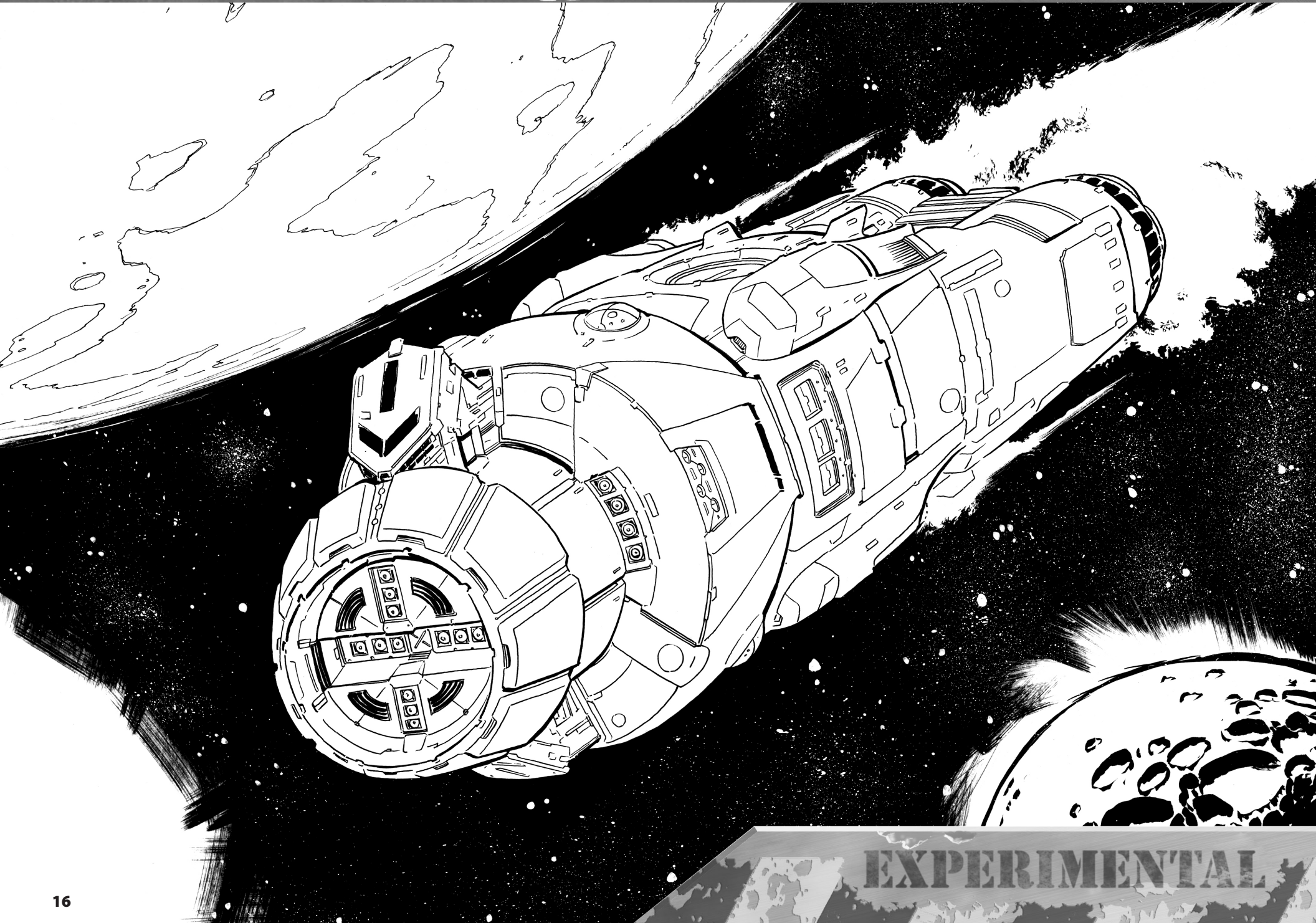
1 Screen Launcher (20 rounds)

5 AMS (180 rounds)

## Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Capital AC	12	12	12	—	Capital AC
Capital AC	12	12	12	—	Capital AC
Capital Missile	*	*	*	*	Capital Missile
Capital AC	*	*	*	*	Capital AC
Autocannon	20	20	—	—	Autocannon
Autocannon	13 (132)	13 (132)	13 (132)	—	Autocannon
Autocannon	13 (132)	13 (132)	13 (132)	—	Autocannon
Screen	—	—	—	—	Screen
AMS	2 (15)†	—	—	—	AMS
Capital AC	12	12	12	—	Capital AC
Capital AC	12	12	12	—	Capital AC
Autocannon	13 (132)	13 (132)	13 (132)	—	Autocannon
Autocannon	13 (132)	13 (132)	13 (132)	—	Autocannon
Screen	—	—	—	—	Screen
AMS	2 (15)†	—	—	—	AMS

# CASTRUM POCKET WARSHIP



EXPERIMENTAL

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Roadrunner RD-1R

Movement Points:      Tonnage: 15  
 Walking: 14      Tech Base: Clan  
 Running: 21      Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

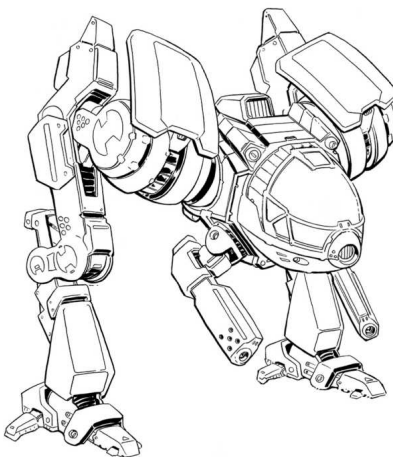
BV: 888

### WARRIOR DATA

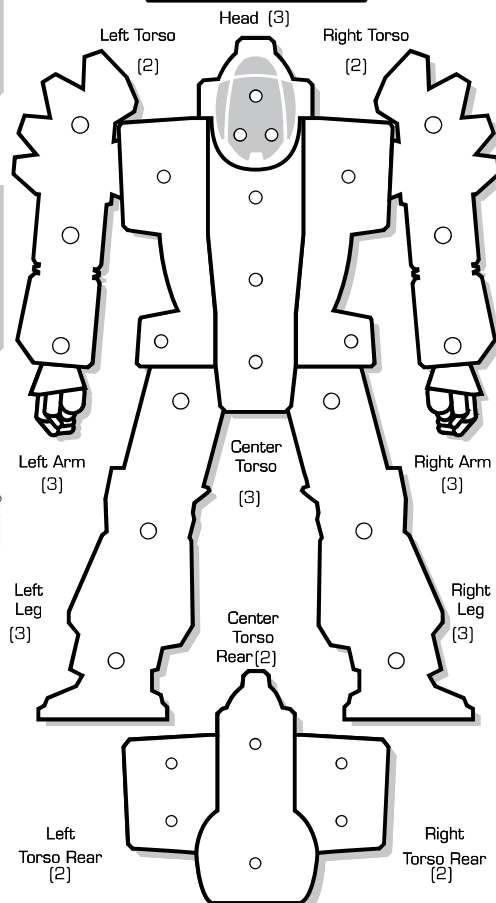
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

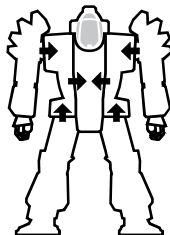
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

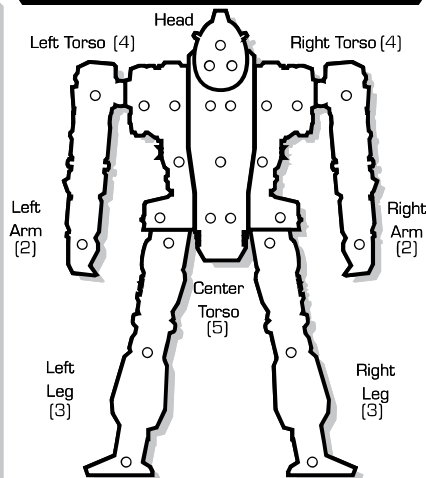
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel

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

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Valiant VLT-3E

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

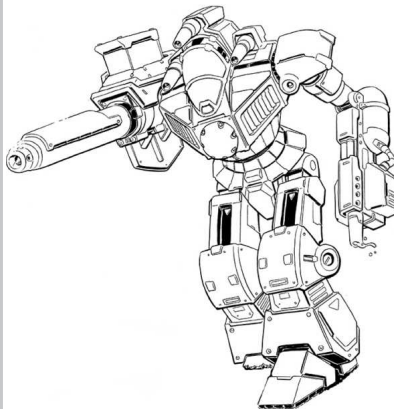
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	Fluid Gun	LA	0	0 [DB,S]	—	1	2	3

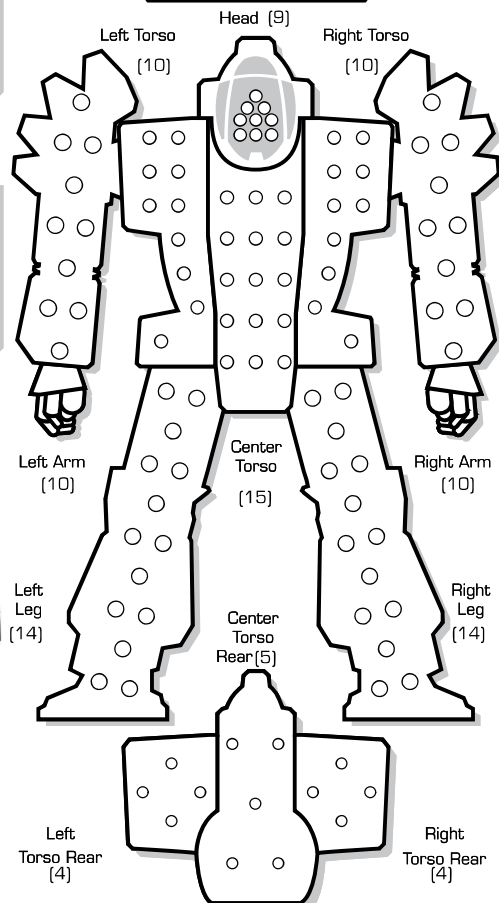
BV: 1,019

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness# 3 5 7 10 11 Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Fluid Gun
- Fluid Gun
- Ammo (Fluid Gun) 20

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- Heavy Ferro-Fibrous
- 3 Heavy Ferro-Fibrous
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

#### Head

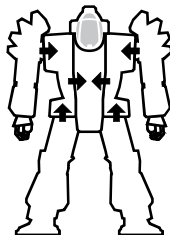
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LAC/5
- LAC/5
- Ammo (LAC/5) 20
- Heavy Ferro-Fibrous

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Right Torso

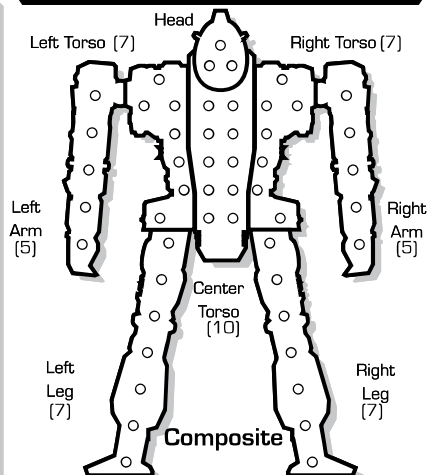
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- Targeting Computer
- Targeting Computer
- 4-6 Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Beowulf IIC -PR

Movement Points: **Tonnage:** 45  
**Walking:** 6 **Tech Base:** Mixed Tech (Clan)  
**Running:** 9 [12] [Advanced]  
**Jumping:** 6 **Era:** Dark Age

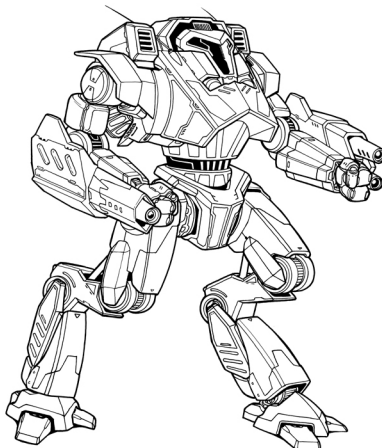
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Watchdog CEWS	CT	—	[E]	—	—	—	4
1	Improved C³ CPU (IS) LT	—	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14

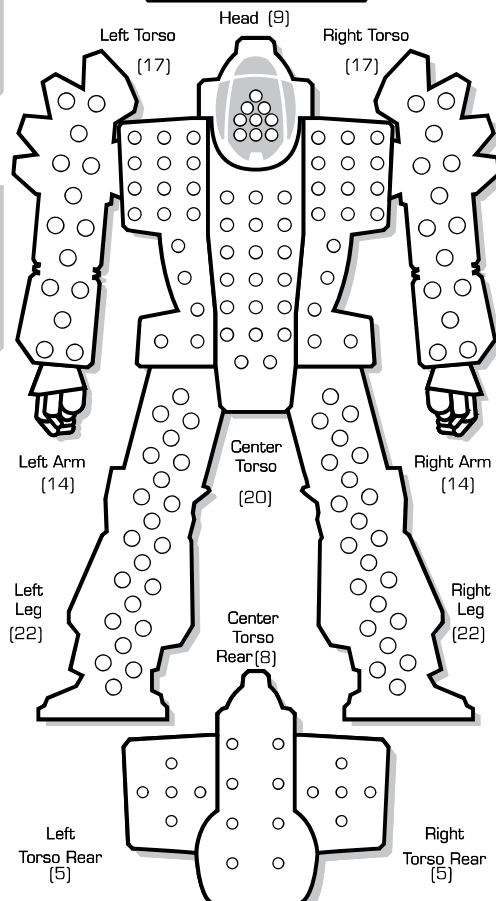
BV: 1,992

### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken** 1 2 3 4 5 6  
**Consciousness#** 3 5 7 10 11 Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Pulse Laser
- ER Medium Pulse Laser

- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Improved C³ CPU (IS)

- Improved C³ CPU (IS)
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

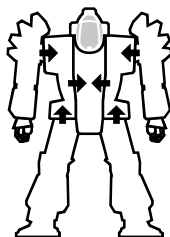
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Watchdog CEWS
- Watchdog CEWS

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

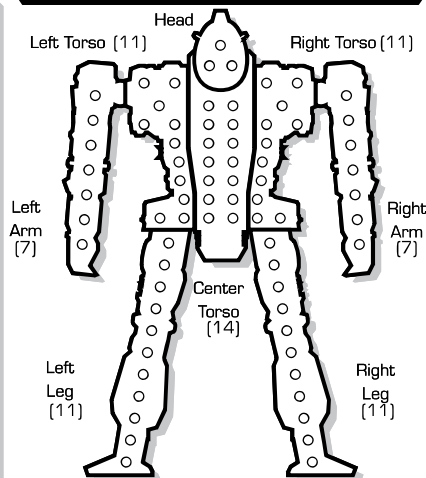
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- MASC

- MASC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hatchetman HCT-7R

Movement Points:      Tonnage: 45  
 Walking: 5      Tech Base: Inner Sphere  
 Running: 8      (Experimental)  
 Jumping: 5      Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AES	RA	—	[E]	—	—	—	—
6	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	AES	LA	—	[E]	—	—	—	—
1	Hatchet	LA	—	9	—	—	—	—

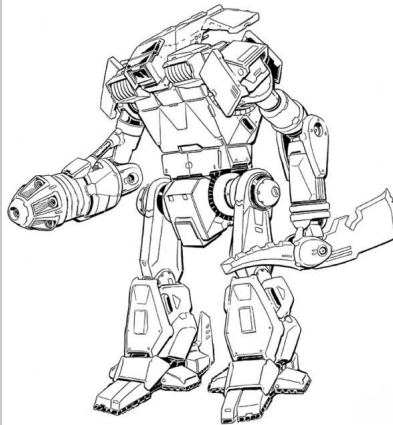
Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,521

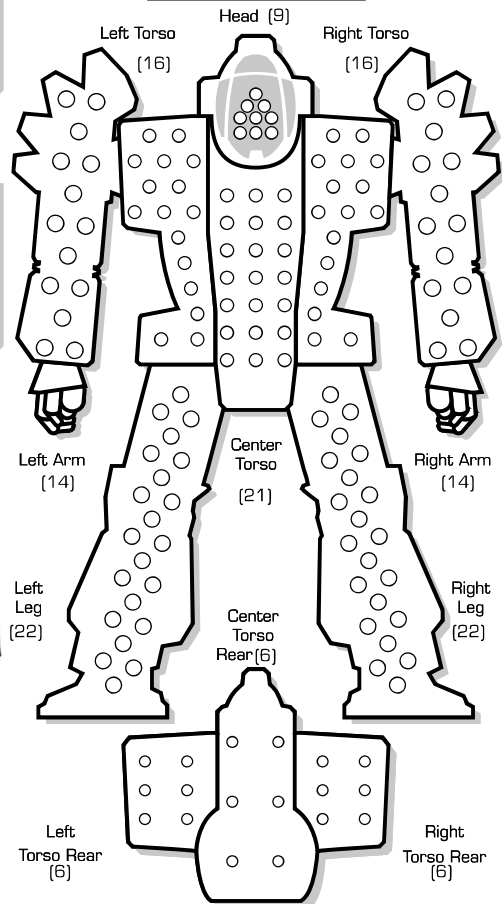
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Hatchet
  - Hatchet
  - Hatchet
  - AES
  - AES
- 4-6

#### Left Torso

- Light Fusion Engine
  - Light Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

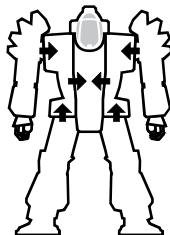
#### Head

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

#### Center Torso

- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium X-Pulse Laser
  - Medium Laser
  - Medium Laser
- 1-3
- Medium Laser
  - Medium Laser
  - Medium Laser
  - Medium Laser
  - AES
  - AES
- 4-6

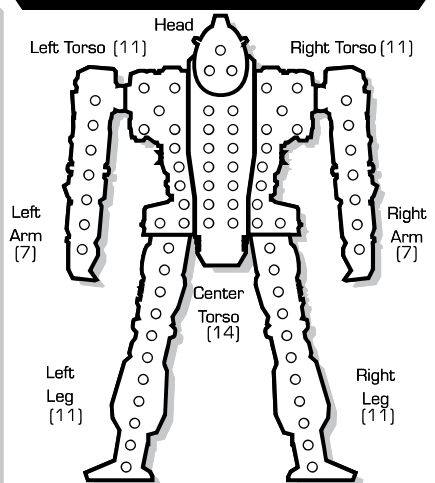
#### Right Torso

- Light Fusion Engine
  - Light Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Enforcer III ENF-7D

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

### Weapons & Equipment Inventory (hexes)

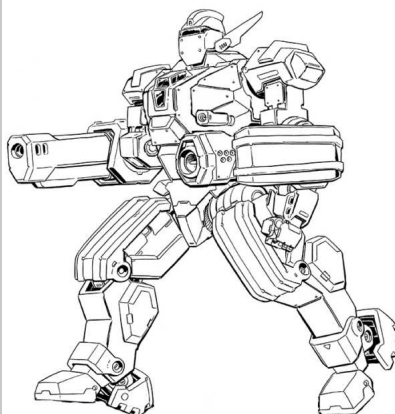
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	LT	2	3 [P,Al]	—	1	2	3
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	ER PPC	LA	15	10 [DE]	—	7	14	23

BV: 1,495

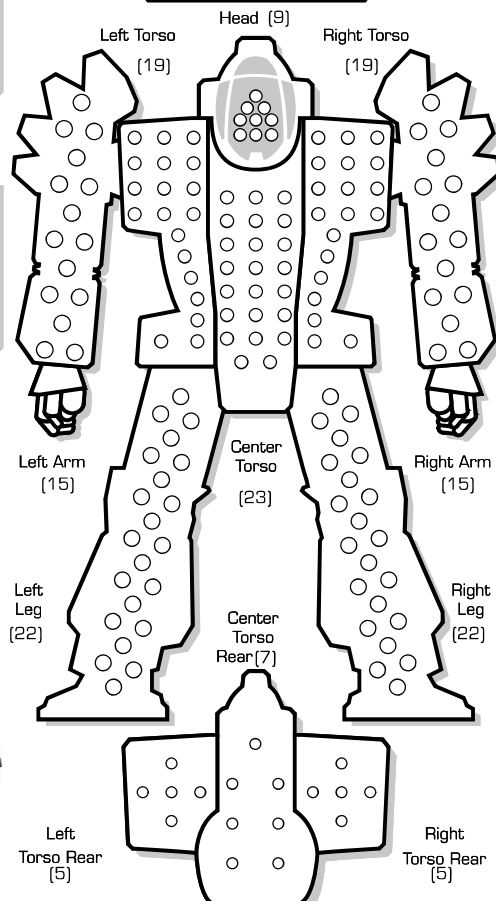
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER PPC
  - ER PPC
- 1-3
- ER PPC
  - Endo Steel
  - Light Ferro-Fibrous
  - Light Ferro-Fibrous
  - Light Ferro-Fibrous
  - Light Ferro-Fibrous
- 4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Life Support
  - Small Pulse Laser
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

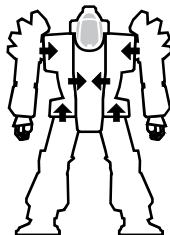
#### Head

- Sensors
- Sensors
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous

#### Center Torso

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 1-3
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - Endo Steel
  - Light Ferro-Fibrous
  - Light Ferro-Fibrous
- 4-6

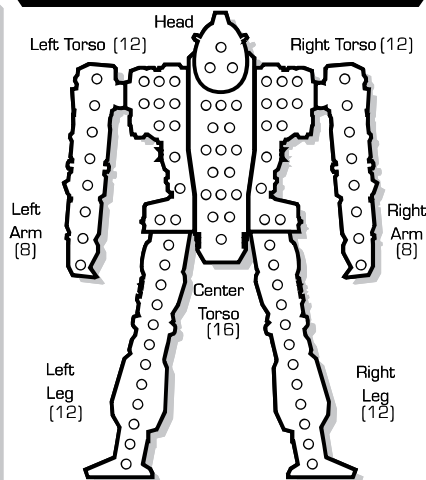
#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Life Support
  - Jump Jet
  - Ammo (LB 10-X) 10
- 1-3
- Ammo (LB 10-X Cluster) 10
  - CASE II
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: **Quaestor Mobile Tactical Command HQ**

**Movement Points:**                      **Tonnage:** 30  
**Cruising:** 6                              **Tech Base:** Inner Sphere  
**Flank:** 9                                  **Era:** Dark Age  
**Movement Type:** Tracked  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (5 ton)	BD [E]	—	—	—	—	—
1	Guardian ECM Suite	BD [E]	—	—	—	—	6
1	ER Small Laser	FR 3 [DE]	—	2	4	5	5
1	Machine Gun	RSp 2 [DB, AI]	—	1	2	3	3
1	Machine Gun	LSpo 2 [DB, AI]	—	1	2	3	3

Ammo: [Machine Gun] 100

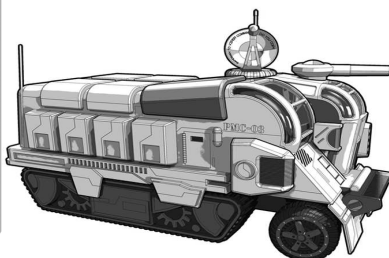
BV: 437

### CREW DATA

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

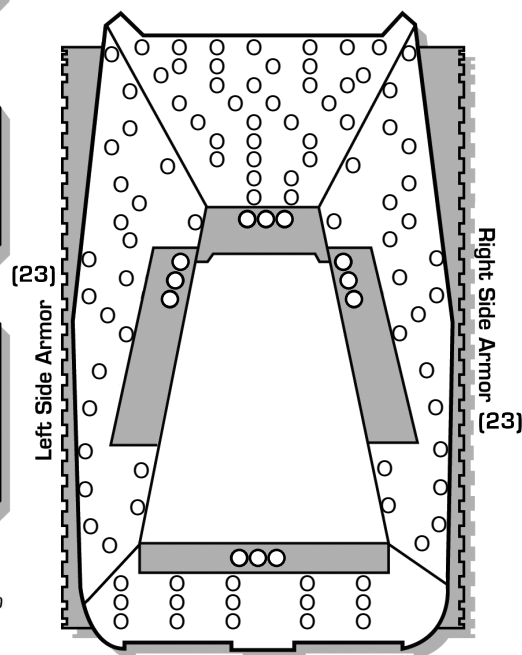
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
(35)



Rear Armor  
(15)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## ADVANCED V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: Strix Stealth VTOL

Movement Points: Tonnage: 30  
Cruising: 7 Tech Base: Mixed Tech (Clan)  
Flank: 11 [14] (Advanced)  
Engine Type: Fusion Engine Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
1	VTOL Jet Booster	BD	[E]	—	—	—	—
1	Watchdog CEWS	BD	[E]	—	—	—	4
1	Ultra AC/2	FR	2/Sht [DB,R/C]	2	9	18	27
2	ER Small Laser	TU	5 [DE]	—	2	4	6

Ammo [CASE]: [Ultra AC/2] 45

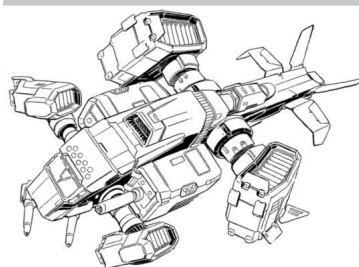
BV: 688

### CREW DATA

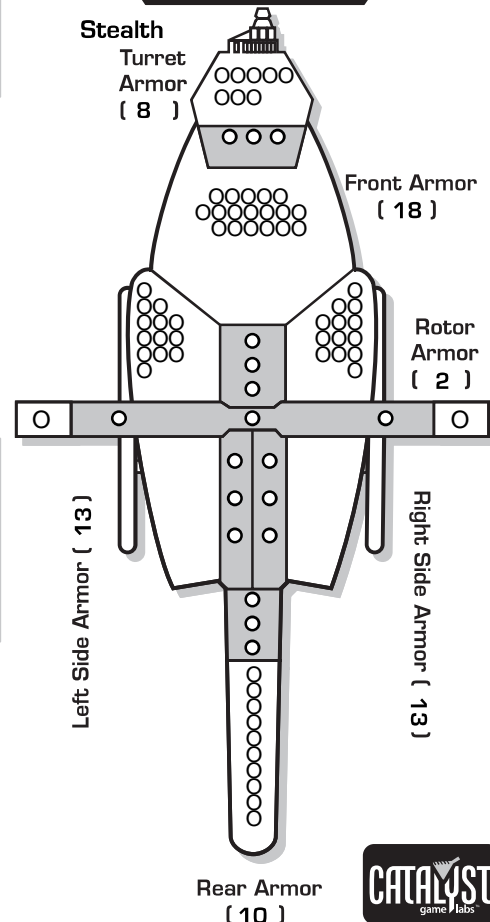
Crew: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
Co-Pilot Hit +1 Pilot Hit +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Diggs Drone Control Tank

Movement Points: **Tonnage:** 35  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 (Advanced)  
**Movement Type:** Wheeled **Era:** Dark Age  
**Engine Type:** Light Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Drone Carrier Control System (4 drones)	BD	[E]	—	—	—	—
1	ER Medium Laser	TU	5 [DE]	—	4	8	12
2	Light Machine Gun	TU	1 [DBAI]	—	2	4	6

Chassis Modifications: Fully Amphibious

Ammo [CASE]: [Light Machine Gun] 100

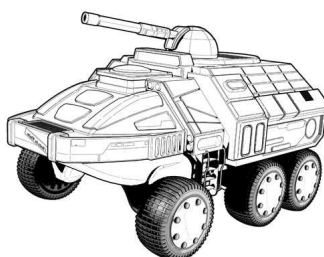
BV: 785

### CREW DATA

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

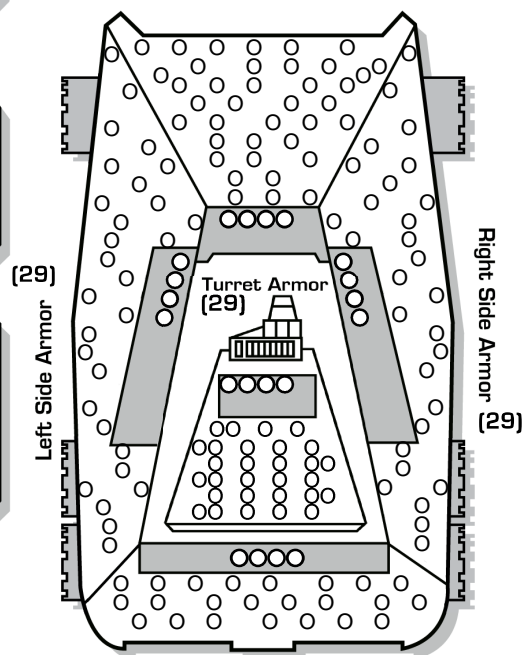
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
(38)



Rear Armor  
(23)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zephyr Hovertank (OmniDrone) Prime

Movement Points: Tonnage: 40  
 Cruising: 9 Tech Base: Inner Sphere  
 Flank: 14 (Advanced)  
 Movement Type: Hover Era: Dark Age  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory

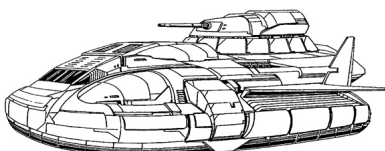
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Drone (Remote) Operating System	BD	[E]	—	—	—	—
1	SRM 2 (IDS)	RR	2/Msl [M,C,S]	—	3	6	9
1	Light PPC	TU	5 [DE]	3	6	12	18
1	PPC Capacitor	TU	[E]	—	—	—	—

### CREW DATA

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

### CRITICAL DAMAGE

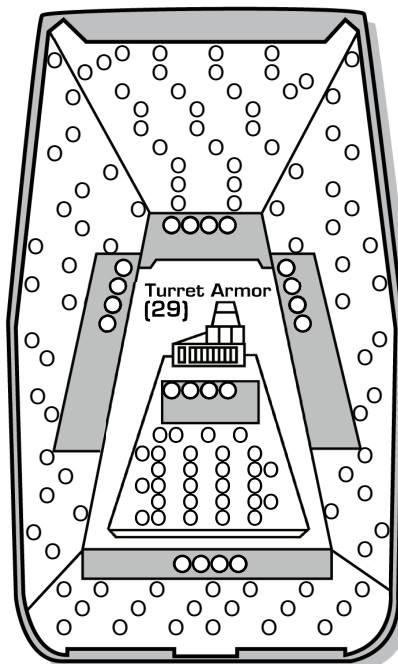
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** ☐  
 Motive System Hits **+1 +2 +3** ☐  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



### ARMOR DIAGRAM

Front Armor  
(29)

[24]  
Left Side Armor



Right Side Armor  
(24)

Rear Armor  
(19)



BV: 676

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zephyr Hovertank (OmniDrone) A

Movement Points: Tonnage: 40  
 Cruising: 9 Tech Base: Inner Sphere  
 Flank: 14 (Advanced)  
 Movement Type: Hover Era: Dark Age  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

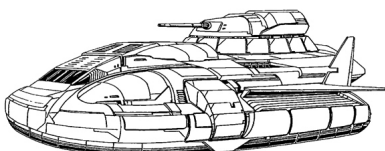
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Drone (Remote) Operating System	BD	[E]	—	—	—	—
1	SRM 2 (HQS)	RR	2/Msl [M,C,S]	—	3	6	9
3	Medium Laser	TU	5 [DE]	—	3	6	9
1	TAG	TU	[E]	—	5	9	15

### CREW DATA

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

### CRITICAL DAMAGE

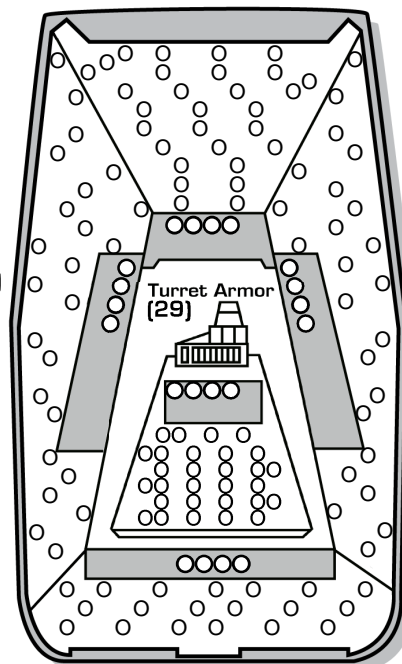
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** ☐  
 Motive System Hits **+1 +2 +3** ☐  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



### ARMOR DIAGRAM

Front Armor  
(29)

[24]  
Left Side Armor



Right Side Armor  
(24)

Rear Armor  
(19)



BV: 686

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zephyr Hovertank (OmniDrone) B

Movement Points: Tonnage: 40  
 Cruising: 9 Tech Base: Inner Sphere  
 Flank: 14 (Advanced)  
 Movement Type: Hover Era: Dark Age  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

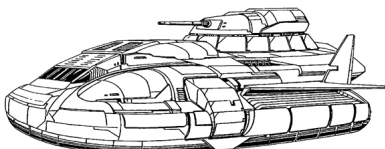
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Drone (Remote) Operating System	BD	[E]	—	—	—	—
1	SRM 2 (I-OS)	RR	2/Msl [M,C,S]	—	3	6	9
1	Bloodhound Active Probe	TU	[E]	—	—	—	6
1	ER Flamer	TU	2 [DE,H,A]	—	3	5	7

### CREW DATA

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

### CRITICAL DAMAGE

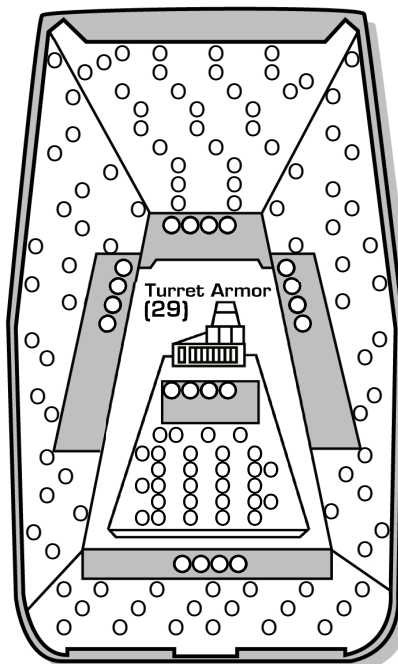
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** ☐  
 Motive System Hits **+1 +2 +3** ☐  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



### ARMOR DIAGRAM

Front Armor  
(29)

[24]  
Left Side Armor



Right Side Armor  
(24)

Rear Armor  
(19)



BV: 509

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zephyr Hovertank (OmniDrone) C

Movement Points: Tonnage: 40  
 Cruising: 9 Tech Base: Inner Sphere  
 Flank: 14 (Advanced)  
 Movement Type: Hover Era: Dark Age  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

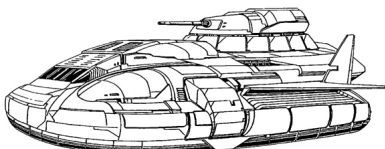
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Drone (Remote) Operating System	BD	[E]	—	—	—	—
1	SRM 2 (I-OS)	RR	2/Msl [M,C,S]	—	3	6	9
4	M-Pod	TU	15 [DB,X,OS]	—	1	2	3

### CREW DATA

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

### CRITICAL DAMAGE

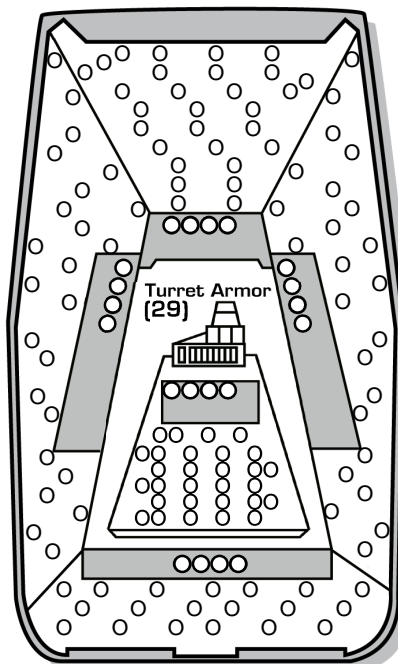
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** ☐  
 Motive System Hits **+1 +2 +3** ☐  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



### ARMOR DIAGRAM

Front Armor  
(29)

[24]  
Left Side Armor



Right Side Armor  
(24)

Rear Armor  
(19)



BV: 478

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Condor Multi-Purpose Tank

Movement Points: **Tonnage:** 50  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 **Era:** Jihad  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	FR	5	3	7	14	21
		[DB,C/F/S]					
2	Machine Gun	FR	2	—	1	2	3
		[DB,AI]					
1	LRM 15	TU	1/Msl	6	7	14	21
		[M,C,S]					

Ammo: [LB 5-X Cluster] 20, [Machine Gun] 100, [LB 5-X] 20  
 [LRM 15] 16

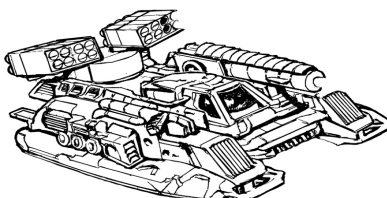
BV: 811

### CREW DATA

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

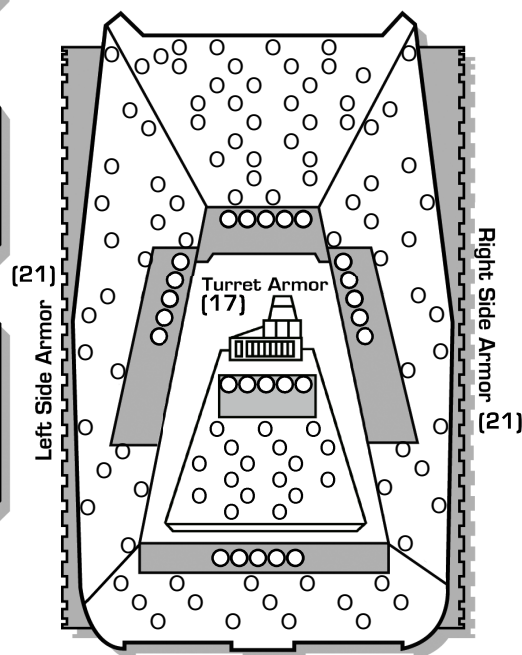
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
[31]



Rear Armor  
[14]



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Condor Multi-Purpose Tank (Reactive)

Movement Points: **Tonnage:** 50  
**Cruising:** 6 **Tech Base:** Inner Sphere  
**Flank:** 9 (Advanced)  
**Movement Type:** Tracked **Era:** Dark Age  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	FR	5	3	7	14	21
		[DB,C/F/S]					
2	Machine Gun	FR	2	—	1	2	3
		[DB,AI]					
1	LRM 15	TU	1/Msl	6	7	14	21
		[M,C,S]					

Ammo: [LB 5-X Cluster] 20, [Machine Gun] 100, [LB 5-X] 20  
 [LRM 15] 16

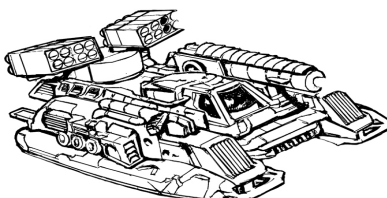
BV: 963

### CREW DATA

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

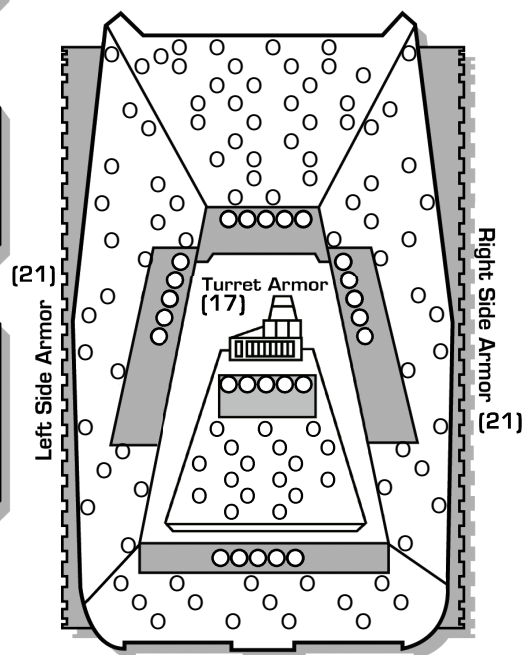
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Reactive  
Front Armor  
(31)



Rear Armor  
(14)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

### ARMOR DIAGRAM

#### VEHICLE DATA

Type: Hexareme HQ Hovercraft

Movement Points: Tonnage: 90  
 Cruising: 7 Tech Base: Inner Sphere  
 Flank: 11 [Advanced]  
 Movement Type: Hover Era: Dark Age  
 Engine Type: XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (3 ton)	BD	[E]	—	—	—	—
1	Flotation Hull	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	AMS	FRRSpa	[PD]	—	0	0	—
1	Light Machine Gun	FRRSpa	1	—	2	4	6
		[DB, AI]					
1	AMS	FRLSpa	[PD]	—	0	0	—
1	Light Machine Gun	FRLSpa	1	—	2	4	6
		[DB, AI]					
1	LB 2-X AC	TU	2	4	9	18	27
		[DB, C/F/S]					
1	Snub-Nose PPC	TU	10/8/5	—	9	13	15
		[DE, V]					

Cargo:  
 Infantry Compartment (4 tons)

Ammo [CASE]: (LB 2-X) 45, (Light Machine Gun) 100, (AMS) 24

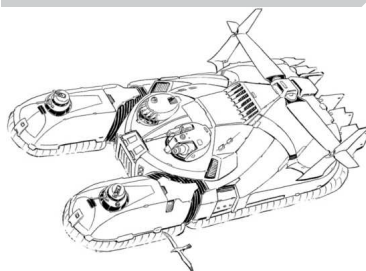
BV: 1,408

#### CREW DATA

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

#### CRITICAL DAMAGE

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



(34)

Front Left Side Armor

(34)

Rear Left Side Armor

Turret Armor (32)

Front Armor (40)

Front Right Side Armor (34)

Rear Right Side Armor (34)

Rear Armor (30)



### SUPER-HEAVY VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)	Side (critical)
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	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. 194 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 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.

‡If the attack hits the front, right or left side, all Front side results strike the front armor; while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

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

### SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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

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

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

# BATTLETECH™



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD 1

Type: Surat (Gray Death) Solahma Suit Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] — — — —  
 Heavy Small Laser (Clan) 6 [DE] — 1 2 3

1	●○○○○○○○○○
2	●○○○○○○○○○
3	●○○○○○○○○○
4	●○○○○○○○○○
5	●○○○○○○○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 359/51

### BATTLE ARMOR: SQUAD 2

Type: Surat (Gray Death) Solahma Suit Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] — — — —  
 Heavy Small Laser (Clan) 6 [DE] — 1 2 3

1	●○○○○○○○○○
2	●○○○○○○○○○
3	●○○○○○○○○○
4	●○○○○○○○○○
5	●○○○○○○○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 359/51

### BATTLE ARMOR: SQUAD 3

Type: Surat (Gray Death) Solahma Suit Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] — — — —  
 Heavy Small Laser (Clan) 6 [DE] — 1 2 3

1	●○○○○○○○○○
2	●○○○○○○○○○
3	●○○○○○○○○○
4	●○○○○○○○○○
5	●○○○○○○○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 359/51

### BATTLE ARMOR: SQUAD 4

Type: Surat (Gray Death) Solahma Suit Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] — — — —  
 Heavy Small Laser (Clan) 6 [DE] — 1 2 3

1	●○○○○○○○○○
2	●○○○○○○○○○
3	●○○○○○○○○○
4	●○○○○○○○○○
5	●○○○○○○○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 359/51

### BATTLE ARMOR: SQUAD 5

Type: Surat (Gray Death) Solahma Suit Era: Dark Age  
 Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
 Ground MP: 3  
 Weapons & Equip. Dmg Min Sht Med Lng  
 Battle Claw [E] — — — —  
 Heavy Small Laser (Clan) 6 [DE] — 1 2 3

1	●○○○○○○○○○
2	●○○○○○○○○○
3	●○○○○○○○○○
4	●○○○○○○○○○
5	●○○○○○○○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 359/51

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION \*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

### LARGE SUPPORT VEHICLE LOCATION \*

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



\*Unit 1 and Unit 2 represent two battle armor units

# BATTLETECH



Nose Damage  
Threshold  
(Total Armor)  
131 [1305]

## ARMOR DIAGRAM

Standard Scale

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: Castrum Pocket WarShip

Name: Tonnage: 100,000  
Thrust: Tech Base: Inner Sphere  
Safe Thrust: 3 (Experimental)  
Maximum Thrust: 5 Era: Dark Age

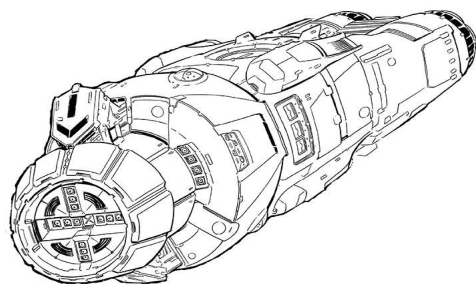
### Weapons & Equipment Inventory

Capital Scale		Loc	Ht	(1-12)		(13-24)		(25-40)		(41-50)	
Bay				SRV	MRV	LRV	ERV	SRV	MRV	LRV	ERV
6	Light Sub-Capital Cannon [120 mds]	N	72	12	12	12	—	12	12	12	—
6	Light Sub-Capital Cannon [120 mds]	N	72	12	12	12	—	12	12	12	—
4	AR10 [40 Barracuda misl] [20 Killer Whale misl] [20 White Shark misl]	FL/FR	40	8 [80]	8 [80]	8 [80]	8 [80]	8 [80]	8 [80]	8 [80]	8 [80]
4	AR10 [40 Barracuda misl] [20 Killer Whale misl] [20 White Shark misl]	FL/FR	80	16	16	16	16	16	16	16	16
4	Medium Sub-Capital Cannon [60 mds]	FL/FR	120	20	20	—	—	—	—	—	—
6	Light Sub-Capital Cannon [120 mds]	AL/AR	72	12	12	12	—	12	12	12	—
6	Light Sub-Capital Cannon [120 mds]	AL/AR	72	12	12	12	—	12	12	12	—
Standard Scale		Loc	Ht	(1-6)		(7-12)		(13-20)		(21-25)	
Bay				SRV	MRV	LRV	ERV	SRV	MRV	LRV	ERV
6	Improved Heavy Gauss Rifle [120 mds]	FL/FR	12	13 [132]	13 [132]	13 [132]	—	13 [132]	—	—	—
6	Improved Heavy Gauss Rifle [120 mds]	FL/FR	12	13 [132]	13 [132]	13 [132]	—	13 [132]	—	—	—
1	Screen Launcher [20 Screens]	FL/FR	10	2 [15]	—	—	—	—	—	—	—
5	AMS [180 mds]	FL/FR	5	2 [15]	Point Defense						—
6	Improved Heavy Gauss Rifle [120 mds]	A	12	13 [132]	13 [132]	13 [132]	—	13 [132]	—	—	—
6	Improved Heavy Gauss Rifle [120 mds]	A	12	13 [132]	13 [132]	13 [132]	—	13 [132]	—	—	—
1	Screen Launcher [20 Screens]	A	10	2 [15]	—	—	—	—	—	—	—
5	AMS [180 mds]	A	5	2 [15]	Point Defense						—

Notes:  
Naval C<sup>3</sup> CPU

Cargo:  
Bay 1: Small Craft - 18 units [6 doors]  
Bay 2: Battle Armor Bay - 12 Squads [1 door]  
Bay 3: Cargo Space - 9,242 500 tons [2 doors]

BV: 67,223 Fuel: 10,000



### CREW DATA

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

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 110 Marines: 0  
Passengers: 0  
Other: 162 Battle Armor: 0  
Life Boats/Escapes Pods: 50/0

### 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										

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

### HEAT DATA

Heat Sinks: 600 [1200]  
Double

Heat Generation Per Arc

Nose:	144	Aft:	39
Fore-Left:	319	Aft-Left:	144
Fore-Right:	319	Aft-Right:	144