



TECHNICAL READOUT 3145

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 Withdrawn behind the Fortress walls, the oncegreat power has become a silent, opaque remnant of its former glory.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

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

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



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INTRODUCTION

Few could have imagined, in 3050, the impact and legacy the Clan invasion would cause. Even in 3052, after the Com Guards halted the invasion at Tukayyid, most pundits believed the Inner Sphere would eventually push the Clans back into the Periphery. The reformation of the Star League and the destruction of the Smoke Jaguars just prior to the Federated Commonwealth Civil War were taken as signs of this resolve ... but then conflict, as it so often does, intervened. By the end of that great internecine conflict and the immediate eruption of the Jihad, little attention was given to driving the Clans out and, by the Jihad's end, their actions in the fight against the Word of Blake had earned them a place in the new peace.

Of course, conflict can never be far from a martial people, and the six remaining Inner Sphere Clans fought. They fought among themselves, as they had ever done, and they fought against their neighbors, in conflicts such as the Second Combine-Dominion War. The Hell's Horses fought to expand, hold and defend their occupation zone against both the Jade Falcons and the Wolves. The Jade Falcons fought anyone and everyone within reach: the Wolves and their Exiles, the Hell's Horses, the Lyran Commonwealth, even for a time the Rasalhague Dominion. But conflict has a way of dulling lines and borders.

In Rasalhague, the Ghost Bears realized their final integration with Rasalhague, and their Dominion remains one of the most powerful of the Clan enclaves. The Wolves, having parlayed an agreement with the Lyran Commonwealth into another Exodus of sorts, carved their Wolf Empire out of the Free Worlds League and the Lyran Commonwealth, even as they raced the Jade Falcon Golden Ordun toward the Lyran capital. The Nova Cats, restive under the Combine's heel, rose in rebellion against the Dragon and were destroyed. And the Sea Foxes, Diamond Sharks no longer, sail the black oceans of the jump lanes, offering sale to all those who buy and retribution to all those who deserve it.

Much has changed in the last eighty years. The fearsome warfighting technology first demonstrated on the battlefields of the The Rock and Icar, Trellwan and Turtle Bay so long ago has spread throughout the Inner Sphere. The old lines of technological division are falling; Clan equipment is built across the Inner Sphere. Sea Fox ArcShips carry it where regular supply lines cannot reach. For anyone with enough stones, a Clan-built OmniMech is almost easy to find.

With the withdrawal of the Republic behind the Fortress walls and the resumption of fighting by the Successor States, the Clans have become more restless as well. The Dominion has snapped up its Vega Prefecture; the Wolf Empire nibbles ever-closer to the wall, while the Horses and the Falcons just barely lost their bid for Hesperus II. The Sea Foxes are selling materiel as quickly as they can manufacture it, and the Nova Cats, if indeed any of their shades remain, must be thinking they moved only a year or two too early.

—Paladin Janella Lakewood 12 October 3145





GAME NOTES

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

Standard Rules

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

Advanced Rules

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

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

Strategic Operations (SO) is the second "staging" advanced rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play. Interstellar Operations (IO) is the third and final "staging" advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

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

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

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

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

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

Design Quirks

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

CONSTABLE PACIFICATION SUIT



Over the past century, the Clans have grown accustomed to putting down insurrections among their civilian castes. Most Clans either leave such distasteful pacification duties to their paramilitary police or, in extreme cases, bring down their full military might to neutralize the threat before it can grow out of hand. However, disturbances of the peace that require a heavier touch than standard police forces can handle often cause unacceptable levels of collateral damage. Clans more interested in integrating with their native Inner Sphere populations than in subduing them sought a better solution.

The Constable Pacification Suit fills that need by offering more protection and firepower than standard police equipment. Commissioned by the Ghost Bear Dominion's Watch to combat the terrorist group Motstånd, the suit fills its intended role well and offers the Watch several options for dealing with such threats.

CAPABILITIES

Based on a lighter version of the Rogue Bear battlesuit, the Constable provides great mobility and strength, which allows officers to reach trouble and clear wreckage or debris faster than other available options. The suit can be fitted with a wide variety of options for both defensive and offensive deployment. The dual grenade launchers can be used with gas, smoke, or flash-bang grenades for nonlethal takedown, or they can load standard grenades for offensive punch. The Constable's modular weapon mount offers even more tactical options, including increased firepower, anti-personnel weapons, electronic warfare, and target detection.

DEPLOYMENT

Although initially developed for the Dominion's Watch, the Constable proved popular enough that it became widely used by police forces throughout the Clans' occupation zones. Some Clan militaries have also chosen to use the suit in a military role by making extensive use of its improved sensors and electronic warfare capabilities.

The Constable's first deployment occurred during the Hitomi Compound Siege in 3092. A single Point was dispatched to deal with over 100 heavily armed cultists, but the Constable operators approached the situation with standard battle armor tactics, which resulted in unmitigated disaster. The Constables ultimately needed to be extracted by conventional infantry, which tainted the Dominion's opinion of the suit until the Watch saw other police and paramilitary forces use it with different tactics.

Despite its preliminary stigma as being of Dominion manufacture, the suit went on to see service in the Draconis Combine with ISF agents and the occasional Civilian Guidance Corps emergency response team. In 3103, the ISF investigated a potentially seditious religious movement that had gone to ground in an uninhabited part of Galtor III, and a squad of Constables was able to sniff out their wellprotected hiding place. The ISF agents employed nonlethal pacification methods, but the congregation fought back by collapsing the only entrance into the hidden compound. The Constables were able to quickly clear away the rubble, eliminate all armed resistance, and apprehend the leader of the movement.

NOTABLE UNITS

Agent Kiko Williams: Agent Williams graduated from the Internal Security College in 3142 and was soon drafted into the Mokonete, where she specialized in flushing out domestic terrorist cells. After gaining certification in battle armor operation, she selected the Constable as her weapon of choice. Unlike many of her peers, Agent Williams excels at capturing suspected terrorists alive for interrogation. However, her penchant for mercy backfired in 3144 when a captured saboteur escaped custody. Suspected of engineering the jailbreak, Williams has since been under ISF scrutiny for signs of disloyalty.

Point Commander Ferdinand, Chief Inspector:

A promising ristar in his youth, then-Star Commander Ferdinand lost two successive Trials of Bloodright for the Icaza Bloodname and could find no one to sponsor him when the third Trial occurred. A near-crippling knee injury in the subsequent Grand Melee caused him to fail his yearly retest, and soon he was demoted to the police sub-caste and required to patrol the laborer-caste slums of Hamarr with only a sidearm. Upon discovering his superior had been lax in her own patrol duties, Ferdinand challenged her and won, despite his physical limitations. He used his new position as the district's chief inspector to declare a Trial of Possession for a Constable battlesuit, which he operates during his patrols. Fewer laborers cause problems when he is around, and those that do have a short life expectancy.

CONSTABLE PACIFICATION SUIT



Type: Constable

Manufacturer: BA Facility Gamma **Primary Factory:** Mannedorf

Equipment Rating: F/X-X-E

Tech Base: Clan

Chassis Type: Humanoid Weight Class: Light Maximum Weight: 750 kg

Battle Value:

25 [ECM]

28 [LMG]

35 [SRM]

25 [Sensor]

24 [TAG]

 $\textbf{Swarm/Leg Attack/Mechanized/AP:} \ Yes/Yes/Yes/No$

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

Equipment	Slots	Mass _
Chassis:		150 kg
Motive System:		_
Ground MP:	3	60 kg
Jump MP:	3	75 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	Battle Claw	15 kg
Armor:	Standard	125 kg 🥆
Armor Value:	5 + 1 (Trooper)	

		Slots	
Weapons and Equipment	Location	(Capacity)	Mass
Heavy Grenade Launcher (40)	RA	1	105 kg
Cutting Torch	RA	1	5 kg
Heavy Grenade Launcher (40)	LA	1	105 kg
Cutting Torch	LA	1	5 kg
Modular Weapon Mount	Body	1 (2)	10 kg
ECM Suite	_	1	75 kg
Light Machine Gun (50)	_	1	75 kg
SRM 1 (4 shots)	_	2	75 kg
Improved Sensors	_	1	45 kg
Light TAG (60)	_	1	35 kg



BURAQ FAST BATTLE ARMOR



Hordes of Buraqs accompany the Hell's Horses Ranger Clusters. These terrifyingly fast battlesuits often outdistance their prey, including enemy BattleMechs, to cut off retreat. Anti-piracy actions along the Horses' Barrens border often rely on Buraqs to range far and wide to locate bases of operations, storage depots, landing zones, and hidden enemies. The Buraq's limited weaponry forces Points into support roles, though their great speed keeps them safe until help arrives. A Buraq Star usually consists of three Points of the standard armor, and one each of the hunter-killer and support armors; this arrangement maximizes the Star's anti-pirate utility.

CAPABILITIES

The Buraq's myomer booster more than makes up for its lack of jump jets with remarkable ground speed. This allows the quad suits to keep up with the fast OmniMechs in the Ranger Clusters. The booster consumes so much space that the Buraq's armor and weapons are severely limited. Thus the Buraq is employed more often against soft targets, or as an interdiction unit controlling avenues of approach and retreat. The Buraq's comm system is particularly robust, and allows the free-ranging suits to report through all but the strongest enemy jamming.

DEPLOYMENT

Kappa Galaxy's Eighty-fifth BattleMech Cluster responded to a pirate raid on Icar in 3122, where Sarkon's Bloody-Handed had slaughtered the constabularies of three major cities. Before the Horses could respond, the Bloody-Handed had withdrawn with several thousand slaves and two DropShips laden with loot from the world's precious metal and gem mines. The Eighty-fifth gave chase into the Barrens and tracked the pirates to Crellacor in September.

Star Captain Mellysa Ravenwater's Point of Buraqs scouted the wilds of the Taireed Valley outside Loriaq. The rainy season had just ended and the speedy Buraqs crossed the sodden ground easily compared to the Eighty-fifth's tanks and 'Mechs. She stumbled upon the pirate headquarters in a vast cave network under the Rishlin Estuary. Ravenwater communicated the find before leading her Star into the depths. When enemies were caught outside their 'Mechs, the Horse Buraqs slaughtered the bandits, though the Bloody-Handed's commanders—and those they had enslaved—were never found.

The Buraq is particularly well-suited to the Mongol Doctrine. The 666th Mechanized Assault Cluster used their Buraqs as heralds of doom. On Timkovichi in August 3142, the 666th sent three Points of Buraqs as part of a Binary to punish the populace of Greywalk for sheltering the recently-withdrawn Kell Hounds when

Star Colonel Tricky Brown's hunter-killer Point happened upon a hidden Kell Hound Jaguar. Before the concealed 'Mech could call in artillery support, the Buraqs hobbled the Jaguar with concentrated Bearhunter fire. Three of Tricky's Elementals died to laser fire, but the Jaguar was downed like a caribou by a pack of wolves. Brown's report of the concealed 'Mech was intercepted by other hidden units, who called in artillery to level most of the city—and the encroaching Horses—before the area suffered a similar fate at the Horses' hands.

NOTABLE UNITS

Star Commander Shifty: Shifty came from a lauded Elemental sibko. All his sibkin either died long ago in combat or reached the rank of Star Colonel. His inability to win a Bloodname led to disgrace and degradation. Shifty was relegated to a solahma unit, but for fifteen years his skills kept him alive amongst the Horses' dregs. In 3141 he was placed in command of a Star of Burags in Kappa Galaxy's Twelfth Rangers Cluster, specializing in anti-piracy. His sibko would have considered such duty a disgrace, but Shifty knows it may be his last chance to die honorably in combat. His reckless command of his Star has resulted in significant successes, and he relentlessly drives to demonstrate his genetic superiority in spite of his checkered past.



BURAQ FAST BATTLE ARMOR



Type: Buraq

Manufacturer: Csesztreg Industriplex Gamma

Primary Factory: Csesztreg **Equipment Rating:** F/X-X-F

Tech Base: Clan Chassis Type: Quad Weight Class: Medium Maximum Weight: 1,000 kg

Battle Value:

38 (Standard) 32 (Hunter-Killer)

63 (Support)

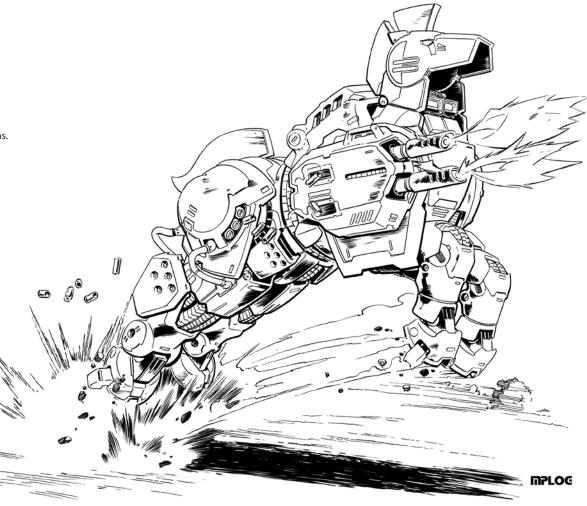
Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: Features the following Design Quirks: Improved Communications.

Equipment	Slots	Mass
Chassis:	51013	250 kg
Motive System:		250 1.9
Ground MP:	7	120 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	None	0 kg
Armor:	Standard	175 kg
Armor Value	7 ± 1 (Trooper)	

Armor Value: 7 + 1 (Trooper)

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Standard 2 Machine Guns (50 x2)	Body	2	200 kg
Myomer Booster	Body	3	250 kg
Searchlight	Body	1	5 kg
Hunter-Killer Bearhunter Superheavy AC (20) Myomer Booster Improved Sensors Searchlight	Body Body Body Body	2 3 1 1	150 kg 250 kg 45 kg 5 kg
Support Advanced SRM 2 (4 shots) Myomer Booster Light TAG (60)	Body Body Body	3 3 1	170 kg 250 kg 35 kg



WRAITH BATTLE ARMOR



The Wraith is meant to support conventional infantry forces and perform infiltration and surgical strikes. Prototyped a little over fifty years ago as the Rogue Bear, the Wraith has become a centerpiece of the Rasalhague Dominion's battlesuit forces. Unlike the Clan battlesuits of last century—which were only available in limited sizes—the Wraith comes in a wide variety of interchangeable form factors, easily adjusted to accommodate a more diverse range of infantrymen. This customization does create a more complicated supply chain, however, and quartermasters dislike the unit.

CAPABILITIES

The Wraith's HUD incorporates the latest technical advances, including an automated threat prioritization system that assigns icons with different sizes, colors, and shapes depending upon the type of target and range. This system is user-customizable and can store ten preset configurations.

The unit also features a revolutionary ammunition storage magazine that can be exchanged similar to OmniMech pods, significantly decreasing reloading time. Unfortunately, modular weapon mounts were not incorporated.

DEPLOYMENT

In 3137 the Rasalhague Dominion took advantage of the Draconis Combine's preoccupation with Theodore Kurita's death to blood new warriors in a series of border raids. The Wraith earned considerable praise for its performance

on Schuyler, where elements of the Fourth Bear Regulars tangled with Pesht Regulars. At 0200 hours, a Rasalhague Dominion DropShip made a low pass over the Kurokawa motor pool and dropped a Star of (mostly Wraith) battle armor. The battlesuits immediately encountered heavy resistance from three companies of conventional infantry. The Dominion force fought building to building for three hours before finally corralling the remaining defenders in a vehicle service hangar. After a failed frontal assault, Star Captain Janos led two Points of Wraiths in a flanking action while the rest of the battle armor kept the infantry pinned down. The Wraiths jumped to the top of the building, tore a hole in the roof and dropped into the bay. For the next thirty minutes, they fought bay to bay, ultimately defeating the Kuritans while suffering a handful of casualties.

When Clan Wolf moved to the Lyran/Marik border, the Falcons, Horses, and Bears fought over the worlds the Wolves had abandoned as well as others. One of the earlier clashes came in 3137 when the Rasalhague Dominion's Fourth Bear Regulars battled the Hell's Horses' 666th Mechanized Assault Cluster on New Oslo. After a day of heavy fighting neither force could claim an advantage, and the Horses dispatched a Star of battle armor to eliminate the Rasalhague Dominion commander. Two Points of Wraiths led the assault, making their way stealthily past the pickets. They intercepted the command Star and its escort, a point of Elementals, as they were leaving the unit's mobile headquarters. Although sentry 'Mechs

responded rapidly once the shooting started, they arrived too late to save the Cluster command staff.

Far from cutting the head off the snake, the strike enraged the Dominion forces and they fought with renewed vigor. The Horses quickly lost the little ground they'd gained and began fighting a defensive campaign. Two weeks later, with Dominion forces closing on their DropShips, the Hell's Horses retreated off-world.

NOTABLE UNITS

Star Commander Wilfred: A member of the 666th Mechanized, Wilfred led the headhunters on New Oslo. Wilfred is an excellent tactician specializing in small unit actions. In addition to his accomplishments on New Oslo, Wilfred has led over eighty successful missions. Considered brusque and uncouth—even by Clan standards—he has failed to find a sponsor for a Bloodname. He's entered the grand melee three times, but has yet to reach the first round.

Star Captain Andrew Vong: Vong is a legend in the Sixty-second Mechanized, holding the record for having lost the most Trials of Grievance: 203. Amazingly, he has escaped serious injury. Despite his tremendous losing streak, he's quite popular with his Cluster, and although he doesn't seem capable of winning a Trial, his battlefield performance is outstanding. Wounded in action six times, he has taken an unusual stance and received cosmetic treatments in addition to traditional medical care.



WRAITH BATTLE ARMOR



Type: Wraith

Manufacturer: BA Facility Gamma, Primary Factory: Mannedorf Equipment Rating (Standard): F/X-X-E

Equipment Rating (Anti-Infantry): F/X-X-F

Tech Base (Standard): Clan

Tech Base (Anti-Infantry): Mixed Clan

Chassis Type: Humanoid Weight Class: Medium Maximum Weight: 1,000 kg

Battle Value:

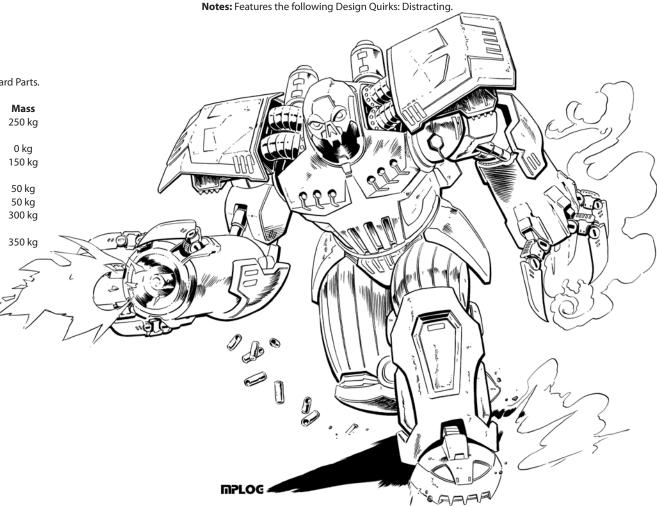
56 (Standard) 55 (Anti-Infantry)

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

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

Equipment	Slots	Ma
Chassis:		250
Motive System:		
Ground MP:	1	0 k
Jump MP:	3	150
Manipulators:		
Right Arm:	Battle Claw (Vibro)	50 k
Left Arm:	Battle Claw (Vibro)	50 k
Armor (Standard):	Basic Stealth 3	300
Armor Value:	10 + 1 (Trooper)	
Armor (Anti-Infantry):	Reactive 7	350
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment I	Location	Slots (Capacity)	Tonnage
Machine Gun (50)	RA	1	100 kg
Machine Gun (50)	LA	1	100 kg
Anti-Infantry—Mixed Tech			
Firedrake Support Needler (IS) (30)	RA	1	50 kg
Firedrake Support Needler (IS) (30)	LA	1	50 kg
Improved Sensors	Body	1	45 kg



BLACK WOLF BATTLE ARMOR



Black Wolf battle armor debuted in 3138 as a joint effort by the scientist castes of Clan Wolf-in-Exile and Clan Wolf that could have served as the harbinger of reunification. That dream died stillborn when Khan Seth Ward turned against his Lyran allies and carved the new Wolf Empire out of the Commonwealth. While the politics of the Black Wolf turned sour, the brief collaboration produced a flexible and potent heavy suit that has proved itself in the hands of both Clans.

CAPABILITIES

Reactive armor gave the new suit greatly improved survivability against artillery compared to standard Elemental battle armor, which served it well against the AMSC and LCAF. Available configurations tend to stress close-in assault and support roles, though it can be rushed into the fray by available OmniMechs. Notably, divergences in production protocols have rendered Black Wolf parts produced by either Clan incompatible with suits from the other.

DEPLOYMENT

Clan Wolf-in-Exile views the Black Wolf as a symbol of the betrayal by their parent Clan rather than the token of hope that was wished for. With Malvina Hazen and Alaric Ward breathing down the neck of the Commonwealth, though, they have had no choice but to assign it to their touman as quickly as it can be produced. Clan Wolf, by contrast, has shown no animus toward the Black Wolf, and Elementals of that Clan view being assigned one as a promise of glorious combat in the near future.

Perhaps the bitterest irony is that Black Wolf came to prominence during the invasion of Tharkad in 3143. Embedded Lyran media recorded Black Wolf suits jumping into skyscrapers to rain death down on entrenched infantry in a redoubt outside the Triad. Fire from their heavy mortars obliterated the position, clearing the way for a push by Clan Wolf 'Mechs and Elementals into the Royal Palace. In a single moment the battlesuit that Clan Wolf-in-Exile had crafted to protect the Commonwealth became an object of terror and hatred to their Lyran comrades.

The Exile Beta Galaxy's defense of Incukalns saw the suit play to its strengths in the clash at Knockbridge. Black Wolf suits of the Second Wolf Legion took up defensive positions along the Fane River, drawing the initial Falcon artillery bombardment on themselves instead of supporting Cuchulainn suits. The LB-X armed Black Wolf suits were still in fighting trim when the Falcons advanced on them, and exploited the damage dealt by the overwatching Cuchulainns to disable an entire Star of Falcon 'Mechs with cluster ammunition. The carnage forced the Jade Falcons to stop the attack to bring up reinforcements, buying time for the rest of Beta Galaxy to retreat.

When the Falcons came again, the battle armor resisted inside Knockbridge, with the Black Wolf suits again making use of the longrange support from Cuchulainns to create openings to destroy Falcon 'Mechs. Flamerarmed suits then sprang a firetrap once the Falcons had advanced into the suburbs, and a counterattack by their plasma rifle-armed counterparts overheated a number of enemy units.

That made the ferocious counterattack of a Star of Cuchulainns led by the *ristar* Barrett possible, which temporarily drove the Jade Falcons away and allowed the surviving Elementals to escape.

NOTABLE UNITS

Star Captain Eamon Sradac: Star Commander Eamon was one of the liaisons with Clan Wolf at the time of their betrayal, was one of the very few to take the Wolves up on their offer to join their Clan. He brought his Black Wolf suit with him, and soon tested up to Trinary command. He participated with distinction in the battles for Tharkad and Hesperus II, and most recently won his Bloodname from Clan Wolf. Sibkin from Clan Wolf-in-Exile have sworn to kill him for his treason.

Star Commander Evantha: A participant in the battle at Knockbridge, Evantha personally killed a *Jade Hawk* and led her Star to victory along the River Fane. She witnessed the final stand of Point Commander Barrett and used the Falcon retreat to recover a *giftake* from his body. Whether or not the DNA will be used in the Clan breeding program is a matter for the Clan leadership, but she has been lobbying her Bloodhouse on Barrett's behalf.

BLACK WOLF BATTLE ARMOR



Type: Black Wolf

 $\textbf{Manufacturer:} \ \text{WC Site 2, W-7 Facilities, Corean Enterprises MacAdams-Suharno}$

Primary Factory: Arc-Royal (Site 2), Weingarten (W-7), Stewart (CE)

Equipment Rating: F/X-X-F

Tech Base: Clan (Advanced) Chassis Type: Humanoid Weight Class: Heavy Maximum Weight: 1,500 kg

Battle Value:

57 [Heavy Mortar]

67 [ERSPL]

58 [LB-X]

56 [Heavy Flamer]

54 [Plasma]

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

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

Equipment	Slots	Mass
Chassis:		400 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	1	125 kg
Manipulators:		
Right Arm:	Heavy Battle Claw	20 kg
Left Arm:	None	0 kg
Armor:	Reactive 7	385 kg
Armor Value:	11 + 1 (Trooper)	

	Slots		
Weapons and Equipment	Location	(Capacity)	Mass
Modular Weapon Mount	LA	1 (2)	10 kg
Heavy Mortar (IS) (60)	_	2	560 kg
ER Small Pulse Laser (24)	_	2	555 kg
BA LB-X AC (20)	_	2	440 kg
Heavy Flamer (20)	_	2	360 kg
Plasma Rifle (IS) (40)	_	2	330 kg



NACON ARMORED SCOUT



Mass: 20 tons

Movement Type: Wheeled

Power Plant: Starfire 180 XL Fusion

Cruising Speed: 108 kph **Maximum Speed:** 162 kph

Armor: Compound Alpha Ferro-Fibrous

Armament:

1 System 4 ATM-6 Launcher

2 Series 34NC Light Machine Guns

Manufacturer: Trellshire Heavy Industries

Primary Factories: Sudeten
Communications System: Basix 200

Targeting and Tracking System: OptiSight 12

In anticipation of the extensive resources needed for Clan's eventual *desant* into the Republic of the Sphere, the Jade Falcons developed the Nacon Armored Scout to augment scout and recon Stars. Swift enough to keep pace with all but the fastest of BattleMechs, the Nacon falls in line with the Falcons' combat philosophies by performing fast strikes while acting as an inexpensive alternative to sacrificing hard-to-replace Jade Falcon BattleMechs and their pilots.

The Nacon was named for a Mayan war god, though the average crew deems the official Clan designation a bit of a stretch considering the armored scout's limited offensive potential. Regardless of its name, the Nacon performs the job it was designed for, and it performs far beyond Trellshire's expectations.

CAPABILITIES

Light and fast, the Nacon is intended to locate suitable enemy targets, score a few hits, and then step aside to allow its BattleMech complement to deliver the killing blows. The scout car sports more armor than most vehicles in its weight class, which lets its crew withstand all but

the most concentrated frontal assaults; however, when a Nacon begs off to allow its BattleMech partners to engage, its light rear armor often presents problems. Nacons perform best in infantry screening or bait-and-switch roles.

DEPLOYMENT

The Nacon Armored Scout remains largely in use by Clans Jade Falcon and Sea Fox, although the Sea Foxes have sold a considerable number to mercenary groups.

Nacons saw effective action during the Falcons' desant into Republic Prefectures VIII and IX. The securing of Chaffee saw the armored scout utilized largely against militia groups protesting the Falcons' presence. However, the battle for Skye in mid-3134 showed the Nacon's true worth. Battles in the outskirts of Weston Heights put several Nacons at the forefront of reconnaissance units attempting to flush out Republic troops. Nacons were often sent out as decoys to draw fire. Troops that took the bait were pounced upon by heavier Falcons forces, and those that didn't found themselves pummeled by the Nacons until heavier support could arrive. Although many of the scout cars were destroyed in the fighting, the Falcons noted their contribution to the battle.

While Nacons form an important part of reconnaissance units fielded against non-Clan opponents, Clan engagements tend to fall differently. A 3135 raid on Zoetermeer by the Third Falcon Swoop Cluster pitted a Binary of light 'Mechs and Nacons against a garrison Star from the Twentieth Wolf Regulars. The Nacon drivers assumed the Wolves would ignore them in favor of 'Mech targets, but reality proved the opposite. The Wolves chose to focus their weapons on the armored scouts and took most of them out before the Falcon 'Mechs could offer support.

NOTABLE UNITS

Point Commander Damon: When handed the keys to his first Nacon, Point Commander Damon of Zeta Galaxy's First Mixed Cluster was told he had an average life expectancy of two minutes once he entered combat. To his dismay, he survived countless battles during the Falcons' desant. He has lived through an engine-compartment fire, an ammo explosion, and in one battle his Nacon rolled three times after a missile tore out his side wheels. Although Damon believes he should already have died gloriously in battle, he does not seek premature death by carelessly putting himself in harm's way.

Warrior Vittoria: Among Clan Sea Fox's Nacon drivers, Vittoria is as reckless as they come. She failed her MechWarrior's Trial of Position due to carelessness, but she graduated from combat vehicle training, which earned her duty in Spina Khanate's Delta Aimag. Her first battle occurred on Atreus in 3139, when she drove her Nacon into the middle of Regulan troops just to secure one moment of glory before being killed. However, the RSMC MechWarriors did not consider her a threat compared to her Star's 'Mechs, and focused on them instead. Vittoria took advantage of this tactical misstep and inflicted damage that her Starmates could exploit. In every combat since, she assumes a feigned, defensive posture to make the enemy engage her Starmates before she commits to battle, guns blazing.

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NACON ARMORED SCOUT



Type: Nacon

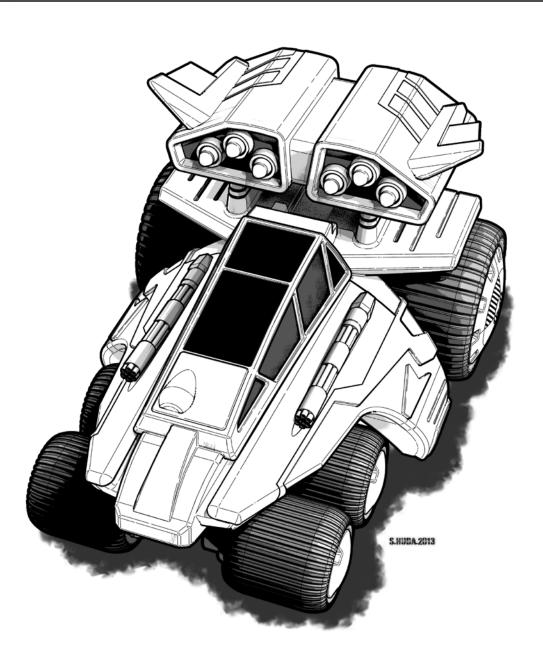
Technology Base: Clan Movement Type: Wheeled

Tonnage: 20 Battle Value: 690

Equipment		Mass
Internal Structure:		2
Engine:	180	5.5
Type:	XL Fusion	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	96	5
	Armor	
	Value	
Front	44	
R/L Side	21/21	
Rear	10	

Weapons and Ammo	Location	Tonnage
ATM 6	Front	3.5
Ammo (ATM) 20	Body	2
2 Light Machine Guns	Front	.5
Ammo (Light MG) 100	Body	.5

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



ANAT APC



Mass: 25 tons

Movement Type: Wheeled Power Plant: Fuel Cell 180 Cruising Speed: 86 kph Maximum Speed: 129 kph

Armor: "Magnum" Ferro-Fibrous Composite

Armament:

2 Raid Micro Pulse Lasers

Manufacturer: Swedenborg Heavy Industries

Primary Factories: Kirchbach

Communications System: Build 1685 Tacticom Targeting and Tracking System: Series VI

Integrated TTS

The Anat APC was named for an ancient Semitic goddess and has proliferated throughout the Inner Sphere and has made a mark on many of the conflicts that followed Gray Monday.

CAPABILITIES

Speed and mobility were the obsessions of the original Mongol doctrine, and the Anat provides both. As a wheeled vehicle the Anat can handle rougher terrain than a hover APC, and its limited amphibious capability means that rivers are no formidable obstacle to it. It is thus an ideal transport to keep attached infantry at the forefront of combat under almost any circumstances, though it requires escort from more heavily armed vehicles to support that infantry.

DEPLOYMENT

Anats are found in nearly every garrison and second-line Cluster of the Hell's Horses, and are deployed with frontline Clusters that

embraced the original, pre-Malvina Mongol doctrine. They are also distributed around the Inner Sphere with the Sea Foxes acting as middlemen for Republic and mercenary purchasers. The Horses direct their own trade with the Wolves-in-Exile, who have also procured Anats for their Lyran hosts. The Capellan occupation of much of the rimward Republic saw large numbers of the APCs fall into their hands as well.

Preliminary testing of the Anat was assigned to Omega Galaxy over the course of 3094-3095. On Botany Bay, the Horses stumbled across a hidden base of the notorious buccaneer Black Kat. Anats from the Fifth Rangers Cluster were ordered to race infantry ahead to seize the facility and prevent Kat's escape. With support provided by a Star of Eponas, the Anats blew around the flanks of the pirate force on the flatlands of the Solander peninsula.

Defenses at the base were rudimentary, since it had been established for concealment of the pirates' *Union*-class DropShip rather than to hold off a Clan attack. The escorting Eponas blew a hole through the outer works of the base for the Anats, one of which raced through a swarm of noncombatants kicked up by the assault to deliver its infantry Star into the loading bay of the *Union*. The Clan infantry quickly seized control of the base from within, only to find that a lance of Kat's 'Mechs had broken away from the fighting and were racing for them.

The Anats formed up with the surviving Eponas to charge into the pirate lance. One Anat crashed itself into a *Fire Moth*, disabling

the 'Mech at the cost of the vehicle's destruction. The remaining Anats swarmed over Black Kat's own *Cougar* but were cut down by PPC fire. The charge bought time for the Clan infantry to prepare, and their resulting ambushes destroyed the last of the lance as it attempted to retake the base. The contribution of the Anats to the battle impressed the Clan leadership sufficiently that they authorized full production.

The Sea Foxes learned about the battle shortly afterward and, after celebrating Kat's demise, issued a Trial over an Anat prototype to evaluate its potential as an export to the Inner Sphere. The Foxes won, narrowly, in a hard but honorably fought combat in which two Anat prototypes were claimed as *isorla*. Shortly afterward the Fox merchant caste began negotiating a commercial contract with the Horses.

NOTABLE UNITS

Passport: Sardonically named by its present commander, *Si-ben-bing* Linda Martov, this Anat has repeatedly switched hands since the Blackout. One of the prototypes taken as *isorla* by the Sea Foxes, it was sold to the Republic and seized by the Steel Wolves on their formation. It was subsequently salvaged by the Highlanders, then the Dragon's Fury, then the Stormhammers, before being traded to the Swordsworn and captured by the CCAF on Tikonov. How long it remains in the First Tikonov Guards has become the subject of a battalion-wide betting pool.

ANAT APC



Type: **Anat**

Technology Base: Clan (Advanced)

Movement Type: Wheeled

Tonnage: 25 Battle Value: 308

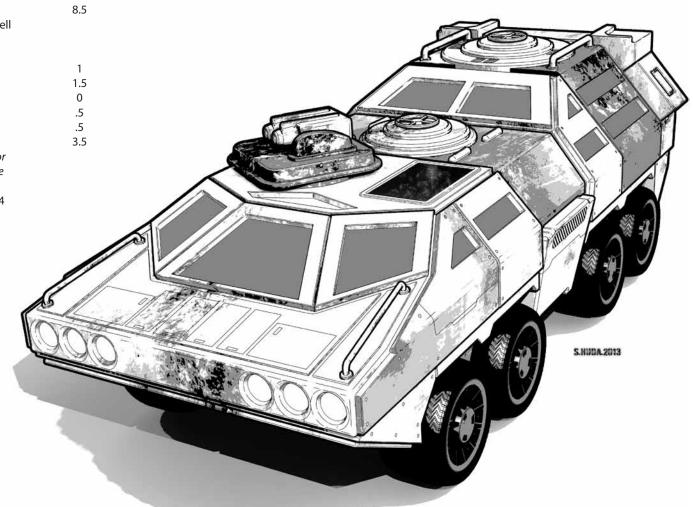
Weapons and Ammo	Location	Tonnage
2 Micro Pulco Lacore	Turrot	1

Infantry Compartment Body Limited Amphibious Equipment—

Mass 2.5

. 5 1

Equipment	
Internal Structure:	
Engine:	180
Type:	Fuel Cel
Cruise MP:	8
Flank MP:	12
Heat Sinks:	2
Control Equipment:	
Lift Equipment:	
Power Amplifier:	
Turret:	
Armor Factor (Ferro):	67
	Armor
	Value
Front	16
R/L Side	14/14
Rear	13
Turret	10







Mass: 30 tons

Movement Type: VTOL

Power Plant: Light Force (XL) 160

Cruising Speed: 108 kph **Maximum Speed:** 162 kph

Armor: Compound VM22 Ferro-Fibrous

Armament:

1 Type 9 Ultra Autocannon 10 2 Series 3c Micro Pulse Lasers

Manufacturer: Quikscell Company Primary Factories: Pandora Communications System: K9 CommSys Targeting and Tracking System: Hunter (2)

Dedicated TTS

When Pandora was recaptured by Clan Jade Falcon, the Skadi was returned to those who designed it. Decades of ownership by the Lyrans spread the Skadi through the LCAF and the Inner Sphere, as the Lyrans sold it to all who would pay. Since the Falcons reclaimed the factory, they have cut off the supply to any outside their touman.

CAPABILITIES

The Skadi serves well as a fast response unit, but the Falcons generally employ it as a fast scout because of its considerable speed and the ability to bypass hostile terrain. The Skadi has just enough armor to absorb an initial enemy fusillade without crashing. Falcon warriors have dubbed the VTOL the "swerving falcon" because of the maneuvers required to escape enemies who could not resist the temptation to attack the scouts.

DEPLOYMENT

The Hartshill militia was augmented by the mercenary Glorious Kensai when a company of the Farstar Raiders attacked in 3127. The combined-arms Kensai was training the militia as part of a garrison contract. When the Raiders hit the capital to raid a civilian vehicle factory, the defenders were isolated in the Grand Staffordshire Jungle. Only the Kensai's flight of Skadis was able to respond.

Captain Norman Stoke led the counterattack. As the four VTOLs confronted the company of light 'Mechs, Stoke knew they were outmatched, but he didn't let that stop him. The Skadis used their Clan weapons to overwhelm a Raider Locust first. The pirates' first indication of the defenders was the Locust exploding as its reactor went critical. A fierce battle ensued through the streets of Trent as both sides maximized their speed and maneuverability. Half the city was ruined as the 'Mechs took cover in buildings to launch attacks on the slashing VTOLs. Stoke's assault continued until his comrades blazed to the ground. His ammo had run dry, but he still harried the enemy with his lasers. Finally, the rest of the Kensai reached the city.

They watched Captain Stoke finish off a pirate *Commando* before fire sent him to join his comrades on the paved streets of Trent. The pirates fled when the Kensai 'Mechs arrived, leaving five of their number among the wreckage. A statue of Stoke and his comrades stands sentinel in a memorial park in the center of rebuilt Trent, to which the Raiders never returned.

NOTABLE UNITS

Stoke's Flight: The Glorious Kensai replaced their Skadi flight after the battle on Hartshill. It grew to a full company renowned for relentless training and a commitment to self-sacrifice. The Kensai often contract out Stoke's Flight independently of the rest of the command, as the elite pilots are in high demand for recon and escort duties.

Star Captain Elaine: Elaine was trained at the Blackjack school and quickly rose to command a Star. On Tharkad, she led her Star into battle with elements of the Twentieth Arcturan Guards. She led the way at perilously low elevation, often less than five meters, to limit detection and surprise the enemy. In this she was remarkably successful, though her Star came to be known as the Suicidal Skadis. She became a Star Captain after the retreat from Tharkad, mainly because she never failed in battle and few officers of her ferocity remained to challenge her for the position.



SKADI SWIFT ATTACK VTOL



Type: **Skadi**

Technology Base: Clan Movement Type: VTOL

Tonnage: 30 Battle Value: 923

Battle Value: 923						
Equipment Internal Structure:		Mass 3	200			
Engine:	160	4.5	THE STATE OF THE S			0 - 40
Type:	XL Fusion	Y.				
Cruise MP:	10	<i>[[[</i> &				
Flank MP:	15					
Heat Sinks:	10	0				
Control Equipment:		1.5		C	0000	
Lift Equipment:		3				
Power Amplifier:		0	1/19/1			
VTOL Chin Turret:		1			10	
Armor Factor (Ferro):	86	4.5				
,	Armor					
	Value					
Front	23					
R/L Side	16/16					7985 U.O.
Rear	16					1000
Chin Turret	13					
Rotor	2					
Weapons and Ammo	Location	Tonnage	O 19			
Ultra AC/10	Chin Turret	10				
Ammo (Ultra) 20	Body	2				
2 ER Micro Lasers	Front	.5				
Notes: Features the follo Arrangement (Dual)		ks: VTOL Rotor				
			>			
		03				S.HUDA.2013

SKANDA LIGHT TANK



Mass: 35 tons

Movement Type: Tracked Power Plant: Standard 245 XL Cruising Speed: 75 kph Maximum Speed: 118 kph

Armor: Compound VM22 Ferro-Fibrous

Armament:

2 Type 25 Ultra Autocannon 2

2 Series 2b Extended Range Medium Lasers

Manufacturer: Quikscell Company Primary Factories: Pandora Communications System: K9 CommSys Targeting and Tracking System: Hunter (2)

Dedicated TTS

Like the Skadi Swift Attack VTOL, the Skanda proliferated throughout the Inner Sphere while Pandora was in Lyran hands. Mercenaries employ the tank as a poor man's artillery, with the twin autocannons keeping enemies honest at range. The Jade Falcons, since recovering the Pandora factory, have assigned most Skandas to PGCs or *solahma* units. Some, though, are found attached to frontline Galaxies as shock elements or for flanking mobile enemies.

CAPABILITIES

The Skanda's armor serves it well, as the Falcons often send the tank on far-ranging recon missions when aerial reconnaissance is unfeasible. The lack of a turret limits the Skanda and is a frequent complaint from crews who find themselves taking fire from the flanks or rear. Most crews rely on the extremely stable weapon mounts to engage enemies at maximum range.

DEPLOYMENT

Tai-i Sepeiro Saitou's tank company in the Nineteenth Pesht Regulars was deployed to secure a cluster of three refineries of the Deep Ores Company on Bjarred in 3144. Their primary task in the event of an assault was to delay an enemy long enough for the Nineteenth's BattleMechs to arrive. When the far-ranging Incinerators, pirates from Santander V, were detected entering orbit in January 3145, it was clear they were headed toward Saitou's area. Instead of remaining in place to secure the refinery center, he took his Skanda platoon to meet the enemy. With the slower two-thirds of his company remaining on station, Saitou charged headlong toward the pirate landing zone.

Saitou spotted an enemy lance emerging from a beat-up *Leopard*-class DropShip. He again split his force, with one pair taking up positions among the forest approaches to ambush the enemy. Saitou and his last tank sped up the scenic Highland Overlook and began to rain fire on the pirates. The minor damage he inflicted accomplished his goal of enraging the pirates, who sought to eliminate the annoyance before continuing on to the refinery complex. This led them past the hidden pair of Skandas, who opened up at point-blank range.

The Incinerators' medium 'Mechs easily repelled the meager fire and destroyed the two ambushers. Saitou used this distraction to order his last Skanda back to the refinery while he made a rash decision. The remaining defenders might be able to hold off a light lance, but not a medium one. He delayed them by charging into their midst. His Skanda's armor shrugged off the enemy fire as he slammed into the shin

of an Incinerator *Wolverine*. The 'Mech fell, but Saitou was killed instantly when its lancemates concentrated fire on his Skanda. The limping *Wolverine* made it to the refinery and was killed by a Demolisher. The rest of the pirate lance hunted down the defenders, but fled without any loot when the Nineteenth's BattleMechs finally arrived.

The Forty-first Wolf Guard Battle Cluster raided Turinge in May 3145, engaging the elite Fourth Donegal Armor Brigade. Both sides used Skandas. Each command's scouts spotted one another at about the same time. The Brigade's gunners took advantage of the less experienced Guards. The Guards were content to hold in place and exchange ranged fire, but the Fourth called in artillery and adjusted fire perfectly. The Wolves were caught by the artillery walking up from their rear and made a surprise decision: they charged. The Fourth was caught somewhat off-guard, but regrouped and held off the Wolves. A flight of Forty-first fighters ended the tank-on-tank battle, as the raiders chose to withdraw back to Chukchi III.

NOTABLE UNITS

Buzzsaw Jones: Jones is a Solaris stunt driver whose antics on the Slaughter Racing Cup circuit have earned him an unsavory reputation. His Skanda bears deep scars from the many intentional collisions with fellow racers, while his cannon barrels are etched with kill markers from competitors who tried to keep him from passing them. Jones turned up on Galatea after Solaris fell to the Wolves, but he has yet to find employment with any mercenaries.

SKANDA LIGHT TANK



Type: **Skanda**

Technology Base: Clan Movement Type: Tracked

Tonnage: 35 Battle Value: 1,078

Equipment Internal Structure:	
Engine:	245
Type:	XL Fusion
Cruise MP:	7
Flank MP:	11
Heat Sinks:	10
Control Equipment:	
Lift Equipment:	
Power Amplifier:	
Turret:	
Armor Factor (Ferro):	124
	Armor
	Value
Front	45
R/L Side	32/32
Rear	15

Location	Tonnage
Front	10
Body	2
Front	2
	Front Body

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





HADUR FAST SUPPORT VEHICLE



Mass: 50 tons

Movement Type: Hover

Power Plant: Type 215 XL Fusion

Cruising Speed: 97 kph **Maximum Speed:** 151 kph

Armor: Compound VM22 Ferro-Fibrous

Armament:

1 Class 16 Arrow IV Heavy Launcher

2 Series 2b Extended Range Medium Lasers

2 Tau-II Anti-personnel Gauss Rifles

Manufacturer: Csesztreg Industriplex Beta

Primary Factories: Csesztreg

Communications System: Build 1750/4 Tacticom **Targeting and Tracking System:** Series VI TTS

Surprising is the word most often associated with the Hadur. Although it would have been derided by most Clan tacticians a hundred years ago, the Hadur has seen remarkably widespread deployment since its introduction in 3102. It performs admirably when used in its intended role, but struggles without support from spotters like the Asshur. Concerns that the hover platform would be too unstable to allow for accurate targeting of the Arrow IV system have proved unfounded, though rumors to the contrary continue to chase the Hadur.

CAPABILITIES

Rather than four five-round ammunition magazines, the Hadur has a single twenty-round magazine. Although it's technically possible to load different types of missiles, the inability to select a missile type makes this an impractical solution. As a result, it's almost exclusively outfitted with homing missiles. The Horses have publicized this limitation, and on a few occasions, taken advantage of an enemy's expectations and surprised them with different munitions.

DEPLOYMENT

One of the more noteworthy engagements involving the Hadur occurred on Feltre in 3137, where Clan Hell's Horses fought a Trial of Possession against elements of the Jade Falcon's Fifty-third Battle Cluster. The Clans bargained to fight over three objectives, with the side controlling the majority at the end of the battle gaining control of Feltre. A terrible misstep by the Horses cost them their entire complement of Asshur spotters early in the engagement.

After losing the first objective, the Horses regrouped and headed for the second objective. A Star of OmniVehicles supported by three Points of Hadurs moved forward. As the lines closed, the Hadurs volleyed their Arrow IVs. The missiles struck along the Falcons' line, missing as often as they hit. Seeing the lack of TAG designation, the Falcons believed the Hadurs were equipped with standard missiles. The Falcons closed ranks rapidly to make it difficult for the Hadurs to engage without hitting friendly targets, and stepped into the Horses' trap.

Anticipating the Falcon reaction to Hadurs armed with standard Arrow IV missiles, the Horses loaded a single salvo of standard munitions into the first slot and then filled the remaining space with homing missiles. The Horses' battle armor detached from their vehicles and lit up the Falcon 'Mechs with light TAG. The opening volley of homing missiles destroyed three 'Mechs and sealed the Falcon's fate. Disengaging from the Horses' armor Star was no longer an option, but remaining in close fighting, where the Horses could use their homing missiles with impunity, was also a prescription for death. Dismayed, the Falcon commander chose to spare the lives of his warriors and surrendered. The disgraced Falcons were granted hegira when the Horses took Feltre.

NOTABLE UNITS

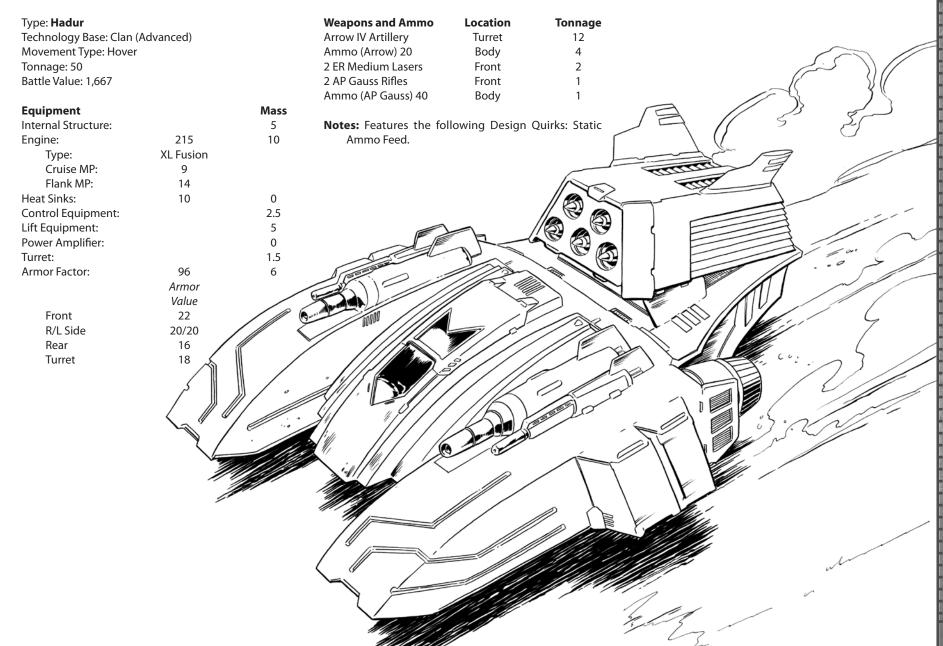
Star Captain Scott Cobb: Cobb is a Hell's Horses *ristar*. He commands the 888th's artillery assets. Known for his quick and creative thinking and tenacity both on and off the battlefield, Cobb has built an impressive reputation in a few short years. Cobb is an avid military historian. He often quotes Alexander, Sun Tzu, and McKenna. Cobb won his Bloodname two years ago, and it's likely he'll be promoted to Star Colonel as soon as a position becomes available.

Banshee: Banshee is the name of a Hadur in the Hell's Horses' 333rd Mechanized Strike Cluster. Banshee's primary lift fan was severely damaged during action on Balsta in 3141. Although the fan was replaced and the structural damage was repaired, the tank now emits a high-pitched screech when moving at flank speed. Banshee's crew has taken a liking to the sound and forbid the technician caste from attempting to repair it. Instead, they've added banshee nose art to the tank, and decorated their helmets with the same design.

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HADUR FAST SUPPORT VEHICLE





AESIR MEDIUM AA VEHICLE



Mass: 55 tons

Movement Type: Wheeled Power Plant: Omni 145 Fusion Cruising Speed: 32 kph Maximum Speed: 54 kph Armor: Forging OTR20d

Armament:

4 Type Sierra LB 2-X Autocannons

Manufacturer: Gienah Automotive

Primary Factories: Gienah

Communications System: Build 1685 Tacticom Targeting and Tracking System: TRTTS Mark

V AirTracker

An urgent need to shore up the defenses of their occupation zone and bolster their second-line forces led Clan Wolf to develop the Aesir in the mid 3090s. A well-armored and ammo-efficient discouragement to airborne raiding forces, Aesirs play a key role in many defense plans.

CAPABILITIES

Too slow to join in a quick strike or respond to developing fronts, Aesirs are often deployed in Stars to provide cover for fixed assets. A quartet of long-range flak cannons allows Aesir detachments to saturate a portion of airspace, while CASE and thick armor bolster the vehicle's survivability during extended engagements. Though beginning to show its age, the TRTTS Mark V AirTracker remains an effective targeting and tracking system for airborne units as small as VTOLs and as large as DropShips.

DEPLOYMENT

Shortly after its introduction into Clan Wolf garrison forces, the Aesir was targeted by Clan Wolf-in-Exile for use across the Arc-Royal Theater. The Exiled Wolves staged a successful

Trial of Possession for the Aesir plans and several of the vehicles on La Grave in 3101. Through dealings with Clan Sea Fox, the tank made its way into Republic of the Sphere forces.

The Wyld's Jokers regiment of Bannson's Raiders exploited the Aesir's mobility and firepower limitations in a battle on Addicks in 3135. Operating with a BattleMech and armor screen on the outskirts of the spaceport city Neo Carthagia, a battery of Spirit Cat Aesirs disrupted efforts by the Jokers' fighter wing to damage the spaceport. The Jokers compensated by shifting the bulk of their forces away from the spaceport and instigating a battle farther from the city, while a detachment of fast vehicles swept toward the Aesir positions. Several Joker vehicles were destroyed by Spirit Cat garrison vehicles and 'Mechs, but the slow pace of the Aesirs allowed most of them to be captured, while their limited firepower against the attacking ground vehicles posed only a minimal threat. As the anti-air guns fell silent, a carefully-timed run by Joker aerospace fighters drove off the remaining garrison units.

Some of the Aesir vehicles claimed by the Exiled Wolves would play a key role decades later when the Ninth Talon Cluster struck Sargasso in 3142. A pair of Vandals located the planetary command center on mountainous Sagres Island, but moments after reporting their find the fighters came under fire from a Star of Aesirs with the Second Wolf Guards Cluster, who destroyed one Vandal and heavily damaged the other. Perfectly suited to the small island's rugged terrain, the Aesirs held waves of Jade Falcon aerospace forces at bay. Under the direction of Star Commander Kerrison, the tanks overlapped their fields of fire to devastate incoming fighters before repositioning elsewhere on the island, infuriating Falcon pilots who were unable to pin down and destroy the Aesirs.

The stalemate ended as the battle elsewhere on Sargasso turned, freeing up additional Ninth Talon fighters to increase pressure on the island and its defenders. Overwhelmed by the Falcons, the Aesir crews were unable to bring down one heavily-damaged fighter, which broke through their fire to strike the command center directly, critically injuring Kerrison. His absence accelerated the defending forces' breakdown in coordination and the eventual surrender of the command post.

VARIANTS

Clan Hell's Horses replaces the four autocannons with a single HAG 40. The larger weapon allows units to pack a greater punch when operating individually or in small groups, but makes them somewhat more ammo-dependent.

NOTABLE UNITS

Karl "Clan-Killer" Arias: A Spheroid supremacist with ties to at least one anti-Clan hate group, Arias was recruited by Bannson's Raiders while on the run from Republic authorities on Nopah, where he remains wanted for guestioning in the murder of seven civilians from a Ghost Bear community. Arias captured his Aesir, Deathcloud, after losing his Demon Medium Tank in Wyld's Jokers' clash with the Spirit Cats. Though significantly different than his Demon, Deathcloud's capabilities fit Arias' needs. He often methodically works the tank around frontline enemy forces and targets both military and nonmilitary targets. His attacks against unarmed VIP transports and even civilian carriers have earned him both his nickname and the rage of several Clan enclaves.

COMBAT VEHICLES



AESIR MEDIUM AA VEHICLE



Type: **Aesir**

Technology Base: Clan (Advanced)

Movement Type: Wheeled

Tonnage: 55 Battle Value: 768

Equipment		Mass
Internal Structure:		5.5
Engine:	145	7.5
Type:	Fusion	
Cruise MP:	3	
Flank MP:	5	

10

36/36

Heat Sinks: Control Equipment: Lift Equipment: Power Amplifier:

R/L Side

Turret:

Armor Factor (Ferro): 182

Armor

Value

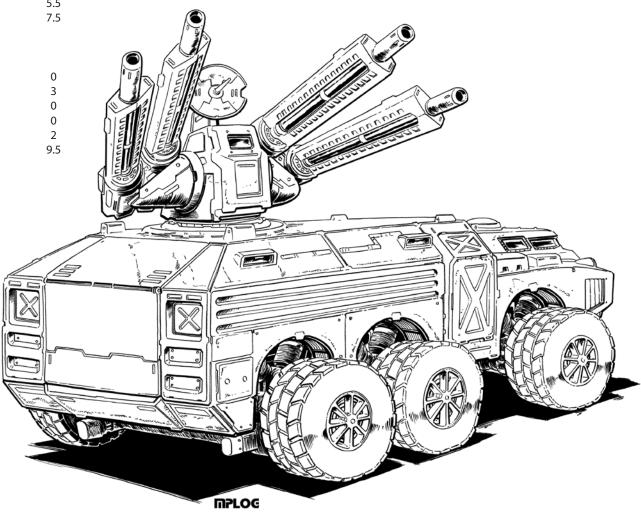
Front 37

 Rear
 37

 Turret
 36

Weapons and Ammo	Location	Tonnage
4 LB 2-X AC	Turret	20
Ammo (LB-X) 90	Body	2
Armored Motive System	_	5.5

Notes: Features the following Design Quirks: Anti-Aircraft Targeting.



GURZIL SUPPORT TANK



Mass: 80 tons

Movement Type: Tracked

Power Plant: Gorvachs 230 Fusion XL

Cruising Speed: 43 kph **Maximum Speed:** 64 kph

Armor: Composite Alpha-V1 Ferro-Lamellor

Armament:

2 Type XV "Culverin" Streak LRM-15 Launchers

2 Series 14a Medium Pulse Lasers 2 Type VIII 'Mech Mortar 8s

Manufacturer: Trellshire Heavy Industries

Primary Factories: Sudeten

Communications System: TJ6 "Bell" Integrated **Targeting and Tracking System:** Series VI TTS

The Gurzil is the Jade Falcons' answer to the JES II. A juxtaposition of two different support styles, the Gurzil often finds itself doing neither job well. Shrewd commanders deploying the Gurzil as intended rave about its performance, but they are in the minority. Many find the Gurzil a poor offering and choose single-role alternatives like the JES II or the Carnivore Support Tank.

CAPABILITIES

The Series VI is the Sea Foxes' best vehicular target and tracking system, and the Falcons paid heavily for its use. In addition to common features like target prioritization, automated threat assessment, and computerized elevation and windage, the Series VI offers three preconfigured firing solutions. Optimized for three range brackets, each firing solution boosts telemetry data for all targets within the selected range bracket, tripling the data sample rate and significantly boosting computer's accuracy. The enhanced data processing comes with a price, though, as the sample rate for targets outside the selected range bracket drops significantly.

DEPLOYMENT

In 3142, elements of the Peregrine Galaxy invaded Arcturus. Although the world was a major manufacturing center for the Lyran Commonwealth, it was not well defended. The Fifteenth Arcturan Guards were the only unit to come to its aid. Hauptmann-General lan Chesterton divided his regiment into companies and scattered them in order to strike at multiple Falcon locations simultaneously. In the Battle of Warnemünde, the Jade Falcons deployed two Points of Gurzils and a Binary Supernova to hold the Stein Garten bridge. The bulk of the Falcon force deployed west of the bridge, putting themselves between it and the advancing Lyrans. The Gurzils remained in reserve on the far side of the river.

What the Fifteenth lacked in strategy they made up for in fearlessness. Alpha Company charged straight at the entrenched Falcons. With only five 'Mechs able to return fire, the Fifteenth had little trouble reaching the bridgehead. As the Falcon 'Mechs fell back across the bridge, the Lyrans discovered it also put them soundly in range for the Gurzils. The tanks opened up with volley after volley from their LRMs and mortars. Two minutes after gaining the bridgehead, the Fifteenth was retreating out of the Gurzils' effective range. The Fifteenth's second attempt to gain the bridge involved splitting their force to use a pincer attack that followed the riverbank. While the approach did enfilade the Falcons, the already damaged Fifteenth 'Mechs could not deliver sufficient firepower to dislodge the Falcons. By the time the Fifteenth made its third and final push for the bridge, earlier blunders had reduced them to fifty percent combat strength. Two of the Fifteenth's 'Mechs engaged the forces defending the bridge, while the remaining four—all jump-capable—attempted to ford the

Stein Garten and flank the Gurzils. As with the first two attempts, concentrated fire from the Gurzils squashed their advance.

The Fifteenth experienced similar failures elsewhere. Of the nine companies Chesterton deployed, only two were able to secure their objectives. Badly mauled by the Falcons, the Fifteenth withdrew after two days of fighting.

NOTABLE UNITS

Point Commander Joanna: Joanna commands a Point of Gurzils in Peregrine Galaxy. During the Battle of Warnemünde, her tank accounted for five of the six Lyran kills. Joanna attributes her success to frequent drills and getting to know the subtle nuances of the Series VI TTS. Joanna frequently uses the long-range mode of her Series VI and her Culverin missile launchers with deadly effect.

Star Commander Daniel: Daniel is an officer in the Second Falcon Jaegers, specializing in urban warfare. In 3140 while fighting defensively on Chahar, Daniel stymied a larger Lyran force by making effective use of his Gurzil. Coordinating with Elemental spotters, Daniel's Gurzils would lob mortars over buildings or direct-fire LRMs depending upon the LCAF tactics. During a weeklong siege by the LCAF, Daniel's forces stopped eight sorties and scored five kills.

GURZIL SUPPORT TANK



Type: Gurzil

Technology Base: Clan (Advanced)

Movement Type: Tracked

Tonnage: 80 Battle Value: 1,765

Equipment	
-----------	--

Internal Structure:

Engine: 320
Type: XL Fusion
Cruise MP: 4
Flank MP: 6
Heat Sinks: 10

Mass 8

Control Equipment:

Lift Equipment: Power Amplifier:

Turret

Turret:

Armor Factor (Lamellor): 175

Armor

 Front
 41

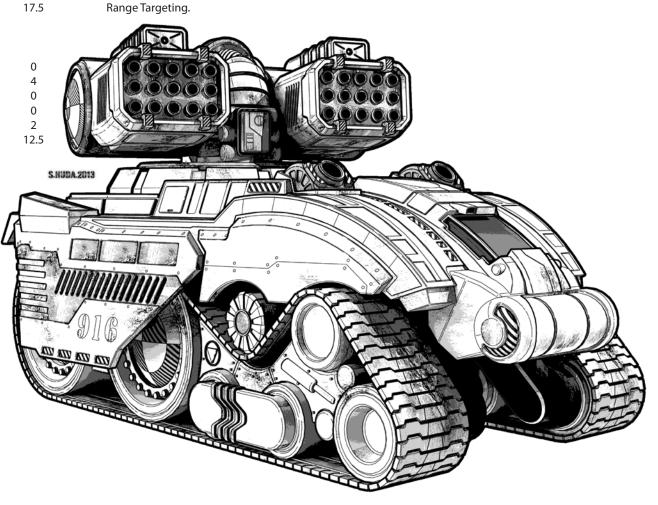
 R/L Side
 34/34

 Rear
 32

34

Weapons and Ammo	Location	Tonnage
2 Streak LRM 15	Turret	14
Ammo (Streak) 24	Body	3
2 Medium Pulse Lasers	Turret	4
2 'Mech Mortar 8	Front	10
Ammo (Mortar) 20	Body	5

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



ARION



Mass: 35 tons

Chassis: Csesztreg QuadVee 35.2 Endo Steel **Power Plant:** Light Force (Standard) 210

Cruising Speed: 64 kph Maximum Speed: 97 kph Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous

Armament:

2 Type 1 Cross-Pattern SRM 4 Launchers 1 Series 7K Extended Range Large Laser

Manufacturer: Csesztreg Industriplex

Alpha Annex

Primary Factory: Csesztreg **Communications System:** CH2 Series

Integrated

Targeting & Tracking System: Version Gamma-VTTS

Where the *Cyllaros* was clearly a proof-of-concept machine, aimed at exploring the feasibility of the QuadVee, the *Arion* is an effort to produce a machine that is faster and more effective as a harasser. This model was present in the first confirmed battle involving the Horses' new QuadVees (quadruped vehicles) on Derf in 3136.

Like the others of its kind, the *Arion* suffers from limited space and tonnage to excel either as a 'Mech or as a combat vehicle, but its enhanced mobility and unified cockpit style demonstrates a certain maturity in this QuadVee that is absent in the *Cyllaros*.

CAPABILITIES

As a quadruped 'Mech, the Arion can negotiate terrain with ease, and the ability to rotate its entire upper body through 360 degrees gives it a field of fire unmatched by conventional bipeds. Its dual-pilot cockpit system plays to the Horses' underlying belief in teamwork

between warriors of different skill sets, placing MechWarriors and vehicular gunners in joint command of a single machine.

Unfortunately, the limiting factors of its conversion equipment, dual-pilot system, and tracks left the *Arion* with precious little room for weapons and engine power. The result is a light 'Mech that can be outpaced by modern mediums, and outgunned by vehicles lighter than itself.

DEPLOYMENT

The Arion, like all QuadVees, is exclusively used by Clan Hell's Horses. The Jade Falcons and the Wolves have shown no interest in this strange notion, and the Rasalhague Dominion seems likewise unimpressed with its performance.

There have been few confirmed combat actions involving the *Arion* itself, but two cases—both involving the Ninety-first Mechanized Assault Cluster—have seen this QuadVee in action against the Rasalhague Dominion. The first occurred on Weingarten in 3139, when elements of the Dominion's Rasalhague Galaxy raided the planet. The second came in 3143, when the Ninety-first hit Gunzburg with a raid of its own.

On Weingarten, the Horses successfully defended against the Dominion's Second Tyr Assault Cluster, where a mixed Star of *Arions* and *Harpagos*es played an effective support role. With their long range firepower and broad firing fields the QuadVees projected damage in all directions so quickly that the Second Tyr briefly thought it was facing two supporting Stars instead of just one. Rendered cautious, the attackers slowed their advance, losing valuable momentum that the remaining Horses easily exploited.

The action on Gunzburg proved less than stellar. There, the Second Freemen Cluster's artillery kept the Horses off balance, hammering a vehicle Star that included a pair of *Arions* so badly that the QuadVees had to prematurely break ranks, abandoning their disabled brethren as the 'Mechs sought cover in a thick copse of nearby woods. Ironically, this tactical blunder demonstrated the advantages of the QuadVees over vehicles—at the expense of no less than six combat crews.

NOTABLE UNITS

Nova Captain Glen DeLaurel: Glen DeLaurel considers herself a reformed Horse these days. As a Star Captain in Beta Galaxy, she was a champion of the Mongol Doctrine, and of the use of harsher, less forgiving tactics against any enemies to the Clan, and was a fervent supporter of the alliance with Malvina Hazen's Jade Falcons—until that fateful day in 3141, when the Chinggis Khan ordered the destruction of many of her comrades in a desperate effort to eradicate the Kell Hounds on Timkovichi.

Disillusioned, DeLaurel transferred to the Ninety-first Mechanized Assault after recovering from her injuries, and was given command of a Nova Trinary that included a Star of *Arion* QuadVees. After reviewing the disastrous events of the Gunzburg raid, she decided to take a more active role in honing the Horses' new edge by claiming personal command of one of these QuadVees and training intensely with the rest of her Trinary in what she refers to as "experimental tactics."

ARION



Tonnage

3.5

Weapons and Ammo Location Critical

RT

CT

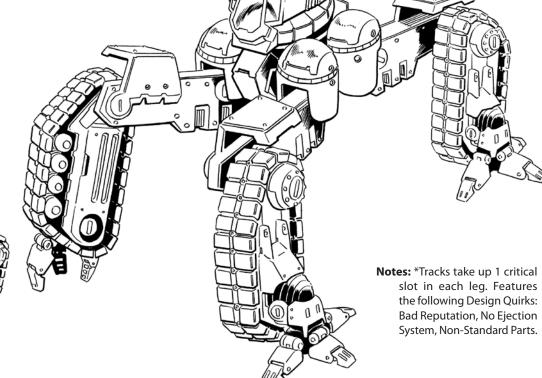
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LT

Type: **Arion** Technology Base: Clan (Advanced) Tonnage: 35 Battle Value: 849

Equipment		Mass
Internal Structure:	Endo Steel	2
QuadVee Conversion Eqp	ot:	4
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Tracked Cruise MP:	6	
Tracked Flank MP:	9	
Heat Sinks (Laser):	10 [20]	0
Gyro:		3
Cockpit:		4

Equipment		Mass
Armor Factor (Ferro):	48	2.5
	Internal	Armor
	Structure	Value
Head	3	3
Center Torso	11	6
Center Torso (rear)		3
R/L Torso	8	5
R/L Torso (rear)		3
R/L Front Legs	8	5
R/L Rear Legs	8	5



SRM 4

SRM 4

Tracks

ER Large Laser

Ammo (SRM) 25

CYLLAROS



Mass: 55 tons

Chassis: Csesztreg QuadVee 55.4 Endo Steel

Power Plant: 275 Fusion Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous

Armament:

2 Model Vi Improved Heavy Medium Lasers 2 Tau-II Anti-personnel Gauss Rifles

1 Type XV "Crossbow" LRM-15 Launcher **Manufacturer:** Csesztreg Industriplex Alpha

Annex

Primary Factory: Csesztreg
Communications System: CH2 Series
Integrated with ECM Suite

Targeting & Tracking System: Version

Gamma-VTTS

When it began development in the early 3130s, the *Cyllaros* was—at least according to the Hell's Horses engineers who designed it—the start of a "brave new frontier in battlefield technology." Intended as the first of a new generation in combat units, it was the first of the QuadVees (quadruped vehicles), an experimental notion the Horses hoped would combine the best features of BattleMechs and combat vehicles.

The *Cyllaros* first saw actual battle when it debuted as part of the Clan's defense against a routine Trial of Possession in 3136. Though the jury is still out on whether these hybrids have any real place in modern warfare, to call the *Cyllaros* a failure would be misleading. As a BattleMech that can be carried and deployed as a vehicle, the convertible *Cyllaros* can surprise an unwary opponent. Its *real* trouble stems from the same source that ultimately hobbled the Land-Air 'Mechs that are its distant kin: in attempting to perform two duties, QuadVees excel at neither one.

CAPABILITIES

The *Cyllaros'* armament is focused mainly on delivering increasingly greater damage the closer it gets to its enemy, starting with a farreaching LRM, and ending with a combination of heavy lasers and anti-personnel weapons ideal for work against battle armor and light vehicles alike. With a ground speed comparable to most classic Clan heavies, and an ECM suite for good measure, the presumption is that this 'Mech is designed mainly to provide the anti-infantry, electronic warfare, and fire support needs of its Star.

DEPLOYMENT

The Cyllaros' limitations—if not those of the entire QuadVee concept—became readily apparent during a Trial of Possession for an armor stockpile on Derf. Against a Jade Falcon attack force almost entirely comprised of 'Mechs, the defending Horses deployed a Binary that included a full Star of QuadVees, two of them Cyllaroses.

Though the QuadVees did initially confuse the Falcon warriors, most accounts report that the Horses' crews had difficulty taking full advantage of their flexibility. This was especially true for the *Cyllaroses*, which featured an earlier divided-style cockpit arrangement that only served to impair crew communication. Two of the QuadVees remained in vehicular mode for the entire Trial, and both were destroyed after becoming trapped in difficult terrain while attempting to flank their opponents. One *Cyllaros* was defeated in an effort to stand toe-to-toe with an older *Cougar*. The Horses did carry the day, but only after four of the five new QuadVees were reduced to scrap.

Despite their lackluster performance on Derf, *Cyllaros*es entered full production. Many found their way into second-line Galaxies for further field testing. Most were assigned to Epsilon Galaxy (the Stonewall Brigade), and would not see action until 3138, when the Horses and Falcons converged on Clan Wolf's abandoned occupation zone. *Cyllaroses* in the Ninth Horde Cluster saw limited combat in the taking of Weingarten and Thannhausen, and a supporting role in a skirmish with Rasalhague Dominion forces on Carse. In all cases the QuadVees performed well, if not spectacularly.

None of the Hells Horses troops that fought alongside Malvina Hazen and her Golden Ordun included QuadVees, and there have been no reports of these hybrid 'Mechs fighting against Inner Sphere troops. This, of course, may change in the years ahead, as the Jade Falcons continue to pressure the Lyran Commonwealth—with the Hell's Horses riding just behind them.

NOTABLE UNITS

Star Commander Arlo: Arlo, of the Seidman Bloodhouse, is rumored to be the hero of the QuadVee program. After failing his initial Trial of Position as an Elemental, he retested into the ranks of the Hell's Horses tank forces and rose to command an Athena in the Sixty-second Mechanized Cavalry, where he developed a reputation for his bull's-eye marksmanship. This recognition led to his recruitment into the Horses' fledgling QuadVee project as a test crewman, and his assignment to the *Cyllaros* he now commands from the gunner's seat.

Arlo's *Cyllaros* was the only surviving member of the QuadVee Star the Horses deployed in the Trial on Derf, and was credited with the only 'Mech kill scored by the new machines in the fighting—an assist on the same Jade Falcon *Cougar* that felled its fellow *Cyllaros* crew. It has been rumored that, were it not for this simple achievement, the Horses' leadership might well have canceled the entire program.

CYLLAROS

RT

RT

RT

RT

CT

LT

LT

LT

2

Tonnage

.5

Weapons and Ammo Location Critical

Improved Heavy

AP Gauss Rifle

Ammo (LRM) 16

Improved Heavy Medium Laser

AP Gauss Rifle

ECM Suite

LRM 15

Tracks

Medium Laser

Ammo (AP Gauss) 40



Type: Cyllaros

Technology Base: Clan (Advanced)

Tonnage: 55 Battle Value: 1,450

Center Torso

R/L Torso

Center Torso (rear)

R/L Torso (rear)

R/L Front Legs

R/L Rear Legs

Equipment			Mass
Internal Structure:	Endo Steel		3
QuadVee Conversion Eqpt	:		6
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Tracked Cruise MP:	5		
Tracked Flank MP:	8		
Heat Sinks (Laser):	10 [20]		0
Gyro:			3
Cockpit:			4
Armor Factor (Ferro):	144		7.5
	Internal	Armor	
	Structure	Value	
Head	3	9	

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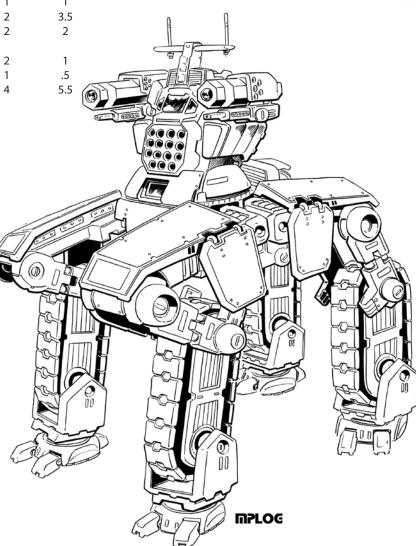
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			}

Notes: *Tracks take up 1 critical slot in each leg. Features the following Design Quirks: Bad Reputation, Hard to Pilot, No Ejection System, Non-Standard Parts.



HARPAGOS



Mass: 75 tons

Chassis: Csesztreg QuadVee 75.1 Endo Steel

Power Plant: 300 Fusion Extralight

Cruising Speed: 43 kph **Maximum Speed:** 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous

Armament:

2 Type AA4 Gauss Rifles

Manufacturer: Csesztreg Industriplex Alpha

Annex

Primary Factory: Csesztreg **Communications System:** CH2 Series

Integrated

Targeting & Tracking System: Version

Gamma-VTTS

The *Harpagos* is the largest of the QuadVees seeing limited use in the Hell's Horses *touman*, but its main battle tank design philosophy appears to predate that of the *Cyllaros* despite the use of superior engine technology. Coupled with the *Arion*, the simple combination of payload and profile on this machine speaks to a larger tactical plan that is almost as devious as the notion of a convertible 'Mech itself.

CAPABILITIES

The Harpagos, like all of the QuadVees, takes its name from mythological steeds and half-steed creatures—in this case being one of the immortal horses of the Dioscuri twins. But where the myths described Harpagos as a swift beast used for chariot racing, this QuadVee will likely never win any medals for speed. Instead, it boasts the heavy armor and a powerful—if unimaginative—payload of twin Gauss rifles.

This basic movement and weapons profile, more consistent with the capabilities of a standard battle tank, might have been a key element in the Horses' early concept of QuadVee deployment: the stratagem of building units tailored to making any enemy underestimate them.

DEPLOYMENT

The Horses have capitalized on their neighbors' lack of interest in the QuadVee by increasingly adding these machines into their tank forces while phasing out older combat vehicles of Star League or early Clan design. Even though a QuadVee is still a BattleMech, this move is consistent with the Horses' long tradition of blurring the distinctions in its order of battle. (A common "Horse trick," for example, is how they take advantage of other Clans' informal treatment the Nova formation, by dropping the term "Nova" when bidding. This policy often leads others to underestimate the Horses' real troop strengths, as over half of their Stars, Binaries, and Trinaries tend to be Novas.)

In the case of the new QuadVees, the Horses are once again playing with Clan norms and expectations by treating their new machines as vehicles or 'Mechs interchangeably. With two vehicles to a Point, versus one 'Mech in a typical Clan Star, a few Hell's Horses commanders have been developing the shifty tactic of treating their QuadVees as vehicles during Trial bidding. In this way, a Star of QuadVees might hit the battlefield as a ten-unit strong group, rather than the five-member 'Mech Star—a nasty surprise to any opponents who will then find themselves facing a Binary of 'Mechs.

The *Harpagos* is well suited to this scheme, and in fact its unremarkable configuration might not even make a typical Clan opponent think twice about leaving its destruction to lesser forces. A demonstration of this recently took

place, in fact, when the Ninety-first BattleMech Cluster employed a "mixed vehicle Nova" in a raid on Falcon enclaves on Somerset that included two of these QuadVees.

NOTABLE UNITS

Star Captain Mikhail Robinson: Mikhail Robinson hails from a long and nearly dormant bloodline for the Horses, a line that was only revived in the last thirty years as part of the Clan's TankWarrior phenotype initiative. Serving as second in command of the aforementioned vehicle Nova, Robinson was the gunner of a *Harpagos* that scored two 'Mech kills—both after a lucky shot took out his MechWarrior driver, Nova Captain Reva Houan.

When command of the entire raiding force fell on his shoulders, and with Falcon 'Mechs closing in, Robinson detailed the Nova's lighter vehicles to keep the enemy battle armor at bay, and ordered both QuadVees to fall back. This action helped further separate the advancing Falcon 'Mechs, including their Star Commander, who had become frustrated in the unexpected resiliency of what he took to be heavy tanks. It was then that Robinson sprang his trap and ordered both 'Mechs to convert after spending the entire raid to that point in vehicle mode.

The twin transformations took the Falcons by surprise, and two of their less experienced MechWarriors panicked, falling back to reassess the situation. This was all the opening the Horses needed to isolate the Falcon Star Commander and gun down his *Summoner*. As the enemy tried to rally, Robinson scored his second kill when his Gauss rifles slammed through the cockpit of a *Shadow Hawk IIC*. With two 'Mechs down and half a Star of battlesuit troopers dead, the Falcons withdrew.



HARPAGOS



туре: паградоз
Technology Base: Clan (Advanced)
Tannaga, 75

Tonnage: 75 Battle Value: 1,721

Equipment		Mass
Internal Structure:	Endo Steel	4
QuadVee Conversion E	qpt:	8
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	

Equipment Heat Sinks (Laser):	10 [20]	Mass 0
Gyro:		3
Cockpit:		4
Armor Factor:	192	12
	Internal	Armor
	Structure	Value
Head	3	9
Center Torso	23	22
Center Torso (rear)		15

16

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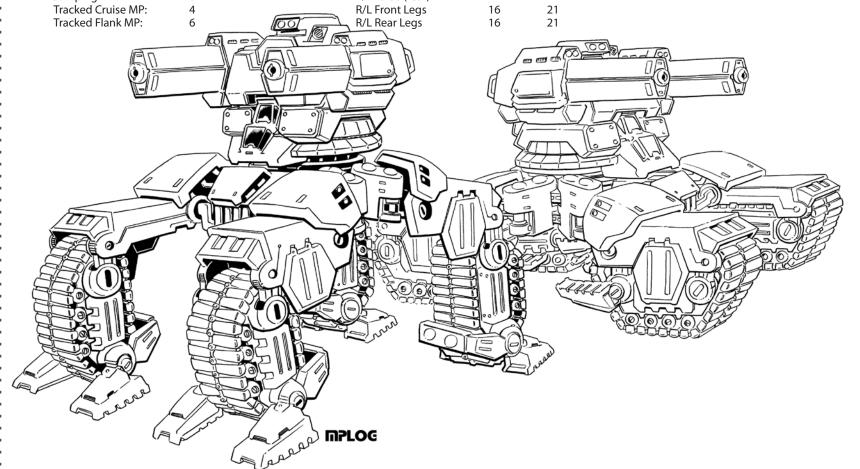
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R/L Torso

R/L Torso (rear)

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RT	6	12
Ammo (Gauss) 8	RT	1	1
Ammo (Gauss) 8	CT	1	1
Gauss Rifle	LT	6	12
Ammo (Gauss) 8	LT	1	1
Tracks	*	4	7.5

Notes: *Tracks take up 1 critical slot in each leg. Features the following Design Quirks: Bad Reputation, No Ejection System, Non-Standard Parts.



WULFEN



Mass: 30 tons

Chassis: Process 12 Endo Steel

Power Plant: Model 39b 300 XXL Engine

Cruising Speed: 108 kph **Maximum Speed:** 162 kph

Jump Jets: None

Jump Capacity: None Armor: Imstar V-Stealth

Armament:

10 tons of pod space available

Manufacturer: Kallon Weapon Industries
Primary Factory: Thermopolis

Communications System: Garret T11-b with

ECM Suite

Targeting & Tracking System: Sync Tracker

(39-42071)

Originally the subject of some controversy within Clan Wolf, the *Wulfen* light 'Mech has become a signature unit that *ristars* fight Trials over. The few prototypes that were available when Clan Wolf uprooted itself proved devastatingly effective in the invasions of the Republic, Free Worlds League, and Lyran Commonwealth. Success bred respect in the Wolf Empire, which has poured considerable resources into bringing the unit into production.

CAPABILITIES

The Wulfen combines exceptional speed with stealth armor, which allows it to completely dictate the terms of engagement with heavier 'Mechs. It is equally adept at wearing down opponents in an honorable long-range duel, tearing into the enemy's supply lines, hunting down reconnaissance elements, and screening a general advance. The standard configurations largely play to the unit's strengths, though some close-in loadouts like H configuration's heavy lasers exist.

DEPLOYMENT

Original production of the *Wulfen* on Weingarten was highly limited, and it was not until after 3142 that Kallon's plant on Thermopolis could be refitted to Clan standards. As a result of high demand and limited availability, the *Wulfen* is reserved for frontline Galaxies and to *ristars* within them. Beta Galaxy, Khan Ward's own command, has the highest concentration of *Wulfens*. Thus far Clan Wolf has gone to considerable lengths to prevent the *Wulfen* from being taken as salvage or *isorla*.

The Wulfen did not start off so highly regarded. Star Colonel Josiah Ward publicly denounced the 'Mech as "tainted by Spheroid dishonor" shortly after the first prototypes walked off the floor of the W-7 facility. It was a political attack on Khan Seth Ward, and was answered by saKhan Garner Kerensky challenging the offending Ward to a Trial of Grievance. Kerensky made a point of taking the first Wulfen prototype out to meet Ward's Loki.

Facing off on the trial grounds outside Krefeld, it was assumed by most observers that Ward would have the advantage thanks to his superior firepower. However Kerensky used the *Wulfen's* superior mobility to dictate the range and systematically tore apart his opponent's 'Mech with highly accurate shooting from his lone large laser. Kerensky's configuration for the Trial became the basis of the B configuration, and open complaints about the unit ceased.

Muted acceptance became admiration as the prototype *Wulfen* proved itself against the Silver Hawk Irregulars on a half-dozen worlds during the invasion of the Marik-Stewart Commonwealth. *Wulfens* further played a key role in outflanking the First Covenant Guards on New Olympia, leading to the death of

former paladin Thaddeus Marik. By the time Clan Wolf turned on their Lyran allies the *Wulfen* had claimed its present status as a symbol of the *ristar*.

NOTABLE UNITS

Star Captain Paul: Paul emerged as a surprise from a seemingly unpromising Vickers sibko in 3143 by scoring three kills in his Trial of Position. Assigned to Alpha Galaxy, he continued his streak by winning a Trial of Possession with the more experienced Silvia Ward for the right to pilot a *Wulfen*. Now leading a Nova in the Third Wolf Guard Battle Cluster, he has the interest of saKhan Kerensky and is expected to accomplish great things in battles to come.

Type: **Wulfen**Technology Base: Mixed Clan (Advanced)
Tonnage: 30
Battle Value: 983

Equipment	Mass		
Internal Structure:	Endo Steel		1.5
Engine:	300 XXL		6.5
Walking MP:	10		
Running MP:	15		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL, IS):			1.5
Cockpit:			3
Armor Factor (Stealth, IS):	104		6.5
	Internal	Armor	
	Structure	Value	
Head	3	8	
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	

WULFEN



Weight and Spac	e Allocation	
Location	Fixed	Spaces Remainin
Head	ECM Suite	0
Center Torso	2 XL Gyro	0
Right Torso	4 XXL Engine	5
	1 Endo Steel	
	2 Stealth Armor	
Left Torso	4 XXL Engine	5
	1 Endo Steel	
	2 Stealth Armor	
Right Arm	3 Endo Steel	3
	2 Stealth Armor	
Left Arm	2 Endo Steel	4
	2 Stealth Armor	
Right Leg	2 Stealth Armor	0
Left Leg	2 Stealth Armor	0

Notes: Features a Full-Head Ejection System.

Fixed Equipment ECM Suite	Location H	Critical	Tonnage
Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration	on		
ATM 3	RA	2	1.5
Ammo (ATM) 20	RT	1	1
CASEII	RT	1	.5
Cargo	LT	1	.5
Ultra AC/2	LA	2	5
Ammo (Ultra) 45	LA	1	1
CASEII	LA	1	.5
1/4			
Alternate Configuration A 2 Double Heat Sinks	RT	4	2
2 Double Heat Sinks 2 Double Heat Sinks	LT	4 4	2
ER PPC	I A	2	6
Battle Value: 1,615	LA	2	0
Succe value: 1,015			
Alternate Configuration B			
Supercharger	RT	1	1
Targeting Computer	LT	1	1
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
Battle Value: 1,806			
Alternate Configuration C			
Double Heat Sink	RA	2	1
3 ER Medium Lasers	I A	3	3
Targeting Computer	LA	3 1	1
Jump Jets	RT	5	2.5
Jump Jets	LT	5	2.5
Battle Value: 1,334	LI	,	2.5
Dattie value. 1,334			

Weapons and Ammo	Location	Critical	Tonnage	Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration D SRM 2	RA	1	.5	Alternate Configuration H Double Heat Sink	RA	2	1
Artemis V FCS	RA RA	2	.5 1.5	Improved Heavy Medium Laser		2	1
Ammo (SRM) 50	RT	1	1.5	Double Heat Sink	RT	2	1
CASE II	RT	1	.5	Improved Heavy Medium Laser		2	1
LB 2-X AC	LA	3	5	Double Heat Sink	LT	2	1
Ammo (LB-X) 45	LA	1	1	Improved Heavy Large Laser	LA	3	4
CASE II	LA	1	.5	Double Heat Sink	LA	2	1
Battle Value: 859				Battle Value: 1,556			
Alternate Configuration E							
ATM 3	RT	2	1.5				
Ammo (ATM) 20	RT	1	1				
CASE II	RT	1	.5				_
ATM 3	LT	2	1.5		a		
Supercharger	LT	1	1			B	
Targeting Computer	LT	1	1	G)			
2 ER Medium Lasers Micro Pulse Laser	LA	2 1	2 .5	×	11.0	,	
Double Heat Sink	LA LA	2	1 1000				
Battle Value: 1,839	LA		199				1
battle value. 1,839			~/			1 1	
			\approx			11.	
				<i> U</i>		11/1	
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EYRIE



Mass: 35 tons

Chassis: Olivetti S1 Endo Steel Power Plant: Magna 210 XL Cruising Speed: 64 kph Maximum Speed: 97 kph

Jump Jets: Clan Standard Type A2 with

Partial Wing

Jump Capacity: 150 meters

Armor: Compound Alpha Ferro-Fibrous

Armament:

2 Type 3 Advanced Tactical Missile Systems

2 Series 6a ER Medium Lasers

4 General Systems Micro Pulse Lasers

Manufacturer: Olivetti Weaponry
Primary Factory: Sudeten

Communications System: JF Integrated **Targeting & Tracking System:** JFIX/Olivetti

Pinpoint Advanced

Initially fielded in 3087, the *Eyrie* was the first of Clan Jade Falcon's new signature 'Mechs. Built along the same principles as the *Cougar*, this completely new BattleMech emphasized a well-rounded combat specialty rather than focusing on firepower. The *Eyrie* was the first in an all-new breed of Falcon aesthetics in that it deliberately resembled a raptor in flight, complete with upswept wings, a prominent beak shape, and legs armed with sharp talons. The inclusion of talons also denoted another radical design departure for the Clan: the *Eyrie* was the first Jade Falcon BattleMech intended to take advantage of melee combat, a tactic the hidebound Falcons long considered dishonorable.

When the *Eyrie* first appeared during Falcon raids in the Lyran Commonwealth, the 'Mech's opponents were shocked to face this radical new design philosophy. Ever since, the

Eyrie's reputation has made the 'Mech a common choice for recent sibko graduates or ristars that feel they have something to prove.

CAPABILITIES

Where the *Cougar* concentrates solely on firepower, the *Eyrie* focuses on greater mobility, heavier armor, and solid, close-range offense, making it suitable for a larger range of battle-field tactics. Its partial wing helps position the 'Mech on the battlefield, and its talons give it a noticeable edge in melee combat that other light Falcon 'Mechs lack.

DEPLOYMENT

Even after nearly sixty years of consistent combat usage, the *Eyrie* remains in service solely with Clan Jade Falcon. Other Clans eschew the model due to it being one of the Falcon's totem 'Mechs and thus believe it automatically inferior. Because of the LCAF and RAF's negative perception of the *Eyrie*, most Lyran or Republic opponents who shoot one down tend to strip it for usable parts and abandon the actual chassis. Only a non-Clan MechWarrior who wants to paint a target on his back will claim a functioning *Eyrie* as salvage.

The Eyrie first saw combat during the Falcon's attempt to claim the Lyran world of Zhongshan in 3087. The Second Falcon Jaegers landed to find the Thirteenth Wolf Guards, mercenary commands, and planetary militia. During the opening engagements, the sole pair of Eyries included in Star Colonel James Roshak's bid literally tore through a platoon of the militia's armor. A later battle pitted the same two 'Mechs against a Pack Hunter and a Wolfhound, and the Eyries crippled both opponents by outmaneuvering them, firing at

close range, and using their talons to shred the enemy 'Mechs' legs. Although the Jade Falcons ultimately failed to take the planet, the Eyrie had demonstrated its value, and this new 'Mech quickly proliferated throughout other Falcon Clusters.

NOTABLE UNITS

Star Commander Ballard: A rugged, no-nonsense commander, Ballard has led the Fifth Battle Cluster's Eye Star in Trinary Alpha for the last three years—a Cluster record for a non-Bloodnamed warrior. He attributes his success record to his tenacity and to the *Eyrie*. Whenever possible, Ballard insists his Star be outfitted with as many *Eyries* as are available. In the two occasions when he lost his own *Eyrie* in battle and none were readily available, he challenged one of his Starmates to a Trial of Possession and claimed his opponent's *Eyrie* for himself.

MechWarrior Davina Folkner: A mediocre sibko graduate, Davina was initially assigned to the Fourth Mixed Cluster until she surprised her entire Bloodname House upon winning a Grand Melee and then rising to win the Trial of Bloodright. She had piloted an Eyrie in the Grand Melee, and her critics believe that choice alone led to her vanquishing so many opponents. After winning her Bloodname, she was reassigned to a more prestigious posting in the Ninth Falcon Striker Cluster, but her combat performance since then has been lackluster. Her Starmates believe she lost the drive to excel once her genes were guaranteed to be used in creating future sibkos. She still wins Trials, but she does so by toying with her opponent in a manner uncharacteristic of most Falcons.

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EYRIE



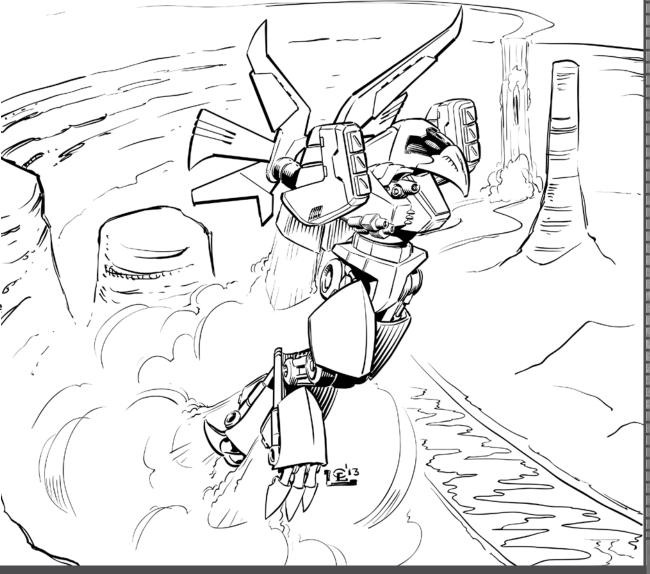
Type: **Eyrie**

Technology Base: Clan (Advanced)

Tonnage: 35 Battle Value: 1,401 **Notes:** *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 293 and 295, *TO*, for additional rules). Features the following Design Quirks: Distracting.

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	5*	
Heat Sinks (Laser):	10 [20]*	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115	6
	Internal	Armor
	Structure	Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	16

Weapons and Ammo	Location	Critical	Tonnage
ATM 3	RA	2	1.5
Ammo (ATM) 20	RT	1	1
ER Medium Laser	RT	1	1
2 Micro Pulse Lasers	RT	2	1
ER Medium Laser	LT	1	1
2 Micro Pulse Lasers	LT	2	1
Ammo (ATM) 20	LT	1	1
ATM 3	LA	2	1.5
Partial Wing	RT/LT	3/3	2
Talons	RL/LL	2/2	3
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1



GDR-1D GRAVEDIGGER



Mass: 50 tons

Chassis: Kallon Type VII Endo Steel

Power Plant: Nissan 200 XL Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: None

Jump Capacity: None

Armor: Compound 12A1 Standard

Armament:

1 Type OVR-X LB 5-X Autocannon 1 Type XV "Culverin" Streak LRM-15

Launcher

1 Type DDS "Kingston" Extended Range

ufactur

Manufacturer: Odin Manufacturing
Primary Factory: Orestes

Communications System: Dash-2 with

Angel ECM

Targeting & Tracking System: Blade 12 with

Active Probe

The *Gravedigger* was a desperation product for Odin Manufacturing to recover from serious damage sustained in the Second Combine-Dominion War. Remarkable sales saved the company, as mercenaries snapped up the new 'Mech as fast as Odin could turn it out. Sales to non-Dominion entities were initially limited to the non-Clan variant, though over time this restriction was lifted as the Dominion's *touman* recovered from the war.

CAPABILITIES

Like the venerable *Hunchback*, the *Gravedigger* is draped in a thick coat of armor. Instead of relying on a single huge cannon, the GDR-1D carries a suite of complementary weapons. Some MechWarriors complain that the missile launcher carries too few reloads, but since

it is a Streak system every shot finds its target. Strangely, the *Gravedigger* also mounts ECM and an active probe, capabilities that make the 'Mech appealing to mercenaries of all stripes. Because of its slow speed, the *Gravedigger*'s leg actuators are particularly stout to resist infantry attacks.

DEPLOYMENT

In the opening stages of the Victoria War, when Duchess Hasek's forces were jumping the border, the mercenary Pharaoh's Arrows brought their pair of new Gravediggers into the war. With half the battalion-strength Arrows securing the capital's HPG, the other half spread through the city to hunt down the hiding militia. The Gravediggers' fire support lance responded to an ambush on their company command lance. As the lance charged in, a company of battlesuit infantry launched another ambush. The Gravediggers shrugged off the infantry's leg attacks, while their lancemates were crippled and swarmed on the ground. Using their rotary autocannons and lasers, though, they pushed the battle armor force to the verge of retreating when the militia's 'Mech lance arrived. The Gravediggers unleashed their full complement of weapons, downing a Vindicator and shocking the militia into retreat.

When a Trinary of the Seventy-third Battle Cluster of the Rasalhague Dominion's Alpha Galaxy raided Kanowit in February 3145, they ran into a company of the First Sword of Light drilling the planetary militia. Like a scene from a holovid, both sides regarded one another across the Sarawak Fields, an immense plantation in the northern hemisphere. The Trinary's commander, Star Captain Hershel Hall, stepped forward and issued a challenge to the enemy commander. *Sho-sa* Seth Granderssen accepted.

Hall's *Gravedigger* fired as Granderssen's *No-Dachi* charged through the planted rows. Hall's long-range weapons claimed a terrible toll but did not slow the sword-wielding 'Mech. Granderssen chose not to fire his weapons, keeping his 'Mech's arm tucked to the rear. As he closed, the sword sprang to the fore and chopped into Hall's *Gravedigger*. Hall's left arm fell to the turf just before the right arm. With his missiles exhausted, Hall could not salute his victorious enemy before the sword lopped off the *Gravedigger*'s head. The rest of Hall's Trinary honored his bargain and filed back to their DropShip, leaving Hall and his 'Mech's wreckage behind.

VARIANTS

The older GDR-1C can be found throughout the Inner Sphere in much greater numbers than the GDR-1D that replaced it. The GDR-1C mounts Inner Sphere weapons instead of Clan versions, including a RAC/5, LRM 15, and a large laser. It also lacks the advanced electronics of the GDR-1D.

NOTABLE UNITS

Leftenant Xanthe Culturo: Leftenant Culturo skipped her final two years at the Robinson Battle Academy when the Combine invasion began. She escaped Royal after the First Robinson Rangers were destroyed and made her way back to friendly lines. Regarded a coward and refused reentry to the AFFS, Culturo was taken in by the Illician Lancers' Twenty-first Rangers. She was given a beat-up GDR-1C and awaits the time the Rangers strike out from Brundage against the Combine or their Dragoon allies.

MEDIUM 'MECHS

GDR-1D GRAVEDIGGER



Type: Gravedigger

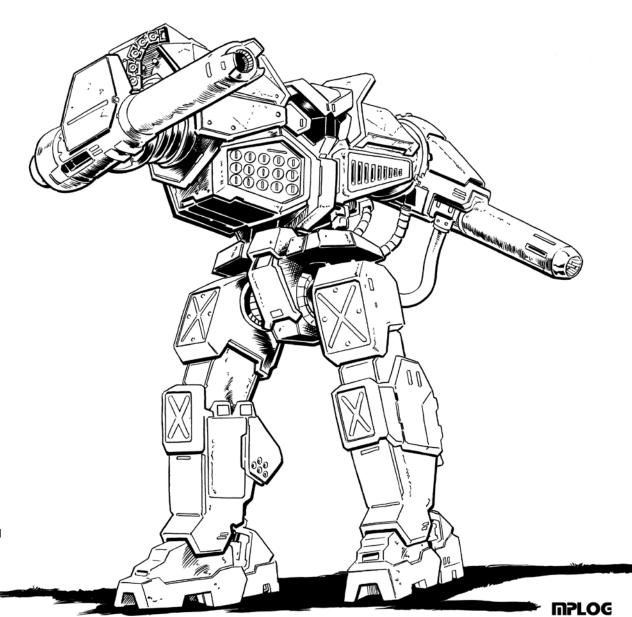
Technology Base: Mixed Inner Sphere

Tonnage: 50 Battle Value: 1,707

Mass		
Endo Steel		2.5
200 XL		4.5
4		
6		
0		
11 [22]		1
		2
		3
169		11
Internal	Armor	
Structure	Value	
3	9	
16	25	
	7	
12	19	
	5	
8	16	
12	24	
	Endo Steel 200 XL 4 6 0 11 [22] 169 Internal Structure 3 16 12	Endo Steel 200 XL 4 6 0 11 [22] 169 Internal Armor Structure Value 3 9 16 25 7 12 19 5 8 16

Weapons and Ammo	Location	Critical	Tonnage
LB 5-X AC (C)	RA	4	7
Streak LRM 15 (C)	RT	3	7
Ammo (Streak) 8	RT	1	1
Ammo (LB-X) 20	RT	1	1
CASE II	RT	1	1
Active Probe (C)	Н	1	1
Angel ECM Suite	CT	2	2
ER PPC (C)	LA	2	6

Notes: Features the following Design Quirks: Protected Actuators, Exposed Weapon Linkage (ER PPC).



GYRFALCON



Mass: 55 tons

Chassis: Olivetti Stage 3 Power Plant: 275 Fusion XL Cruising Speed: 54 kph Maximum Speed: 86 kph

Jump Jets: Clan Standard Type A1 with Partial

Wina

Jump Capacity: 150 meters **Armor:** Raydient Advance Series 4

Armament:

2 Series 6b ER Large Lasers 2 Type OVR-V LB 2-X Autocannons

Manufacturer: Olivetti Weaponry Primary Factory: Sudeten

Communications System: Raptor X-T Type iii Targeting & Tracking System: Goshawk E-Series with Light Active Probe

Given the success of Olivetti Weaponry's Eyrie in 3087, many were surprised when the Jade Falcons waited twenty-five years to unveil the Eyrie's heavier sibling. Truthfully, Olivetti never planned to design a BattleMech to follow in the Eyrie's footsteps. A Clan Council initiative at the turn of the thirty-second century was meant to revitalize the flagging touman during Devlin Stone's peace, and the Gyrfalcon was the first tangible result of that program. Alongside the Eyrie, this new BattleMech was intended to inspire the next generation of Jade Falcons to new heights and to reinforce a sense of pride, patriotism, and culture in the Clan's older warriors. The initiative was a smashing success. Warriors of all stripes embraced the *Gyrfalcon* not only for its battlefield prowess but also for its fearsome shape that screamed "I am Jade Falcon" to all potential challengers.

CAPABILITIES

The *Gyrfalcon* is a workhorse BattleMech. Able to outrun and outmaneuver many

opponents in its weight class due to MASC and its partial wing assembly, the *Gyrfalcon* can maintain considerable offensive pressure. Its weapons keep challengers at range while the MechWarrior relies on the *Gyrfalcon*'s reflective armor to fend off return fire. Although the *Gyrfalcon* lacks the razor-sharp talons of its smaller sibling, in the event of a close-range contest, the 'Mech's legs are designed to withstand the rigors of performing a Death From Above assault.

DEPLOYMENT

Like all of the Jade Falcon's totem 'Mechs, the *Gyrfalcon* only sees service with the Falcons, and it can be found in most battle Stars throughout the Clan's *touman*.

In an effort to showcase the new 'Mech's capabilities, the Second Falcon Dragoons landed on Chateau in 3113 and challenged the Hell's Horses' Thirtieth Mechanized Strike Cluster. The Trial of Possession targeted the Thirtieth's sole Star of Baliuses, one of the Horses' signature 'Mechs, and the Falcons' batchall challenged that Star to defend itself in the trial. The Falcons sought to prove that they possessed the more efficient totem 'Mech of both Clans. In the Avion Hills, a full Star of the Second Dragoons' Gyrfalcons met the Thirtieth's Balius Star. The Dragoons used the hills to their advantage and kept the heavier Horse 'Mechs at long range until the Trial's final minutes. Once the Baliuses closed the gap, two Gyrfalcons leapt from hilltops onto the Horses, instantly crushing two Baliuses with expertly timed Deaths From Above attacks. The remaining Horses fought for a short time before requesting hegira. Instead of claiming the Baliuses as isorla, Star Colonel Hazen ordered his warriors to publicly destroy the 'Mechs in front of the Horse warriors, leaving no salvageable components behind.

VARIANTS

Gyrfalcon variants commonly resulted from pilot preference and are available as refits. All known variant configurations replace the standard model's reflective armor with lighter, more common ferro-fibrous armor. The heat-efficient Gyrfalcon 2 also replaces the active probe with two laser heat sinks. The Gyrfalcon 3 ties dual Ultra AC/2s with a targeting computer, making this a favored configuration with aggressive risk-takers unconcerned about heat management. The least common configuration is the Gyrfalcon 4, a specialized model which modifies the Gyrfalcon 2 by replacing the paired autocannon with TSEMPs.

NOTABLE UNITS

Galaxy Commander Aleksandr Hazen: Aleksandr was one of the runts of his sibko, and that nearly cost him his life. When his sibkin Malvina defended them both against nighttime attackers attempting to weed out the sibko's dead weight, she bought them both more time. Despite his small size, Aleks excelled from then on, but he and Malvina embraced different philosophies upon taking their Trials of Position. Where Malvina killed every one of her opponents in her Trial, Aleks purposely left all of his defeated opponents alive. Aleks soon won his Bloodname and quickly earned command of Zeta Galaxy for the Falcon's desant into the Republic alongside Malvina Hazen. Aleks' even temperament managed to rein in Malvina's more bloodthirsty proclivities during the desant, but on 15 August 3134, he was killed when his Gyrfalcon "White Lily" was destroyed during the battle for Skye.

GYRFALCON



Type: **Gyrfalcon**

Technology Base: Clan (Advanced)

Tonnage: 55 Battle Value: 2,367

Equipment			Mass
Internal Structure:	Endo Steel		3
Engine:	275 XL		8
Walking MP:	5		
Running MP:	8 (10)		
Jumping MP:	5*		
Heat Sinks (Laser):	11 [22]*		1
Gyro:			3
Cockpit:			3
Armor Factor (Reflective):	144		9
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	18	21	
Center Torso (rear)		6	
R/L Torso	13	16	
R/L Torso (rear)		5	
R/L Arm	9	15	
R/L Leg	13	18	

Weapons and Ammo	Location	Critical	Tonnag
ER Large Laser	RA	1	4
LB 2-X AC	RA	3	5
Ammo (LB-X) 45	RA	1	1
Light Active Probe	Н	1	.5
MASC	LT	2	2
ER Large Laser	LA	1	4
LB 2-X AC	LA	3	5
Ammo (LB-X) 45	LA	1	1
Partial Wing	RT/LT	3/3	3
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Notes: *Partial Wing adds +2 Jump MP and –3 Heat per turn in Standard atmosphere (see pp. 293 and 295, *TO*, for additional rules). Features the following Design Quirks: Distracting, Reinforced Legs.



VULTURE MK III



Mass: 60 tons

Chassis: Bergan Version 8.3 Endo Steel

Power Plant: Vlar 300 XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None **Armor:** Compound 24B2 FF

Armament:

30 tons of pod space available

Manufacturer: Alshain Weapons

Primary Factory: Alshain

Communications System: Dash-2 Optima **Targeting & Tracking System:** Hakkøn-Morris

LAP

The *Vulture Mk III* descends directly from the original OmniMech that featured so prominently in the Clan invasion of the Inner Sphere in the middle of the last century. Now, as then, the *Vulture* is a favorite of the Ghost Bears, but it also appears in large numbers in the Raven Alliance. The *Mk III's* common configurations are focused on support roles instead of frontline combat since the *Karhu* has claimed that position.

CAPABILITIES

The Vulture Mk III carries more armor than its ancestor, giving MechWarriors greater longevity. The B configuration's jump jets allow it to serve as all-terrain fire support, while the quad missile racks of the primary make it truly fearsome from range. Configuration C is a short-range nightmare, while Configuration A is a jack-of-all-trades. Configuration D is the rarest, intended for long-term service without resupply. Regardless of the payload, the Hakkøn-Morris LAP has shown a tendency to prioritize target groups regardless of the MechWarrior's preference, occasionally sparing a vulnerable enemy.

DEPLOYMENT

The Vacaville Slaughter took place in November 3120 when a group of dissidents fomented rebellion on Constance. The rebels took over the capital and murdered most of the city's administrators, but not before a call for aid went out. The Fifty-sixth Provisional Garrison Cluster sent a Trinary to deal with the problem, including a Vulture Nova, which chased the rebels to the suburbs. The Trinary surrounded the Vacaville subdivision and called all noncombatants to exit after their initial probes stalled. A trickle of civilians were corralled by the Nova's Elementals, with Star Captain Jaymar concluding the rest were complicit with the insurrection. He ordered the Vultures, all in the primary configuration, to bombard the town. A terrifying missile barrage swept the city and leveled the southwest quarter without any response from those within. A second barrage annihilated the northwest quarter, again with no response. After reloading, the Vultures leveled the rest of the district. As the Elementals picked through the wreckage, they found warehouses filled with chained civilians along with the rebels, who had taken their own lives.

NOTABLE UNITS

Star Commander Stanton: Stanton commands a fire support Star in the 332nd Assault Cluster of the Rasalhague Dominion's Beta Galaxy. He distinguished himself when the 332nd raided Najha to test the Forty-fourth Benjamin Regulars in May 3145. He took out one Combine 'Mech and three fighters of the Forty-fourth Benjamin Aerospace Wing before Star Colonel Stewart Gurdel announced that a dozen excavators had been secured from the Najha Earthmoving Specialist factory. Stanton was glad to withdraw, as his ammunition had run dry.

Type: Mad Dog Mk III

Inner Sphere Designation: Vulture Mk III

Technology Base: Clan Tonnage: 60

Battle Value: 2,729

Equipment	Mass		
Internal Structure:	Endo Steel		3
Engine:	300 XL		9.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	12 [24]		2
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	182		9.5
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	20	30	
Center Torso (rear)		9	
R/L Torso	14	20	
R/L Torso (rear)		7	
R/L Arm	10	16	
R/L Leg	14	24	

Weight and Space Allocation

		Spaces
Location	Fixed	Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	7 Ferro-Fibrous	1
Left Arm	7 Endo Steel	1
Right Leg	None	2
Left Leg	None	2

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



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VULTURE MK III



pons and Ammo	Location	Critical	Tonnage
rimary Weapons Configurati			
ER Medium Lasers	RA	2	2
2 LRM 20	RT	8	10
immo (LRM) 12	RT	2	2
PER Medium Lasers	CT	2	2
2 LRM 20	LT	8	10
Ammo (LRM) 12	LT	2	2
ER Medium Lasers	LA	2	2
Alternate Configuration A			
Jltra AC/5	RA	3	7
Ammo (Ultra) 20	RT	1	1
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Double Heat Sink	RT	2	1 .
Medium Pulse Lasers	CT	2	4 /
SRM 6	LT	2	3
mmo (SRM) 15	LT	1	1
ouble Heat Sink	LT	2	1/1
mmo (Ultra) 20	LT	1	
Iltra AC/5	LA	3	7
Battle Value: 1,880	LA	3	
battle value. 1,000			
ernate Configuration B			
R Large Laser	RA	1	4
RM 20	RT	4	5
mmo (LRM) 12	RT	2	2
ouble Heat Sink	RT	2	1
ER Medium Lasers	CT	2	2
RM 20	LT	4	5
mmo (LRM) 12	LT	2	2
Double Heat Sink	LT	2	1
R Large Laser	LA	1	4
ump Jets	RL	2	2
ump Jets	LL	2	2
Battle Value: 2,572			
Alternate Configuration C			
Micro Pulse Laser	RA	1	.5
Streak SRM 6	RT	8	12
Ammo (Streak) 30	RT	2	2
Micro Pulse Lasers	CT	2	1
Streak SRM 6	LT	8	12
Ammo (Streak) 30	LT	2	2
Aicro Pulse Laser	LA	1	.5
Battle Value: 2,299		•	

LOKI MK II



Mass: 65 tons

Chassis: T-E H65 Omni

Power Plant: Model SF-3 (XL)

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous

Armament:

40 tons of pod space available

Manufacturer: Olivetti Weaponry,

Csesztreg Industriplex Alpha

Primary Factory: Sudeten (OW),

Csesztreg (Alpha)

Communications System: CH2B Alpha-Com

Targeting & Tracking System: Version Delta-II

TTS(A)

The Loki Mk II was introduced several years before the Blackout. In that time, it spread throughout the Clans but is most common in the Jade Falcon and the Hell's Horses tournans.

CAPABILITIES

The Mk II sacrifices some of the Loki's speed in exchange for a staggering forty tons of pod space and fifty percent more armor. The primary configuration is built for long-range combat, with only a mid-size missile rack for close-in work. The A configuration has a more balanced mix of anti-armor and anti-personnel weaponry, often seen operating farther from supply lines than the primary. The B configuration serves as slow fire support, but its specialization greatly limits its defensive capabilities.

DEPLOYMENT

Gamma Galaxy of the Jade Falcons was trying to bring the restive population of Sargasso under heel in July 3142. The Ninth Falcon Talon Cluster outfitted their *Loki Mk IIs* to bombard Salicastrum on the western shore of the southern continent of Perusalem. Star Captain Henry's Binary shelled the city from the Barrier Heights, an ancient coral reef long since risen due to tectonic activity. City block followed city block into ruin as the Falcons awaited the surrender of guerilla rebels within. Then the counterattacking Wolves-in-Exile arrived.

A Nova of Exile Wolves dropped into the midst of Henry's Binary. As the Elementals swarmed Henry's second Star, medium and heavy OmniMechs attacked his own. Henry displayed excellent tactical sense when he ordered his Star to target not the enemy, but the ground underfoot. As the shells shattered the fossilized coral, a rockslide began that swept up all the combatants. Henry's Mk Ils survived thanks to their heavy armor, but their Long Toms were rendered useless. The survivors slogged their way through the Exile Wolves and returned to friendly lines. After hasty repairs, Henry's remaining Star pounded the Wolves' flanks and helped prevent the world's recapture.

A 3144 Trial for Position in Clan Hell's Horses saw a Loki Mk II used to great effect when ristar Owen killed all three of his opponents. His Mk II layered fire right to left, alternating arm fire. His first opponent, a Black Hawk, fell to a well-placed Gauss round. His second opponent, a Mad Cat, fought him for nearly an hour. It finally succumbed to an ammunition explosion after Owen's SRMs breached its torso armor. His final opponent, a Masakari, nearly killed him outright with concentrated PPC fire. Owen relied on his lasers once the battle began, leading the other MechWarrior to believe his Gauss rifles were empty. The confident warrior sought to end the Trial quickly and maneuvered for a clear shot. When he broke into the clear,

Owen fired his last Gauss rounds. The impact knocked the *Masakari* over, and Owen closed in. His lasers burned out the *Masakari*'s engine and the Horses had their newest Star Captain.

NOTABLE UNITS

Star Captain Owen: Owen commands a heavy OmniMech Star in the Eighth Horde Cluster of the Horses' Beta Galaxy. He is a *ristar*, but strangely tolerates the rebuilding period instead of agitating for a combat posting. Most likely, he has his eyes on Star Colonel Brook DeLaurel's position.

Type: Hellbringer Mk II Inner Sphere Designation: Loki Mk II Technology Base: Clan Tonnage: 65

Battle Value: 2,189

Equipment	Mass		
Internal Structure:	Endo Steel		3.5
Engine:	260 XL		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit (Small):			2
Armor Factor (Ferro):	182		9.5
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	21	30	
Center Torso (rear)		7	
R/L Torso	15	20	
R/L Torso (rear)		7	
R/L Arm	10	20	
R/L Leg	15	21	

LOKI MK II



Weight and Space	e Allocation	
Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	2 Endo Steel	5
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	5
	2 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo Steel	0
	1 Ferro-Fibrous	

Notes: Features the following Design Quirks: Multi-Trac.

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			_
Gauss Rifle	RA	6	12
ER Large Laser	RA	1	4
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Ammo (Gauss) 8	RT	1	1
Double Heat Sink	Н	2	1
Double Heat Sink	CT	2	1
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
ER Large Laser	LA	1	4
Alternate Configuration A			
ER PPC	RA	2	6
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RA	4	2
2 Improved Heavy Medium Lase	rs RT	4	2
2 AP Gauss Rifles	RT	2	1
Angel ECM Suite	RT	2	2
Double Heat Sink	Н	2	1
Double Heat Sink	CT	2	1
LB 10-X AC	LT	5	10
Ammo (LB-X) 20	LT	2	2
Ammo (AP Gauss) 40	LT	1	1
ER PPC	LA	2	6
Medium Pulse Laser	LA	1	2
2 Double Heat Sinks Battle Value: 2,249	LA	4	2

Weapon	s and Ammo Configuration B—Ac	Location	Critical	Tonnage
ER Large	Laser	RA	1	4
	n Pulse Lasers	RA	2	4
	Heat Sinks n Pulse Lasers	RA RT	4 2	2 4
Ammo (L	ong Tom) 15	RT	3	3
Double H Double H		RT H	2 2	1 1
Double H	leat Sink	CT	2	1
Long Ton	n Cannon Value: 1,798	LT/LA	8/7	20
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THOR II



Mass: 70 tons

Chassis: Olivetti T4 Endo Steel Power Plant: Magna 350 XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None **Armor:** Compound Beta FF

Armament:

30.5 tons of pod space available

Manufacturer: Eagle Craft Group

Primary Factory: Erewhon

Communications System: Model J-D 067 Targeting & Tracking System: Hawkeye 58

Lauded for its versatility and prized for its communication suite, the *Thor II* began replacing the *Thor* in 3093. While its predecessor was the masthead for Clan Jade Falcon, the *Thor II* quickly spread to all of the Inner Sphere Clans, though the largest numbers are still found with the Jade Falcons. A reliable OmniMech with multiple supported pod configurations, the 'Mech is a favorite among junior grade officers.

CAPABILITIES

Although not intended to be a command 'Mech, *Thor IIs* are frequently found in this role thanks to the Model J-D 067 comm system. Compared to competing products like the Alpha-com, the 067 can support three times the number of simultaneous connections. Additionally, when operating in max power mode, the 067 can cut through the interference created by standard ECM suites.

The Hawkeye 58 is a unique targeting and tracking system that must be reconfigured whenever the Omni's pods are changed. While the process is quick, it does briefly leave the 'Mech unable to use its weapons.

DEPLOYMENT

When Swimmer Khanate's Beta Aimag came to Feltre in 3097, Clan Wolf Star Colonel Jess Calvert challenged the Diamond Sharks to a Trial of Possession for the entire aimag. Aggressive bidding reduced each force to a Cluster. For the Trial the Diamond Sharks selected a rugged patch of terrain known as the Swordtooth Canyons, a labyrinth of ravines and canyons, dead ends and strong EM interference that fouled communications and tracking systems. The fighting quickly devolved into small-unit actions.

One of the Diamond Shark Stars, commanded by Star Captain Erna, consisted entirely of jump-capable 'Mechs including three Thor Ils. Erna's Star, having just mopped up a disorganized group of Wolves, was moderately damaged and low on ammo when they surprised a Star of heavy Wolf OmniMechs. Erna jumped her Thor into a flanking position while the remainder of her Star opened fire. Erna's Star quickly depleted their ammunition and were forced to use secondary weaponry and physical attacks to combat the Wolves.

The Wolf 'Mechs were just as badly damaged as Erna's, and just as low on ammo. After minutes of slugging it out with the Wolves, Erna's Star succeeded in pushing them into a box canyon where she ultimately forced them to surrender. It was then that Erna discovered she'd just defeated Jess Calvert.

NOTABLE UNITS

JF000-01A: The first *Thor II* to roll off the factory line on Erewhon, this 'Mech stands on a dais at the factory complex gate. Each year the Jade Falcon khan selects one Cluster to honor for its service, and JF000-01A is repainted in

that Cluster's parade colors. To date, the Third Falcon Talon Cluster has the distinction of being selected five times, one more than any other Cluster.

Type: **Grand Summoner** Inner Sphere Designation: **Thor II** Technology Base: Clan

Tonnage: 70 Battle Value: 2,554

Equipment	Mass		
Internal Structure:	Endo Steel		3.5
Engine:	350 XL		15
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	14 [28]		4
Gyro:			4
Cockpit:			3
Armor Factor (Ferro):	192		10
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	22	31	
Center Torso (rear)		8	
R/L Torso	15	22	
R/L Torso (rear)		7	
R/L Arm	11	20	
R/L Lea	15	23	

Weight and Space Allocation

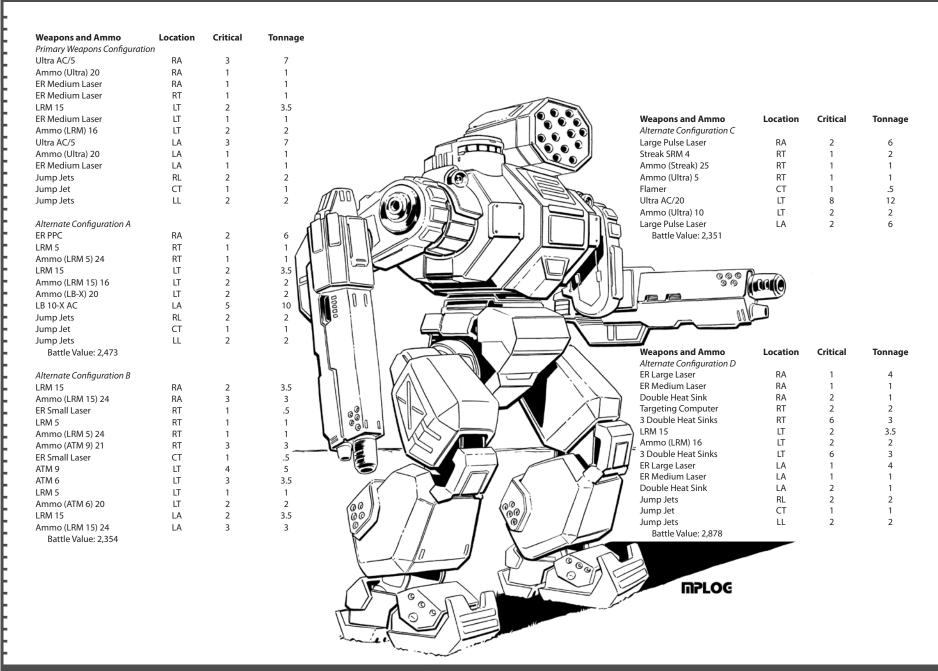
		Spaces
Location	Fixed	Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	10
Right Arm	3 Endo Steel	3
	2 Ferro-Fibrous	
Left Arm	3 Endo Steel	3
	2 Ferro-Fibrous	
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Improved Communications.

THOR II

-





WARWOLF



Mass: 75 tons

Chassis: WW-1 Heavy Endo Steel Power Plant: Starfire 375 XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None Armor: Forging BL2 Reactive Armament:

30 tons of pod space available

Manufacturer: Kallon Weapon Industries
Primary Factory: Thermopolis

Communications System: Garret T11-b

Targeting & Tracking System: Sync Tracker
(39-42071)

The Warwolf is reportedly an attempt to create a new iconic heavy 'Mech for Clan Wolf's touman following the enthusiastic devaluation of the Timber Wolf by Clan Sea Fox. Like the Wulfen, only a handful of prototypes had been completed before the Clan abandoned their occupation zone to carve out a new Wolf Empire. Those prototypes made a terrifying impression on their enemies, and with production at full swing the Warwolf will certainly be at the fore of future Wolf conquests.

CAPABILITIES

The *Warwolf's* assignment to a handful of *ristars* produced a wide variety of weapons configurations that have since become standard. It is thus a supremely flexible cavalry 'Mech capable of filling fire support, assault, and urban combat roles. Its use of reactive armor gives it a significant advantage against Inner Sphere opponents like the FWLM and LCAF, which rely heavily on artillery and missile weapons.

DEPLOYMENT

Warwolf pilots are notable either for having the favor of Khan Ward or for the formidable skills required to win one from the former group. They are rare even in Alpha and Beta Galaxies and not found at all in second-line formations. Production at Thermopolis shows signs of steady improvement, however, so it is likely to proliferate in due time.

The Warwolf was in its element during the 3140 raid by the Eighty-eighth Wolf Battle Cluster on Bolan. Two of the 'Mechs, accompanied by a pair of Thors and a Mad Cat, broke through the lines of the First Bolan Guards outside Quetta. The Star crushed the Lyran command company, with Markus Kerensky's Warwolf taking down the regimental commander's Cyclops with a well-placed Gauss rifle shot.

Perhaps the only embarrassment the 'Mech has suffered so far came during the battle for Tharkad City. Newly transferred to Beta Galaxy, Markus led his Star into the fray but pushed ahead too far. He was separated from the rest of his command by a Lyran bombardment and stumbled into a King Crab just as it emerged from a hidden bunker. The assault 'Mech's point-blank strike crippled Kerensky's Warwolf in a matter of seconds, giving him no time to retaliate.

NOTABLE UNITS

Star Commander Markus Kerensky: Markus Kerensky went into the crucible of Tharkad City with absolute confidence in his skills. His run-in with Reiner Hogarth's *King Crab* shook the *ristar* to his core. An impressive showing on Hesperus II, where he accounted for several Jade Falcon and Lyran 'Mechs, has restored his confidence. He is expected to test up to higher rank soon.

Type: **Warwolf**Technology Base: Clan (Advanced)
Tonnage: 75
Battle Value: 2,706

Equipment	Mass		
Internal Structure:	Endo Steel		4
Engine:	375 XL		19.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor (Reactive):	231		14.5
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	23	35	
Center Torso (rear)		11	
R/L Torso	16	24	
R/L Torso (rear)		8	
R/L Arm	12	24	
R/L Leg	16	32	

Weight and Space Allocation

		Spaces
Location	Fixed	Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	8
	2 Endo Steel	
Left Torso	2 XL Engine	8
	2 Endo Steel	
Right Arm	Endo Steel	6
	Reactive	
Left Arm	4 Reactive	4
Right Leg	Endo Steel	0
	Reactive	
Left Leg	Endo Steel	0
	Reactive	

HEAVY 'MECHS

WARWOLF



Weapons and Ammo <i>Primary Weapons Configuratio</i>	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Targeting Computer	RT	3	3
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
CASE II	RT	1	.5
Laser Anti-Missile System	Н	1	1
TAG	CT	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
CASE II	LT	1	.5
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1
Alternate Configuration A			
ER PPC	RA	2	6
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RA	4	2
Streak LRM 10	RT	2	5
Ammo (Streak LRM) 12	RT	1	1
CASE II	RT	1	.5
Double Heat Sink	RT	2	1
ER Medium Laser	Н	1	1
ER Large Laser	CT	1	4
Medium Pulse Laser	CT	1	2
Streak SRM 6	LT	2	3
Ammo (Streak SRM) 15	LT	1	1
CASE II	LT . -	1	.5
Double Heat Sink Battle Value: 3,100	LT	2	1
,			
Alternate Configuration B			
Ultra AC/10	RA	4	10
Ammo (Ultra) 30	RA	3	3
ER Large Pulse Laser	RT	3	6
Double Heat Sink	RT	2	1
Laser Anti-Missile System	H	1	1
2 Double Heat Sinks	LT	4	2
2 Double Heat Sinks	LA	4	2
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2
Battle Value: 2,518			

Weapons and Ammo	Location	Critical	Tonnage	Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration C	Location	Circical	Tomlage	Alternate Configuration H	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6	Gauss Rifle	RA	6	12
Targeting Computer	RA	2	2	Ammo (Gauss) 16	RA	2	2
Double Heat Sink	RA	2	1	Improved Heavy Large Laser	RT	3	4
ATM 9	RT	4	5	Supercharger	RT	1	2
Ammo (ATM) 14	RT	2	2	Double Heat Sink	RT	2	1
CASE II	RT	1	.5	CASE II	RT	1	.5
Laser Anti-Missile System	H	1	1	Double Heat Sink	CT	2	1
ATM 9	LT	4	5	Improved Heavy Large Laser	LT	3	4
Ammo (ATM) 14	LT	2	2	2 Coolant Pods	LT	2 2	2
CASE II	LT LA	1 4	.5 2	Double Heat Sink CASE II	LT LT	1	1 .5
2 Double Heat Sinks Jump Jet	RT	1	1	Battle Value: 3,184	LI	1	.5
Jump Jet	CT	1	- 1	battle value: 3,164			
Jump Jet	LT	1	1				
Battle Value: 2,776	LI	'					
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SHRIKE



Mass: 95 tons

Chassis: DSAM Endo 4
Power Plant: Olivetti 380 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph

Jump Jets: Grandthrust Mk 5 with Partial Wing

Jump Capacity: 120 meters

Armor: Forging ZM15 Ferro-Fibrous

Armament:

2 Type 9 Ultra-5 Autocannons 1 Type X "Long Bow" LRM 10-Rack 2 Series 2b ER Large Lasers

Manufacturer: Eagle Craft Group
Primary Factory: Erewhon

Communications System: Raptor X-T Type iii Targeting & Tracking System: Goshawk

E-Series

At first glance, one might erroneously assume the fearsome Shrike is another falconthemed BattleMech of Olivetti Weaponry manufacture. While it was clearly inspired by the aesthetics of Olivetti's Flamberge and Eyrie, the Shrike's more humble origins stem from Red Devil Industries' Onager. Following in the footsteps of the Eyrie, Eagle Craft Group took the Onager concept and retooled it to satisfy the Clan Council's revitalization mandates and design philosophies. The heavier Shrike, which was unveiled shortly after Olivetti's similarly styled Gyrfalcon, met with acclaim from the warrior caste when it outperformed the Onager in all areas. After witnessing Shrikes in battle against fast, heavy 'Mechs, many Falcon warriors issued Trials of Possession for them.

Since its debut, the *Shrike* has become one of the go-to choices for Galaxy and Cluster commanders due to its mobility, heavy armor, range, accuracy, and intimidating battlefield presence.

CAPABILITIES

Although heavier than its spiritual predecessor, the *Shrike* exceeds the *Onager* in every category. It can outmaneuver many heavy and assault 'Mechs, and jump jets paired with a partial wing let the *Shrike* reach areas inaccessible to most 'Mechs in its weight class. The *Shrike*'s weapons and targeting computer allow it to maintain range on its opponents, potentially keeping the pilot out of danger without sacrificing accuracy, and reinforced legs encourage Death From Above attacks on enemies who wander too close. Heavy armor, a command station, and a menacing falcon silhouette serve to make the *Shrike* an attractive command 'Mech.

DEPLOYMENT

The *Shrike* remains exclusively a Jade Falcon asset, although a few salvaged chassis have appeared in Lyran black markets.

Many Jade Falcons were enamored with the Shrike when it rolled off the assembly line, but it initially caught the warrior caste's attention in 3115 when the Third Falcon Talon Cluster raided La Grave. Clan Wolf's Blue Keshik fielded a large number of Tundra Wolfs on the Geiranger Plateau, so the Third brought forward its trio of Shrikes to slow them down. The Shrikes chipped away at the Tundra Wolfs from long range, and once the Wolves were forced to slow down to keep from abusing MASC, the Shrikes outmaneuvered them and dove in for the kill. Upon winning the Trial, Star Colonel Howard Malthus surprised the Wolves by immediately declaring a second batchall for further resources, bidding only the same two Shrikes that had helped win the first Trial. In the first few minutes of the Trial, Star Colonel Malthus' Shrike killed the Blue Keshik's commander by destroying her Orion IIC; the remaining Wolves were granted hegira in short order.

Another notable battle occurred in 3142 along the Coventry front of the Golden Ordun invasion. The First Falcon Velites faced the Fifth Lyran Regulars on Guatavita, where a Talon Star of *Shrikes* steamrolled through two whole lances of defenders without ever letting them reach close range. The rest of the Falcons were blindsided and had to withdraw, but after regrouping, the counterthrust's *Shrike* vanguard allowed the Falcons to claim the planet.

VARIANTS

The Shrike 2 is a medium-range fighter that exchanges the standard configuration's lasers and autocannon with extended-range medium lasers and Ultra AC/10s. This version has not proven terribly popular in extended engagements due to its overreliance on ammunition. The Shrike 3 exchanges the standard configuration's autocannon for paired PPCs and five additional laser heat sinks, but heat buildup remains a problem.

NOTABLE UNITS

Star Colonel Catherine Hazen: Among Shrike MechWarriors, Star Colonel Catherine Hazen of the Sixth Falcon Dragoons Cluster is an anomaly. While in the sibko she would often go hungry since she was always last in line for mess. Upon passing her Trial of Position she resolved to never be last in line again. Instead of fighting from the back of the front lines, like many Shrike pilots do, Catherine Hazen forces her way to the front and often favors executing crippled opponents with Death From Above attacks.

SHRIKE



Type: Shrike

Technology Base: Clan

Tonnage: 95 Battle Value: 2,969

	N	las
Endo Steel		5
380 XL	2	20.5
4		
6		
4*		
12 [24]*		2
		4
		3
288		15
Internal	Armor	
Structure	Value	
3	9	
30	44	
	15	
20	29	
	10	
16	32	
20	39	
	380 XL 4 6 4* 12 [24]* 288 Internal Structure 3 30 20	Endo Steel 380 XL 4 6 4* 12 [24]* 288 Internal Armor Structure Value 3 9 30 44 15 20 29 10 16 32

Weapons and Ammo	Location	Critical	Tonnage
Targeting Computer	RA	5	5
ER Large Laser	RT	1	4
Ammo (LRM) 12	RT	1	1
LRM 10	CT	1	2.5
ER Large Laser	LT	1	4
2 Ultra AC/5	LA	6	14
Ammo (Ultra) 40	LA	2	2
Partial Wing	RT/LT	3/3	5
Jump Jets	RT	2	4
Jump Jets	LT	2	4
•			

Notes: *Partial Wing adds +1 Jump MP and -3 Heat per turn in Standard Atmosphere (see pp. 293 and 295, *TO*, for additional rules). Features the following Design Quirks: Command BattleMech, Distracting, Reinforced Legs, Rumble Seat, Exposed Weapon Linkage (Ultra AC/5).



KODIAK II



Mass: 100 tons

Chassis: Alshain LXL Endo Steel Power Plant: 400 Fusion XL Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: None

Jump Capacity: None Armor: Forging AD56 Standard Armament:

2 Type XX "Great Bow" LRM-20 Launcher

1 Type X "Short Bow" LRM-10 1 Clan Mk. XVII ERPPC

8 Series 1 Extended Range Small Lasers

Manufacturer: Alshain Weapons
Primary Factory: Alshain
Communications System: Garret L20
Targeting & Tracking System: RCA Instatrac
Mark IX with Artemis IV

Based upon the *Kodiak 4*, the *Kodiak II* entered production in 3095 and has become the Rasalhague Dominion's favored command 'Mech. It is remarkably spacious and comfortable, particularly for a Clan 'Mech. The en-

function displays and simultaneous audio and video channels that provide commanding officers with unparalleled information while allowing them to remain in the thick of the action.

hanced Garret L20 features twelve extra multi-

CAPABILITIES

The RCA Instatrac offers full-telemetry tracking but when running close to capacity, the system occasionally generates false-positives for missile lock. Two malfunction scenarios have been identified: unarmed fire and failure to fire. Interestingly, a normal firing sequence may still occur. Alshain Weapons issued a service bulletin for this defect in 3105, but a significant number of *Kodiak Ils* have not been updated.

DEPLOYMENT

In 3140 elements of the Jade Falcon's Fifty-third Battle Cluster tussled with the Second Bear Regulars on Jabuka. Star Colonel Anton Hall commanded the Bear Regulars from his Kodiak II. Using the 'Mech's sophisticated command capabilities, Star Colonel Hall was able to coordinate actions for each Trinary from a forward position where he and his command Star could also redeploy as needed.

Fighting soon bogged down in the rugged terrain surrounding Squaw Bay. Colonel Hall became preoccupied with coordinating his forces and did not observe a pair of Jade Falcon *Nagas* moving into range on the far side of the bay. Moments later, explosions engulfed his command Star as the Falcon artillery found its mark. Star Colonel Hall's *Kodiak II* weathered the storm better than its companions, and the entire Star survived the surprise strike. Having no other forces in reserve, Star Colonel Hall ordered his Star to action.

While circumnavigating the bay, two of Hall's 'Mechs succumbed to artillery fire, but the Star reached firing range. The Star Colonel unleashed the full fury of his Star on the Jade Falcon 'Mechs. Within five minutes the fighting was over.

VARIANTS

In addition to using an XXL engine and a revolutionary HarJel III system, the *Kodiak II 2* removes heat sinks and the Short Bow to upgrade the Long Bows to Long Bow Delta Series Streak missile launchers, significantly improving the 'Mech's long range firepower despite the reduction in missiles launched.

NOTABLE UNITS

Star Captain Frank: Frank pilots a *Kodiak II 2* in the First Rasalhague Bears, and is is known for his prowess, having defeated three opponents when testing out and two kills on his first combat mission. Frank's proclivity toward practical jokes has hindered his advancement potential, and it's unlikely that he will ever earn a higher rank.

KODIAK II

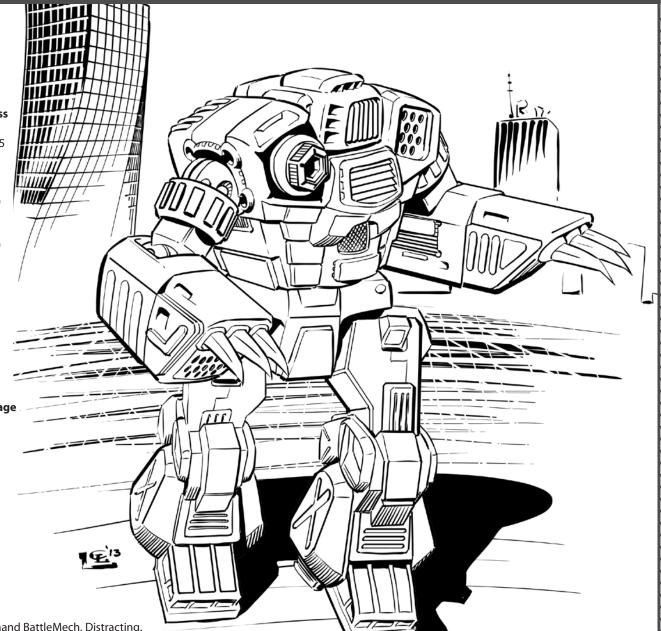


Type: **Kodiak II**Technology Base: Clan
Tonnage: 100
Battle Value: 3,066

Equipment			Mass
Internal Structure:	Endo Steel		5
Engine:	400 XL		26.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	20 [40]		10
Gyro:			4
Cockpit:			3
Armor Factor:	304		19
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	31	46	
Center Torso (rear)		15	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	33	
R/L Rear Leg	21	42	

Weapons and Ammo Location Critical Tonnage LRM 20 5 Artemis IV FCS RA 4 ER Small Lasers Ammo (LRM 20) 12 2 ER PPC 6 **Targeting Computer** CT 2 LRM 10 2.5 Artemis IV FCS LT Ammo (LRM 10) 12 Ammo (LRM 20) 12 LT LRM 20 Artemis IV FCS LA 4 ER Small Lasers LA

Notes: Features the following Design Quirks: Command BattleMech, Distracting.



TOMAHAWK II



Mass: 100 tons

Chassis: DSAM Endo 10-Composite

Power Plant: Starfire 300 XL Cruising Speed: 32 kph Maximum Speed: 54 kph Jump Jets: None

Jump Capacity: None

Armor: Advanced/3

Armament:

56 tons of pod space available

Manufacturer: Earthwerks-FWL, Inc.

Primary Factory: Keystone

Communications System: Khan Series (Type 3a)

Targeting & Tracking System: Build 4

MadCat TTS

Few assault 'Mechs can stand comparison to the *Tomahawk II*. The superior technology of the Clans means that legendary Inner Sphere units like the *Atlas, Devastator*, or *Marauder II* fall short. Even the dreaded *Daishi* and *Turkina* suffer in comparison with it. In many ways the *Tomahawk II* is the most powerful 'Mech ever built, and the only efficient counter to one in the hands of an elite pilot is a saturation artillery bombardment.

CAPABILITIES

The *Tomahawk II* stacks even more weaponry on its chassis than the *Daishi* without sacrificing speed or survivability. This is possible thanks to the endo-composite skeleton, which lightens the 'Mech while leaving plenty of internal space available. Standard configurations stress heavy firepower at all ranges, though the Primary betrays a slight close-in bias with its hyper-assault Gauss rifles and the A configuration's LB-X autocannons are particularly effective defending against aerospace fighters. Jump Jets make the B configuration a good choice for urban combat, while the C configuration is a heavy support unit.

DEPLOYMENT

Full production of the *Tomahawk II* began in 3088 at the W-7 facilities on Weingarten. Clan Wolf thus had a large number available before their relocation. The superior facilities available on Keystone also meant that, unlike with the *Wulfen* and *Warwolf*, the *Tomahawk II* could be put back into production without having to substitute new components for key electronics. Clan Hell's Horses also fields the *Tomahawk II* thanks to decades of Trials with Clan Wolf.

The most infamous triumph of the *Tomahawk II* came during the 3143 invasion of Tharkad. Galaxy Commander Alaric Wolf decided that the best way to demoralize the Lyrans was to crush their infamous "wall of steel" with his own. He gathered together a Binary of elite pilots with *Tomahawk IIs* to meet and defeat the Second Royal Guards defending the Nagelring. On 13 July the Binary smashed apart two companies of heavy and assault Lyran machines in two hours of furious combat while suffering the loss of only a single *Tomahawk II*. The Wolf pilots withdrew once they had exhausted their ammunition and lighter elements from the Guards threatened to cut off their position.

VARIANTS

Clan Wolf experimented with a prototype unit, the original *Tomahawk*, for some years before the Jihad. It lacked the endo-composite structure of the *Tomahawk II* but showed promise in testing by Omega Galaxy. The unit never entered serial production, perhaps due to the loss of Clan Wolf's Homeworld facilities.

NOTABLE UNITS

Star Captain Dana: Hailing from a prestigious if fading Kerensky bloodline, Dana earned a respectable reputation without being considered a *ristar*. She was sufficiently skilled to be tapped

by Alaric Wolf for the *ad hoc* Binary in the assault on the Nagelring, but her *Tomahawk II* was the only one to be disabled. A fault in the ejection system led to a bad landing that cost her both of her legs. Dana opted for bionics, forcing her to miss the opportunity to participate in a Trial of Bloodright. The leg replacements have made her an object of fear for civilians in the Wolf Empire.

Type: **Tomahawk II** Technology Base: Clan Tonnage: 100 Battle Value: 3,334

Equipment	Mass		
Internal Structure:	Endo-Composite		7.5
Engine:	300 XL		9.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	12 [24]		2
Gyro:			3
Cockpit:			3
Armor Factor:	304		19
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	31	46	
Center Torso (rear)		15	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	34	
R/L Lea	21	41	

Weight and Space Allocation

Location	Fixed	Space
Remaining		
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	None	8
Left Arm	None	8
Right Leg	2 Endo-Composite	0
Left Leg	2 Endo-Composite	0

Notes: Features the following Design Quirks: Rumble Seat, Difficult Ejection.

TOMAHAWK II



WWeapons and Ammo Primary Configuration HAG 30 RA	
Primary Configuration HAG 30 RA 8 13 ER Large Laser RA 1 4 CASE II RA 1 .5	
HAG 30 RA 8 13 ER Large Laser RA 1 4 CASE II RA 1 .5	
ER Large Laser RA 1 4 CASE II RA 1 .5	
CASE II RA 1 .5	
Wedium Pulse Laser Ki i 2	
Ammo (HAG) 16 RT 4 4	
2 Double Heat Sinks RT 4 2	
ER Large Laser H 1 4	
Double Heat Sink CT 2 1	
Medium Pulse Laser LT 1 2	
Ammo (HAG) 16 LT 4 4 7	
2 Double Heat Sinks LT 4 2 S.HUDA.2013	
HAG 30 LA 8 13	
ER Large Laser LA 1 4	
CASE II LA 1 .5	
Alternate Configuration A	
LB 10-X AC RA 5 10	
Ammo (LB-X) 20 RA 2 2	
2 AP Gauss Rifles RA 2 1	
CASE II RA 1 .5	
Large Pulse Laser RT 2 6	
Medium Pulse Laser RT 1 2	
3 Double Heat Sinks RT 6 3	
Ammo (AP Gauss) 40 RT 1 1	
ER Large Laser H 1 4	
Double Heat Sink CT 2 1	
mediann also zaser	
3 Double Heat Sinks LT 6 3	
Ammo (AP Gauss) 40 LT 1 1	
LB 10-X AC LA 5 10	
Ammo (LB-X) 20 LA 2 2	
2 AP Gauss Rifles LA 2 1	
CASEII LA 1 .5	
Battle Value: 2,697	
Alternate Configuration B	
ER Large Pulse Laser RA 3 6	
Streak LRM 15 RA 3 7 Weapons and Ammo Location Critical	Tonnage
Ammo (Streak) 16 RA 2 2 Alternate Configuration C	
Double Heat Sink RA 2 1 2 LRM 15 RA 4	7
ER Large Laser RT 1 4 Ammo (LRM) 40 RA 5	5
4 Double Heat Sinks RT 8 4 CASE II RA 1	.5
Laser Anti-Missile System H 1 1 1 Large Pulse Laser RT 2	6
ER Medium Laser CT 1 1 1 LRM 15 RT 2	3.5
ER Large Laser LT 1 4 3 3 Double Heat Sinks RT 6	3
4 Double Heat Sinks LT 8 4 Large Pulse Laser CT 2	6
ER Large Pulse Laser LA 3 6 Large Pulse Laser LT 2	6
Streak LRM 15 LA 3 7 LT 2	3.5
Ammo (Streak) 16 LA 2 2 3 3 Double Heat Sinks LT 6	3
Double Heat Sink LA 2 1 2 LRM 15 LA 4	7
Jump Jet RT 1 2 Amm o (LRM) 40 LA 5	5
Jump Jet CT 1 2 CASE II LA 1	.5
Jump Jet LT 1 2 Battle Value: 2,938	.5
Battle Value: 3,513	

Ground MP: 3

Weapons & Equip.

Battle Claw (2)
Cutting Torch
Cutting Torch
ECM Suite (Body)
Heavy Grenade Launcher

Heavy Grenade Launcher Searchlight

Mechanized:

Jump: 3

Leg: 🔽

Dmg

[E] [E] [E] 1 [DB,AI]

1 [DB,Ai] [E]

Swarm: 🚺

Min Sht Med Lng

AP:

3

4

BV: 154/22

000000

000000 **0**00000



BATTLE ARMOR RECORD SHEET

BASE TO-HIT MODIFIER 0

	\				
BATTLE ARMOR: SQUAD 1)			LEG ATTACKS	TABLE
Type: Constable [ECM] Era: Dark Age	1	o 00000	BAT	ITLE ARMOR	BASE T
Gunnery Skill: Anti-'Mech Skill:	2	0 00000	TROC	PERS ACTIVE	MODI
Ground MP: 3 Jump: 3			11	4–6 3	O +2
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] — — — —	3	<u>•</u> 00000	11	2	+5
	4	•00000		1	+7
Cutting Torch [E] — — — Cutting Torch [E] — — — ECM Suite (Body) [E] — — — Heavy Grenade Launcher 1 [DBAI] — 1 2 3 Heavy Grenade Launcher 1 [DBAI] — 1 2 3	5	0 00000			
Heavy Grenade Launcher 1 [DB,AI] — 1 2 3 Searchlight [E] — — 9	٣		S	WARM ATTAC	KS TABI
Mechanized: Swarm: Leg: AP:			BAT	ITLE ARMOR	BASE T
	BV	: 154/22	TROC	PERS ACTIVE	MODI
BATTLE ARMOR: SQUAD 2	<u>/=</u>			4–6 1–3	+2 +5
Type: Constable [ECM] Era: Dark Age	1	0 00000	\ <u> </u>		Τ.
Gunnery Skill: Anti-'Mech Skill:	2	0 00000	COVVA I		
Ground MP: 3 Jump: 3	ب	9 000000	SWAF	RM ATTACK MOI	DIFIERS
Weapons & Equip. Dmg Min Sht Med Lng	[3	<u>•</u> 00000		NG ENEMY FRIENDLY ARMOR ARMOR	MECHANIZ TROOPERS
Battle Claw (2) [E] — — — — Cutting Torch [E] — — — —	4	•00000		RS ACTIVE 1 2	3 4
Cutting Torch [E]	\succ			6 +0 +0 5 +0 +0	+0 +0 +0 +1
	5	0 00000		4 +0 +0	+0 +1 +2
Searchlight [E] 9				3 +0 +1	+2 +3
Mechanized: Swarm: Leg: AP:	■ BV:	: 154/22		2 +1 +2 1 +2 +3	+3 +4 +4 +5
BATTLE ARMOR: SQUAD 3			1		
	1	0 00000) I	: ARMOR EQUIPN rith magnets	1ENT -1
Type: Constable [ECM] Era: Dark Age	=			_	
Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3	2	0 00000	SITUAT 'Mech p		- 2
Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng	3	•00000		r vehicle immobile	<u>-</u> 4
Battle Claw (2) [E] — — — —	4	0 00000	Vehicle		-2
Cutting Torch [F] — — —	\succ	3 000000	*Modifiers	are cumulative	
ECM Suite (Body)	5	o 00000			
Searchlight [E] — — 9			SWAR	M ATTACKS HIT L	OCATION
Mechanized: Swarm: Leg: AP:	■ RV	: 154/22	206	BIPEDAL	FOUR-L
DATELE ADMOD COLLAD A	1	. 134, 22	ROLL	LOCATION	LOCA
BATTLE ARMOR: SQUAD 4	7	0 00000	2 3	Head Rear Center Torso	He Front Riç
Type: Constable [ECM] Era: Dark Age	1	0 000000	4	Rear Right Torso	Rear Cen
Gunnery Skill: Anti-'Mech Skill:	2	<u>o</u> 00000	5 6	Front Right Torso Right Arm	Rear Rig Front Rig
Ground MP: 3 Jump: 3	3	• 00000	7	Front Center Torso	Front Cer
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] — — — — Cutting Torch [E] — — — —	\succ		8 9	Left Arm Front Left Torso	Front Le Rear Le
Cutting Torch [E]	4	0 00000	10 11	Rear Left Torso Rear Center Torso	Rear Cen Front Le
ECM Suite (Body)	5	•00000	12	Head	He
Heavy Grenade Launcher 1 [DB,AI] — 1 2 3 Searchlight [E] — — 9	_		_		
Mechanized: 📝 Swarm: 📝 Leg: 📝 AP:	- 5%	454 (00	TRAI	NSPORT POSIT	IONS I
	PA	: 154/22	TROOPER		\ \
BATTLE ARMOR: SQUAD 5)		NUMBER 1		, Li
Type: Constable [ECM] Era: Dark Age	1	•00000	2	Left Torso	F
Gunnery Skill: Anti-'Mech Skill:	2	0 00000	3 4	Right Torso (rear Left Torso (rear)	

3 2 1				+; +; +	5	
SWARM	ATT	ACI	(S	ГАВ	LE	
BATTLE ARN TROOPERS AG 4-6 1-3		E			_	· I
SWARM ATTA	CK	MOI	DIFIE	RS	TAE	
ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE 6 5 4 3 2 1	+0 +0 +0 +0 +1	**************************************	3 +0 +0 +1 +2 +3	+0 +1 +2 +3 +4	5 +1 +2 +3 +4 +5	+2 +3 +4 +5 +6
1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets –1						
SITUATION * 'Mech prone 'Mech or vehicle i Vehicle *Modifiers are cumulat	mmo	bile		-2 -4 -2		

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

T LOCATION TABLE

TRAN	SPORT POSITION	IS TABLE
TROOPER NUMBER	'MECH LOCATION	VEHICLE
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER	LARGE SUPPORT	
NUMBER	VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	οστα.Ψίοτ
3	Left Side (Unit 1/Unit 2)	TENHHANZI
4	Left Side (Unit 1/Unit 2)	game labs"
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	



BATTLE ARMOR RECORD SHEET

	PROPERTY AND INCOME. SHAPE		
BATTLE ARMOR: SQUAD 1		LEG ATTACKS TA	\DI E
	1 000000		
Type: Constable [LMG] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	2 000000		ASE TO-HIT MODIFIER
Ground MP: 3 Jump: 3	2 00000	4–6	0
Weapons & Equip. Dmg Min Sht Med Lng	3 000000	3 2	+2 +5
Battle Clav (2) [E] — — — — Cutting Torch [E] — — — Cutting Torch [E] — — — —	4 000000	1	+7
Heavy Grenade Launcher 1 [DB,Ai] — 1 2 3 Heavy Grenade Launcher 1 [DB,Ai] — 1 2 3 Light Machine Gun (Body) 1 [DB,Ai] — 2 4 6	5 000000	SWARM ATTACKS	TABLE
Searchlight [E] 9 Mechanized: Swarm: Leg: AP:			ASE TO-HIT
	BV : 171/24	TROOPERS ACTIVE 1	MODIFIER +2
BATTLE ARMOR: SQUAD 2		1-3	+2 +5
Type: Constable [LMG] Era: Dark Age	1 000000		
Gunnery Skill: Anti-'Mech Skill:	2 000000	SWARM ATTACK MODIF	ERS TABLE
Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng	3 000000	ATTACKING ENEMY FRIENDLY MED	
Battle Claw (2)	4 000000	BATTLE ARMOR ARMOR TRO TROOPERS ACTIVE 1 2 3	OOPERS ACTIVE 4 5 6
Cutting Torch [E] — — — — Heavy Grenade Launcher 1 [DB,AI] — 1 2 3		6 +0 +0 +0 5 +0 +0 +0	
Heavy Grenade Launcher	5 000000	4 +0 +0 +1	+2 +3 +4
Mechanized: Swarm: Leg: AP:		3 +0 +1 +2 2 +1 +2 +3	+3 +4 +5 +6
	BV : 171/24	1 +2 +3 +4	+5 +6 +7
BATTLE ARMOR: SQUAD 3		BATTLE ARMOR EQUIPMEN	IT
Type: Constable [LMG] Era: Dark Age	1 0 00000	Claws with magnets	-1
Gunnery Skill: Anti-'Mech Skill:	2 000000	SITUATION *	
Ground MP: 3 Jump: 3	3 000000	'Mech prone 'Mech or vehicle immobile	-2 -4
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E]		Vehicle	<u>-</u> 2
Cutting Torch [E] — — Cutting Torch [E] — — — Heavy Grenade Launcher 1 [DB,AI] — 1 2 3 Heavy Grenade Launcher 1 [DB,AI] — 1 2 3 Light Machine Gun (Body) 1 [DB,AI] — 2 4 6	4 000000	*Modifiers are cumulative	
Light Middling Carr (Body)	5 000000		
Searchlight [E] 9 Mechanized: Swarm: Leg: AP:		SWARM ATTACKS HIT LOCA	ATION TABLE
	BV : 171/24		OUR-LEGGED
BATTLE ARMOR: SQUAD 4		ROLL LOCATION Head	LOCATION Head
Type: Constable [LMG] Era: Dark Age	1 000000		ront Right Torso ear Center Torso
Gunnery Skill: Anti-'Mech Skill:	2 00000	5 Front Right Torso R	ear Right Torso
Ground MP: 3 Jump: 3			ont Right Torso
	2 200000	From Center 10150 From	ont Center Torso
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E]	3 000000	8 Left Arm F	ront Left Torso
	3 0 00000 4 0 00000	8 Left Arm F 9 Front Left Torso F 10 Rear Left Torso Re	

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
TRA	NSPORT POSIT	IONS TABLE

IJ	TRAN	SPORT POSITION	IS TABLE
	TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
	1 2	Right Torso Left Torso	Right Side Right Side
	3	Right Torso (rear)	Left Side
	4	Left Torso (rear)	Left Side
	5	Center Torso (rear)	Rear
	6	Center Torso	Rear
	TROOPER	LARGE SUPPORT	
	NUMBER	VEHICLE LOCATION*	
	NUMBER 1	VEHICLE LOCATION * Right Side (Unit 1/Unit 2)	
	NUMBER 1 2	VEHICLE LOCATION * Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2)	гата∭іст
	NUMBER 1 2 3	VEHICLE LOCATION * Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	CATATÝST
	NUMBER 1 2	VEHICLE LOCATION * Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2)	CATATÓST
	NUMBER 1 2 3 4	VEHICLE LOCATION * Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	CATALYST Jabs T

BATTLE ARMOR: SQUAD 5

Mechanized: Swarm:

Type: Constable [LM0	61 Era: I	Dark Age		1 000000
Gunnery Skill:	•	'Mech Ski	ll:	2 0 00000
Ground MP: 3	Jum	p: 3		
Weapons & Equip.	•	in Sht Mo	ed Lng	3 000000
Cutting Torch	[E] —		-	4 000000
Heavy Grenade Launcher	1 [DB,AI] —	1 2	3	5 2 00000
Light Machine Gun (Body)	1 [DB,AI] —	2 4		5 9 00000
_		: :a: 🐼 /	AP: ☐	
Battle Claw (2) Cutting Torch Cutting Torch Heavy Grenade Launcher Heavy Grenade Launcher Light Machine Gun (Body) Searchlight	[E] —	1 2 4	1	4 0 00000 5 0 00000

BV: 171/24

BV: 171/24

Leg: AP:



BATTLE ARMOR RECORD SHEET

BATTLE ARM	MOR: SQUAD 1	\ _		LEG ATTAC
Type: Constable [SRM]	Era: Dark Age	[1	•00000	BATTLE ARMOR
Gunnery Skill:	Anti-'Mech Skill:	2	•00000	TROOPERS ACTIVE
Ground MP: 3	Jump: 3	\succ		4 - 6 3
Weapons & Equip.	Dmg Min Sht Med Lng	3	0 00000	2
Battle Claw (2) Cutting Torch Cutting Torch Heavy Grenade Launcher	[E] — — — — [E] — — — — [E] — — — — 1 [DB,AI] — 1 2 3	4	<u>o</u> 00000	1
Heavy Grenade Launcher	1 [DB,AI] = 1 2 3	5	•00000	
SRM 1 (Body) Ammo 0 0 0 0	[E] 9 2/Msl [M,C,S] - 3 6 9	_		SWARM ATTA
Mechanized: 📝 Swar	rm: 🚺 Leg: 🚺 AP: 🗌			BATTLE ARMOR
		BV	: 226/32	TROOPERS ACTIVE
BATTLE ARM	MOR: SQUAD 2)		1–3
Type: Constable [SRM]	Era: Dark Age	1	<u>•</u> 00000	
Gunnery Skill:	Anti-'Mech Skill:	2	•00000	SWARM ATTACK N
Ground MP: 3	Jump: 3 Dmg Min Sht Med Lng	3	•00000	ATTACKING ENEMY FRIEN
Weapons & Equip. Battle Claw (2) Cutting Torch	E – – –	\succ		BATTLE ARMOR ARM TROOPERS ACTIVE 1
Cutting Torch Heavy Grenade Launcher	E	4	• 00000	6 +0
Heavy Grenade Launcher Searchlight SRM 1 (Body) Ammo 0 0 0 0	1 [DB,Ai] — 1 2 3 [E] — — 9 2/Ms[M,C,S] — 3 6 9	5	<u>o</u> 00000	5 +0 4 +0
				3 +0
Mechanized: Swar	rm: 🖊 Leg: 📝 AP:	■ BV	: 226/32	2 +1 1 +2
BATTLE ADA	MOR: SQUAD 3			
`		1	0 00000	BATTLE ARMOR EQUICATION Claws with magnets
Type: Constable [SRM] Gunnery Skill:	Era: Dark Age Anti-'Mech Skill:	2		SITUATION*
Ground MP: 3	Jump: 3	\succ	• 00000	'Mech prone
Weapons & Equip.	Dmg Min Sht Med Lng	3	<u>•</u> 00000	'Mech or vehicle immob Vehicle
Battle Claw (2) Cutting Torch Cutting Torch	[E] — — — — — — — — — — — — — — — — — — —	4	•00000	*Modifiers are cumulative
Heavy Grenade Launcher Heavy Grenade Launcher	1 [DB,AI] = 1 2 3 1 [DB,AI] = 1 2 3	5	0 00000	IVIOUITIETS OF E CUTTUIONVE
Searchight SRM 1 (Body) Ammo 0 0 0 0	[E] — — 9 2/Msl [M,C,S] — 3 6 9	<u>_</u>		SWARM ATTACKS H
	rm: 🚺 Leg: 🚺 AP:			SWARIWI AI IACKS HI
		BV	: 226/32	2D6 BIPEDAL ROLL LOCATION
BATTLE ARM	MOR: SQUAD 4	` =		2 Head
Type: Constable [SRM]	Era: Dark Age	1	0 00000	3 Rear Center Tors 4 Rear Right Tors
Gunnery Skill:	Anti-'Mech Skill:	2	0 00000	5 Front Right Tors 6 Right Arm
Ground MP: 3	Jump: 3	3	•00000	7 Front Čenter Tor
Weapons & Equip. Battle Claw (2) Cutting Torch	Dmg Min Sht Med Lng	\succ		8 Left Arm 9 Front Left Torso
Cutting Torch Cutting Torch Heavy Grenade Launcher Heavy Grenade Launcher Searchlight SRM 1 (Body) Ammo 0 0 0 0	[E] E E 3	4	• 00000	10 Rear Left Torso 11 Rear Center Tors
Heavý Grenade Launcher Searchlight SBM 1 (Body)	1 [DB,Ai] — 1 2 3 [E] — — 9 2/Msl[M,C,S] — 3 6 9	5	<u>o</u> 00000	12 Head
_				
Mechanized: Swar	rm: 🖊 Leg: 🚺 AP:	■ BV	: 226/32	TRANSPORT PO
PATTLE ADA	MOR: SQUAD 5			TROOPER 'MECH
`		1	0 00000	NUMBER LOCATIO 1 Right Tors
Type: Constable [SRM] Gunnery Skill:	Era: Dark Age Anti-'Mech Skill:			2 Left Tors 3 Right Torso (
Ground MP: 3	Jump: 3	2	• 00000	4 Left Torso (r 5 Center Torso
Weapons & Equip.	Dmg Min Sht Med Lng	3	•00000	6 Center Tor
Battle Claw (2) Cutting Torch	[E] — — — — — — — — — — — — — — — — — — —	4	•00000	TROOPER LARGE SUPI NUMBER VEHICLE LOCA
Battle Claw (2) Cutting Torch Cutting Torch Heavy Grenade Launcher Heavy Grenade Launcher Searchlight CDM (Both)	[E] -	5		1 Right Side (Unit 1 2 Right Side (Unit 1
Searchlight SRM 1 (Body) Ammo O O O O	[E] — — 9 2/Msl [M,C,S] — 3 6 9	9	<u>•</u> 00000	3 Left Side (Unit 1 4 Left Side (Unit 1
				5 Rear (Unit 1/)

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

CKS TABLE

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

IODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR				HANIZ OPERS		ATTLE IVE
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

PMENT

Claws with m	agnets	- 1

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

T 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

SITIONS TABLE

IDAIA	SPUNI PUSITION	10 IADEL
TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER	LARGE SUPPORT	
NUMBER	VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	COTONICT
3	Left Side (Unit 1/Unit 2)	TYNHHINYT
4	Left Side (Unit 1/Unit 2)	game labs"
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

BV: 226/32

Leg: AP:

Mechanized: Swarm:



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1		LEG ATTACKS TABLE
Type: Constable [Sensor] Era: Dark Age	1 000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill: Anti-'Mech Skill:	2 00000	TROOPERS ACTIVE MODIFIER
Ground MP: 3 Jump: 3		4–6 0
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) E	3 0 00000	3 +2 2 +5
Cutting Torch (F)	4 000000	1 +7
Cutting Torch [E] — — — — — — — — — — — — — — — — — — —	5 0 00000	
Improved Sensors (Body) [E] — — 2 Searchlight [E] — — 9		SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP:		BATTLE ARMOR BASE TO-HIT
	BV : 154/22	TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE ARMOR: SQUAD 2		1-3 +5
Type: Constable [Sensor] Era: Dark Age	1 0 00000	
Gunnery Skill: Anti-'Mech Skill:	2 0 00000	SWARM ATTACK MODIFIERS TABLE
Ground MP: 3 Jump: 3	3 0 00000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] — — — —		BATTLE ARMOR ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6
Cutting Torch [E] — — — Cutting Torch [E] — — — Heavy Grenade Launcher 1 [DB,Al] — 1 2 3 Heavy Grenade Launcher 1 [DB,Al] — 1 2 3	4 0 00000	6 +0 +0 +0 +0 +1 +2
Cutting Torch [E] — — — — — — — — — — — — — — — — — — —	5 00000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Searchlight [E] — — 9		3 +0 +1 +2 +3 +4 +5
Mechanized: Swarm: Leg: AP:	BV: 154/22	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD 3		
`	1 000000	BATTLE ARMOR EQUIPMENT Claws with magnets -1
Type: Constable [Sensor] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:		SITUATION*
Ground MP: 3 Jump: 3		'Mech prone –2
Weapons & Equip. Dmg Min Sht Med Lng	3 0 00000	'Mech or vehicle immobile –4 Vehicle –2
Battle Claw (2) [E]	4 0 00000	*Modifiers are cumulative
Cutting Torch [E] — — — — — — — — — — — — — — — — — — —	5 0 00000	iviouillers are curriulauve
Improved Sensors (Body)	<u> </u>	SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swarm: Leg: AP:	,	
	BV: 154/22	2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION
BATTLE ARMOR: SQUAD 4		2 Head Head
Type: Constable [Sensor] Era: Dark Age	1 0 00000	3 Rear Center Torso Front Right Torso 4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill:	2 0 00000	5 Front Right Torso Rear Right Torso 6 Right Arm Front Right Torso
Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng	3 0 00000	7 Front Center Torso Front Center Torso 8 Left Arm Front Left Torso
Weapons & Equip.		9 Front Left Torso Rear Left Torso
Cutting Torch [F] — — —		10 Rear Left Torso Rear Center Torso 11 Rear Center Torso Front Left Torso
Heavy Grenade Launcher 1 [DB,AI] — 1 2 3 Improved Sensors (Body) [E] — — 2	5 000000	12 Head Head
	<u> </u>	
Mechanized: Swarm: Leg: AP:	BV : 154/22	TRANSPORT POSITIONS TABLE
BATTLE ARMOR: SQUAD 5		TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
`	1 000000	1 Right Torso Right Side 2 Left Torso Right Side
Type: Constable [Sensor] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	2 0 00000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: 3 Jump: 3		5 Center Torso (rear) Rear
Weapons & Equip. Dmg Min Sht Med Lng	3 0 00000	6 Center Torso Rear TROOPER LARGE SUPPORT
Battle Claw (2) [E]	4 000000	NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)
Heavy Grenade Launcher 1 [DB,AI] — 1 2 3 Heavy Grenade Launcher 1 [DB,AI] — 1 2 3	5 0 00000	2 Right Side (Unit 1/Unit 2)
Improved Sensors (Body)		3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	۱	5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

BV: 154/22

Mechanized: Swarm:

Leg: AP:



BATTLE ARMOR RECORD SHEET

		_		
BATTLE ARI	MOR: SQUAD 1	<u> </u>		LEG ATTAC
Type: Constable [TAG]	Era: Dark Age	' [1	•00000	BATTLE ARMOR
Gunnery Skill:	Anti-'Mech Skill:	2	0 00000	TROOPERS ACTIVE
Ground MP: 3	Jump: 3	\subseteq		4-6 3
Weapons & Equip. Battle Claw (2)	Dmg Min Sht Med Lng	3	<u>•</u> 00000	2
Cutting Torch Cutting Torch	(C)	4	•00000	1
Heavy Grenade Launcher Heavy Grenade Launcher	[E] — — — — — — — — — — — — — — — — — — —	5	•00000	
Light TAG (Body) Searchlight	[E] — 3 6 9 [E] — — 9	_		SWARM ATTA
Mechanized: 📝 Swa	rm: 🚺 Leg: 🚺 AP: 🗌	- D)/	4.4.4 (0.4	BATTLE ARMOR
		BA:	144/21	TROOPERS ACTIVE
BATTLE ARI	MOR: SQUAD 2		200000	1–3
Type: Constable [TAG]	Era: Dark Age	1	<u>•</u> 00000	
Gunnery Skill:	Anti-'Mech Skill:	2	<u>o</u> 00000	SWARM ATTACK N
Ground MP: 3 Weapons & Equip.	Jump: 3 Dmg Min Sht Med Lng	3	o 00000	ATTACKING ENEMY FRIEN
Battle Claw (2) Cutting Torch		4	000000	BATTLE ARMOR ARI TROOPERS ACTIVE 1
Cutting Torch Heavy Grenade Launcher	[E] — — — — 1 [DBAI] — 1 2 3	\succ		6 +0
Heavy Grenade Launcher Light TAG (Body)		5	<u>•</u> 00000	5 +0 4 +0
Searchlight Mechanized: Swa	[E]			3 +0
Wiechanized. Swa	THI. P LEG. P AF.	BV:	144/21	2 +1 1 +2
BATTLE ARI	MOR: SQUAD 3			BATTLE ARMOR EQU
Type: Constable [TAG]	Era: Dark Age	1	0 00000	Claws with magnets
Gunnery Skill:	Anti-'Mech Skill:	2	00000	SITUATION*
Ground MP: 3	Jump: 3			'Mech prone
Weapons & Equip. Battle Claw (2)	Dmg Min Sht Med Lng	3	<u>•</u> 00000	'Mech or vehicle immob
Cutting Torch Cutting Torch	(F) — — — —	[4	•00000	*Modifiers are cumulative
Heavy Grenade Launcher Heavy Grenade Launcher	[E] — — — — [E] — — — — 1 [DB,AI] — 1 2 3 1 [DB,AI] — 1 2 3 [E] — 3 6 9	5	•00000	
Light TAG (Body) Searchlight	[E] — 3 6 9 [E] — — 9			SWARM ATTACKS H
Mechanized: 📝 Swa	rm: 🚺 Leg: 🚺 AP: 🗌		4.4.4.0.4	
		BV:	144/21	2D6 BIPEDAL ROLL LOCATION
BATTLE ARI	MOR: SQUAD 4			2 Head 3 Rear Center Tors
Type: Constable [TAG]	Era: Dark Age	1_	• 00000	4 Rear Right Tors
Gunnery Skill:	Anti-'Mech Skill:	2	<u>•</u> 00000	5 Front Right Tors 6 Right Arm
Ground MP: 3 Weapons & Equip.	Jump: 3 Dmg Min Sht Med Lng	3	o 00000	7 Front Center Tor 8 Left Arm
Battle Claw (2) Cutting Torch	[E]	4	000000	9 Front Left Tors
Cutting Torch Heavy Grenade Launcher	[E] — — — — — — — — — — — — — — — — — — —	\succ		10 Rear Left Torso 11 Rear Center Torso
Heavy Grenade Launcher Light TAG (Body)		5	<u>•</u> 00000	12 Head
Searchlight Mechanized: Swa	[E]			
Wiechanized:	THE ESG. P AF.	BV:	144/21	TRANSPORT PO
BATTLE ARI	MOR: SQUAD 5			TROOPER 'MECH NUMBER LOCATIO
Type: Constable [TAG]	Era: Dark Age	1	0 00000	1 Right Tors 2 Left Tors
Gunnery Skill:	Anti-'Mech Skill:	2	000000	3 Right Torso (4 Left Torso (
Ground MP: 3	Jump: 3	\succ		5 Center Torso 6 Center Tor
Weapons & Equip. Battle Claw (2)	Dmg Min Sht Med Lng	3	• 00000	TROOPER LARGE SUP
Cutting Torch Cutting Torch	[E] — — — — (E) — — — —	4	•00000	NUMBER VEHICLE LOCA 1 Right Side (Unit 1
Heavy Grenade Launcher Heavy Grenade Launcher	[E] — — — — 1 [DB,AI] — 1 2 3 1 [DB,AI] — 1 2 3	5	•00000	2 Right Side (Unit 1

LEG ATTACKS TABLE					
BATTLE ARMOR ROOPERS ACTIVE	BASE TO-HIT MODIFIER				
4–6	0				
3	+2				
2	+5				
	_				

CKS TABLE

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

ODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR				HANIZ OPERS		ATTLE IVE
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

IPMENT

CI	aw	/S \	with	n m	agr	ets	;		-1

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

T 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

TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER	LARGE SUPPORT	
NUMBER	VEHICLE LOCATION *	
1	Right Side (Unit 1/Unit 2)	
1 2	Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2)	οσταΣίοτ
1 2 3	Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	CATATÚST
1 2 3 4	Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	CHTAN ST
1 2 3 4 5	Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Rear (Unit 1/Unit 2)	CHTA ST Labs."
1 2 3 4	Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	CATATYST Jabs.

BV: 144/21

AP:

Leg: 🔽

Light TAG (Body) Searchlight

Mechanized:

Swarm: 🚺



		at same to the same are t	
BATTLE AR	MOR: SQUAD 1		LEG ATTACKS TABLE
Type: Buraq	Era: Dark Age	1 0000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill:	Anti-'Mech Skill:	2 0000000	TROOPERS ACTIVE MODIFIER
Ground MP: 7		3 00000000	4–6 O 3 +2
Weapons & Equip. BA Myomer Booster	Dmg Min Sht Med Lng [E] — — — — 2 [DB,AI] — 1 2 3		2 +5 1 +7
Machine Gun Machine Gun Searchlight	2 [DB,AI] — 1 2 3 2 [DB,AI] — 1 2 3 [EI] — — 9	4 00000000	1 +7
Jear Gringill	[L] – – – 3	5 00000000	SWARM ATTACKS TABLE
Mechanized: Swa	arm: AP: AP:		BATTLE ARMOR BASE TO-HIT
		BV : 268/38	TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE AR	MOR: SQUAD 2		1–3 +5
Type: Buraq	Era: Dark Age	1 00000000	
Gunnery Skill: Ground MP: 7	Anti-'Mech Skill:	2 0000000	SWARM ATTACK MODIFIERS TABLE
Weapons & Equip.	Dmg Min Sht Med Lng	3 0000000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
BA Myomer Booster Machine Gun	[E] — — — — 2 [DB,AI] — 1 2 3 2 [DB,AI] — 1 2 3	4 0000000	TROOPERS ACTIVE 1 2 3 4 5 6 6 +O +O +O +O +1 +2
Machine Gun Searchlight	[E] — 1 2 3	5 0 000000	5 +0 +0 +0 +1 +2 +3
_			4 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4 +5
Mechanized: Swa	arm: Leg: AP:	BV : 268/38	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
PATTIE AD	MOR: SQUAD 3	20. 200, 00	
\		1 0000000	BATTLE ARMOR EQUIPMENT Claws with magnets -1
Type: Buraq Gunnery Skill:	Era: Dark Age Anti-'Mech Skill:	2 0000000	SITUATION*
Ground MP: 7		3 00000000	'Mech prone –2 'Mech or vehicle immobile –4
Weapons & Equip. BA Myomer Booster Machine Gun	Dmg Min Sht Med Lng [E] — — — — 2 [DB,AI] — 1 2 3	4 00000000	Vehicle –2
Machine Gun Searchlight	2 [DB,AI] — 1 2 3 2 [DB,AI] — 1 2 3 [E] — — 9	5 0 0000000	*Modifiers are cumulative
		5 9 0000000	SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swa	arm: Leg: AP:		
		BV : 268/38	2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION
BATTLE AR	MOR: SQUAD 4	1 00000000	2 Head Head 3 Rear Center Torso Front Right Torso
Type: Buraq	Era: Dark Age Anti-'Mech Skill:		4 Rear Right Torso Rear Center Torso 5 Front Right Torso Rear Right Torso
Gunnery Skill: Ground MP: 7	Anti- Mech Skill.	2 0000000	6 Right Arm Front Right Torso 7 Front Center Torso Front Center Torso
Weapons & Equip. BA Myomer Booster	Dmg Min Sht Med Lng	3 0000000	8 Left Arm Front Left Torso 9 Front Left Torso Rear Left Torso
Machine Gun Machine Gun	[E] — — — — 2 [DB,AI] — 1 2 3 2 [DB,AI] — 1 2 3 [E] — — 9	4 0000000	10 Rear Left Torso Rear Center Torso
Searchlight	[E] – – – 9	5 0000000	11 Rear Center Torso Front Left Torso 12 Head Head
Mechanized: Swa	arm:		
Wechanized. Swa	arm: Leg: AP:	BV : 268/38	TRANSPORT POSITIONS TABLE
BATTLE AR	MOR: SQUAD 5		TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type: Buraq	Era: Dark Age	1 0000000	1 Right Torso Right Side 2 Left Torso Right Side
Gunnery Skill:	Anti-'Mech Skill:	2 0000000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear
Ground MP: 7 Weapons & Equip.	Dmg Min Sht Med Lng	3 0000000	6 Center Torso Rear
BA Myomer Booster Machine Gun	IFĪ — — — —	4 0000000	TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION*
Machine Gun Searchlight	2 [DB,Al] — 1 2 3 2 [DB,Al] — 1 2 3 [E] — — 9	5 0000000	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)
Mechanized: Swa	arm: Leg: AP:	▶ BV : 268/38	6 Rear (Unit 1/Unit 2)
		שע. בטט/ טט	*Unit 1 and Unit 2 represent two battle armor units



BATTLE ARMOR: SQUAD 1		LEG ATTACKS TABLE
Type: Buraq (Hunter-Killer) Era: Dark Age	1 0000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill: Anti-'Mech Skill:	2 0000000	TROOPERS ACTIVE MODIFIER
Ground MP: 7 Weapons & Equip. Dmg Min Sht Med Lng	3 0000000	4–6 O 3 +2
BA Myomer Booster [E] — — — — Bearhunter Superheaw AC 3 [DB,Al] — — 1 2	4 0000000	2 +5 1 +7
Improved Sensors [E] — — 2 Searchlight [E] — — 9	5 0 000000	
		SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP:	BV : 226/32	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4–6 +2
BATTLE ARMOR: SQUAD 2	1 0000000	1–3 +5
Type: Buraq (Hunter-Killer) Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	2 0000000	CAMADAA ATTACK MODIFIEDS TADI E
Ground MP: 7		SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE
Weapons & Equip. Dmg Min Sht Med Lng BA Myomer Booster [E]		BATTLE ARMOR ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6
Bearhunter Superheavy AC 3 [DB,AI] — — 1 2 Improved Sensors [E] — — 2 Searchlight [E] — — 9	4 00000000	6 +0 +0 +0 +0 +1 +2
continuing [E] = = = 5	5 0000000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP:	BV : 226/32	3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD 3		BATTLE ARMOR EQUIPMENT
Type: Buraq (Hunter-Killer) Era: Dark Age	1 0000000	Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill: Ground MP: 7	2 0000000	SITUATION * 'Mech prone -2
Weapons & Equip. Dmg Min Sht Med Lng	3 0000000	'Mech or vehicle immobile –4 Vehicle –2
BA Myomer Booster E	4 0000000	*Modifiers are cumulative
Searchlight [E] — — 9	5 0000000	
Mechanized: Swarm: Leg: AP:	BV: 226/32	SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED
BATTLE ARMOR: SQUAD 4	BV. 220/ 02	ROLL LOCATION LOCATION 2 Head Head
Type: Buraq (Hunter-Killer) Era: Dark Age	1 00000000	3 Rear Center Torso Front Right Torso
Gunnery Skill: Anti-'Mech Skill:	2 0000000	5 Front Right Torso Rear Right Torso
Ground MP: 7	3 0000000	6 Right Arm Front Right Torso 7 Front Center Torso Front Center Torso
Weapons & Equip. BA Myomer Booster Bearhunter Superheawy AC Barbanter Superhe	4 0000000	8 Left Arm Front Left Torso 9 Front Left Torso Rear Left Torso
Improved Sensors [E] — — 2 Searchlight [E] — — 9	5 0000000	10 Rear Left Torso Rear Center Torso 11 Rear Center Torso Front Left Torso 12 Head Head
		neau neau
Mechanized: Swarm: Leg: AP:	BV : 226/32	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE
BATTLE ARMOR: SQUAD 5		NUMBER LOCATION LOCATION 1 Right Torso Right Side
Type: Buraq (Hunter-Killer) Era: Dark Age	1 00000000	2 Left Torso Right Side 3 Right Torso (rear) Left Side
Gunnery Skill: Anti-'Mech Skill: Ground MP: 7	2 0000000	4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear
Weapons & Equip. Dmg Min Sht Med Lng BA Myomer Booster [E]	3 •0000000	6 Center Torso Rear TROOPER LARGE SUPPORT
Bearhunter Superheavy AC 3 [DB,AI] — — 1 2 Improved Sensors [E] — — 2	4 0000000	NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)
Searchlight [E] — — 9	5 0000000	2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	BV : 226/32	5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units



		DOWN SHITTING DAY	
BATTLE ARI	MOR: SQUAD 1		LEG ATTACKS TABLE
Type: Buraq (Support)	Era: Dark Age	1 00000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill:	Anti-'Mech Skill:	2 0000000	TROOPERS ACTIVE MODIFIER 4-6
Ground MP: 7 Weapons & Equip.	Dmg Min Sht Med Lng	3 0000000	3 +2
Advanced SRM 2 Ammo 0 0 0 0	2/MsI [M,C,S] — 4 8 12	4 0000000	2 +5 1 +7
BA Myomer Booster Light TAG	[E] — — — — [E] — 3 6 9	5 0000000	
			SWARM ATTACKS TABLE
Mechanized: Swa	rm: Leg: AP:	BV : 444/63	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
BATTLE ARI	MOR: SQUAD 2		4–6 +2 1–3 +5
Type: Buraq (Support)	Era: Dark Age	1 00000000	
Gunnery Skill:	Anti-'Mech Skill:	2 0000000	SWARM ATTACK MODIFIERS TABLE
Ground MP: 7 Weapons & Equip.	Dmg Min Sht Med Lng	3 0000000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
Advanced SRM 2 Ammo O O O O BA Myomer Booster	2/Msl[M,C,S] — 4 8 12	4 0000000	TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +0 +1 +2
Light TAG	[E] — — — — [E] — 3 6 9	5 0 000000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Mechanized:	rm:		3 +0 +1 +2 +3 +4 +5
Westlanized.		BV : 444/63	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
BATTLE ARI	MOR: SQUAD 3		BATTLE ARMOR EQUIPMENT
Type: Buraq (Support)	Era: Dark Age	1 0000000	Claws with magnets -1
Gunnery Skill: Ground MP: 7	Anti-'Mech Skill:	2 00000000	SITUATION * 'Mech prone -2
Weapons & Equip. Advanced SRM 2	Dmg Min Sht Med Lng	3 •0000000	'Mech or vehicle immobile –4 Vehicle –2
Ammo O O O O BA Myomer Booster	[E]	4 0000000	*Modifiers are cumulative
Light TAG	[E] — 3 6 9	5 0000000	
Mechanized: Swa	rm: AP: AP:		SWARM ATTACKS HIT LOCATION TABLE
		BV : 444/63	2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION
	MOR: SQUAD 4	1 00000000	2 Head Head 3 Rear Center Torso Front Right Torso
Type: Buraq (Support) Gunnery Skill:	Era: Dark Age Anti-'Mech Skill:	2 0000000	4 Rear Right Torso Rear Center Torso 5 Front Right Torso Rear Right Torso
Ground MP: 7		3 00000000	6 Right Arm Front Right Torso 7 Front Center Torso Front Center Torso
Weapons & Equip. Advanced SRM 2 Ammo 0 0 0 0	Dmg Min Sht Med Lng 2/Msl [M,C,S] — 4 8 12	4 00000000	8 Left Arm Front Left Torso 9 Front Left Torso Rear Left Torso
BA Myomer Booster Light TAG	[E] — — — — [E] — 3 6 9	5 00000000	10 Rear Left Torso Rear Center Torso 11 Rear Center Torso Front Left Torso
		5 0 0000000	12 Head Head
Mechanized: Swa	rm: Leg: AP:	BV : 444/63	TRANSPORT POSITIONS TABLE
BATTLE ARI	MOR: SQUAD 5	25. 11// 55	TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type: Buraq (Support)	Era: Dark Age	1 00000000	1 Right Torso Right Side 2 Left Torso Right Side
Gunnery Skill:	Anti-'Mech Skill:	2 0000000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: 7 Weapons & Equip.	Dmg Min Sht Med Lng	3 0000000	5 Center Torso (rear) Rear 6 Center Torso Rear
Advanced SRM 2 Ammo 0 0 0 0	2/Msl [M,C,S] — 4 8 12	4 0000000	TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION *
BA Myomer Booster Light TAG	[E] — — — — [E] — 3 6 9	5 0000000	1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2)
	O · O ·- O		4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2)
Mechanized: Swa	rm: Leg: AP:	BV : 444/63	6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTLETECI-I



BATTLE ARMOR RECORD SHEET

		$\overline{}$		
BATTLE AF	RMOR: SQUAD 1	>		\Rightarrow
Type: Wraith	Era: Dark Age	1	•000000000	
Gunnery Skill:	Anti-'Mech Skill:	2	•000000000	
Ground MP: 1	Jump: 3	3	•000000000	\equiv
Weapons & Equip. Battle Vibro Claw (2)	Dmg Min Sht Med Lng [E] — — — —	يخ	\dashv	=
Machine Gun 2 [DB,AI] - Machine Gun 2 [DB,AI] -	2 [DB,AI] — 1 2 3 2 [DB,AI] — 1 2 3	4	0 0000000000	
	-1 . ,	5	•000000000	
Armor: Basic Stealth (+	+0/+1/+2]	_	_	
Mechanized: 🕜 Sw	varm: 📝 Leg: 📝 AP: 🗌	= D\(200 (50	
		RA:	: 392/56	
BATTLE AR	RMOR: SQUAD 2	> _		\equiv
Type: Wraith	Era: Dark Age	1	<u> </u>	
Gunnery Skill:	Anti-'Mech Skill:	2	•000000000	
Ground MP: 1	Jump: 3	\succ		=

Type: Wraith	Era: Dark Age	1 0000000000
Gunnery Skill:	Anti-'Mech Skill:_	2 0 000000000
Ground MP: 1 Weapons & Equip.	Jump: 3 Dmg Min Sht Med I	3 •000000000
Battle Vibro Claw (2) Machine Gun Machine Gun	EĬ	4 000000000
		5 0000000000
Armor: Basic Stealth (+	-0/+1/+2]	
Mechanized: 🗹 Sw	arm: 📝 🛮 Leg: 📝 🗡 AP:	BV: 392/56

		DV. GGL/ GG
BATTLE AR	MOR: SQUAD 3	
Type: Wraith	Era: Dark Age	1 0 000000000
Gunnery Skill:	Anti-'Mech Skill:	2 0000000000
Ground MP: 1 Weapons & Equip.	Jump: 3 Dmg Min Sht Med Lng	3 0000000000
Battle Vibro Claw (2) Machine Gun Machine Gun	[E] — — — — — 2 [DB,AI] — 1 2 3 2 [DB,AI] — 1 2 3	4 0000000000
	_ [, _,	5 0 000000000
Armor: Basic Stealth (+	-0/+1/+2]	
Machanizadi 🐼 Sw	onno AD Logi AD	

Type: Wraith	RMOR: SQU Era: Dark		1	•000000000	
Gunnery Skill:	Anti-'Mec	h Skill:	2	•000000000	
Ground MP: 1 Weapons & Equip.	Jump: 3 Dmg Min Sl	nt Med Lng	3	•000000000	
Battle Vibro Claw (2) Machine Gun Machine Gun	[E] — — 2 [DB,AI] — 1 2 [DB,AI] — 1	2 3 2 3	4	•000000000	
Armor: Basic Stealth (+			5	o 000000000	

	[3	<u>•</u> 000000000	ı
	4	0 000000000	l
	5	0 000000000	l
1			l
	BV : 3	392/56	l
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	1_	•000000000	l
-	2	•000000000	l
	3	0000000000	l
	4	0000000000	l
	5	0 000000000	
١			K
	BV : 3	392/56	l
J			ı
	1	0000000000	l
_	2	o 0000000000	l
	3	0 000000000	
	4	<u>0</u> 000000000	
	$\overline{}$	<u> </u>	ı

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BASE TO-H
0
+2
+5
+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		NDLY MOR				ATTLE IVE
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

Clave with	maanata	1
Claws with	magnets	-1

SITUATION *

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

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

	' Pi
	_
DATTI E ADMOD COLLAD E	. =

BATTLE AR	RMOR: SQU	AD 5	—	
Type: Wraith	Era: Dark	Age	_ [1	•000000000
Gunnery Skill:	Anti-'Mec	h Skill:	_ 2	•000000000
Ground MP: 1 Weapons & Equip.	Jump: 3 Dmg Min Sh	t Med L	_{ng} 3	•000000000
Battle Vibro Claw (2) Machine Gun Machine Gun	[E] — — 2 [DB,AI] — 1 2 [DB,AI] — 1	2 3	4	o 0000000000
Widefilite Guit	z (DD,Ai) i		5	o 0000000000
Armor: Basic Stealth (+	-0/+1/+2]		_	
Mechanized: 📝 Sw	arm: 📝 🛚 Leg: 💽) AP: (<u> </u>	M 200 /50
			B	V : 392/56

	11117-114		O IADLL
	TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
	1	Right Torso	Right Side
П	2	Left Torso	Right Side
П	3	Right Torso (rear)	Left Side
П	4	Left Torso (rear)	Left Side
П	5	Center Torso (rear)	Rear
П	6	Center Torso	Rear
	TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
П	1	Right Side (Unit 1/Unit 2)	
П	2	Right Side (Unit 1/Unit 2)	CULUXICA .
П	3	Left Side (Unit 1/Unit 2)	MHINO
П	4	Left Side (Unit 1/Unit 2)	game labs"
	5	Rear (Unit 1/Unit 2)	
	6	Rear (Unit 1/Unit 2)	

TRANSPORT POSITIONS TABLE



BATTLE ARMOR RECORD SHEET

BASE TO-HIT

MODIFIER

 \cap

+2

+5 +7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

4-6

3

2

1

		57627. S747668 S7
BATTLE ARM	OR: SQUAD 1	
Type: Wraith (Anti-Infantry		1 0000000000
Gunnery Skill:	Anti-'Mech Skill:	2 000000000
Ground MP: 1	Jump: 3	3 0000000000
D \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		4 0000000000
,		5 0000000000
Armor: Reactive		
Mechanized: 🗹 Swarm	: 📝 Leg: 📝 AP:	N BV : 382/55
		DV. 302/33
DATTLE ADM	CD COLLAD C	
BATTLE ARM	OR: SQUAD 2	1 000000000
Type: Wraith (Anti-Infantry	y) Era: Dark Age	1 000000000
Type: Wraith (Anti-Infantry Gunnery Skill:	y) Era: Dark Age Anti-'Mech Skill:	1
Type: Wraith (Anti-Infantry Gunnery Skill: Ground MP: 1	/) Era: Dark Age Anti-'Mech Skill: Jump: 3	
Type: Wraith (Anti-Infantry Gunnery Skill: Ground MP: 1 Weapons & Equip.	() Era: Dark Age Anti-'Mech Skill: Jump: 3 Dmg Min Sht Med Lng	2 000000000
Type: Wraith (Anti-Infantry Gunnery Skill: Ground MP: 1 Weapons & Equip.	/) Era: Dark Age Anti-'Mech Skill: Jump: 3 Dmg Min Sht Med Lng [E] — — — — [DB,AI] — 1 2 3 [DB,AI] — 1 2 3	2 0 000000000 3 0 000000000
Type: Wraith (Anti-Infantry Gunnery Skill: Ground MP: 1 Weapons & Equip.	/) Era: Dark Age Anti-'Mech Skill: Jump: 3 Dmg Min Sht Med Lng [E] — — — — [DB,AI] — 1 2 3 [DB,AI] — 1 2 3	2
Type: Wraith (Anti-Infantry Gunnery Skill: Ground MP: 1 Weapons & Equip. Battle Vibro Claw (2) Firedrake Needler (IS) 1 Firedrake Needler (IS) 1	## Era: Dark Age Anti-'Mech Skill: Jump: 3 Dmg Min Sht Med Lng [E] - - - [DB,Ai] - 1 2 3 [DB,Ai] - 1 2 3 :	2
Type: Wraith (Anti-Infantry Gunnery Skill: Ground MP: 1 Weapons & Equip. Battle Vibro Claw (2) Firedrake Needler (IS) 1 Firedrake Needler (IS) 1 Armor: Reactive	## Era: Dark Age Anti-'Mech Skill: Jump: 3 Dmg Min Sht Med Lng [E] - - - [DB,Ai] - 1 2 3 [DB,Ai] - 1 2 3 :	2

SWARM	AH	ACI	(5	IAB	LΕ	
BATTLE ARN TROOPERS AG 4-6 1-3					_	
SWARM ATTA						
ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE					ZED B. S ACT 5	ATTLE IVE 6
6 5 4 3 2 1	+0 +0 +0 +0 +0	+0 +0 +0 +1	+0 +0 +1 +2 +3	+0 +1 +2 +3 +4	_	+2 +3 +4 +5 +6
BATTLE ARMOR Claws with magne		JIPN	IENI	Γ –1		
SITUATION * 'Mech prone 'Mech or vehicle i Vehicle	mmo	bile		-2 -4 -2		
*Modifiers are cumulat	ive					

Firedrake Needler (IS) 1 DB,AI 0000000000 Armor: Reactive Mechanized: Swarm: Leg: AP: **BV**: 382/55 **BATTLE ARMOR: SQUAD 4** 1 0000000000 Type: Wraith (Anti-Infantry) Era: Dark Age Anti-'Mech Skill:_ Gunnery Skill: 2 •0000000000 Ground MP: 1 Jump: 3 13 0000000000 Weapons & Equip. Min Sht Med Lng Dmg Battle Vibro Claw (2) Firedrake Needler (IS) 4 •0000000000 Firedrake Needler (IS) 1 IDB.AII 0000000000 Armor: Reactive Mechanized: Swarm: Leg: AP:

2

3

4

Era: Dark Age

Jump: 3

Anti-'Mech Skill:

Dmg Min Sht Med Lng

Type: Wraith (Anti-Infantry)

Gunnery Skill: ___

Weapons & Equip.

Battle Vibro Claw (2) Firedrake Needler (IS)

Ground MP: 1

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

SWARM ATTACKS HIT LOCATION TABLE

				BA	: 382/55
BATTLE A	ARMOR:	SQUA	AD 5	\ =	
Type: Wraith (Anti-	-Infantry) E	ra: Dark A	ge	1	•000000000
Gunnery Skill:		nti-'Mech	Skill:	2	•000000000
Ground MP: 1		ump: 3	Madian	3	•000000000
Weapons & Equip. Battle Vibro Claw (2) Firedrake Needler (IS) Firedrake Needler (IS)	ιFĭ	- 1 - 1	Med Lng 2 3 2 3	4	o 0000000000
				[5	•000000000
Armor: Reactive					_
Mechanized: 🗹	Swarm: 🔽	Leg: 🗹	AP:		
				BV	: 382/55

TRAN	SPORT POSITION	IS TABLE
TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1 2	Right Torso Left Torso	Right Side Right Side
3	Right Torso (rear)	Left Side
4 5	Left Torso (rear) Center Torso (rear)	Left Side Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2 3	Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	CATAMIST
4	Left Side (Unit 1/Unit 2)	game labs"
5 6	Rear (Unit 1/Unit 2) Rear (Unit 1/Unit 2)	
*Unit 1 and L	Init 2 represent two battle armor u	units

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0000000000

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BATTLE ARMOR: SQUAD 1		LEG ATTACKS TABLE
Type: Black Wolf [Heavy Mortar] Era: Dark Age	1 00000000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill: Anti-'Mech Skill:	2 00000000000	TROOPERS ACTIVE MODIFIER
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng	3 0000000000	4-6 0 3 +2
Heavy Battle Claw [E] — — — — Heavy Mortar (IS) 3 [DB,AI] 2 2 4 6	4 0000000000	2 +5 1 +7
	5 00000000000	
Armor: Reactive	5 9 0 0 0 0 0 0 0 0 0 0	SWARM ATTACKS TABLE
Mechanized: 📝 Swarm: Leg: AP:	■ BV: 396/57	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
DATTLE ADMOD. COLLAD C	BV: 386/37	4–6 +2
BATTLE ARMOR: SQUAD 2	1 00000000000	1–3 +5
Type: Black Wolf [Heavy Mortar] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	2 0000000000	SWARM ATTACK MODIFIERS TABLE
Ground MP: 1 Jump: 1		ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE
Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] — — — —	3 00000000000	BATTLE ARMOR ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6
Heavy Mortar (IS) 3 [DB,AI] 2 2 4 6	4 00000000000	6 +0 +0 +0 +0 +1 +2
Armor: Reactive	5 0 0000000000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP:		3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6
	BV : 396/57	1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD 3		BATTLE ARMOR EQUIPMENT
Type: Black Wolf [Heavy Mortar] Era: Dark Age	1 00000000000	Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1	2 00000000000	SITUATION* 'Mech prone -2
Weapons & Equip. Dmg Min Sht Med Lng	3 00000000000	'Mech or vehicle immobile –4 Vehicle –2
Heavy Battle Claw [E] — — — — Heavy Mortar (IS) 3 (DB,AI) 2 2 4 6	4 00000000000	*Modifiers are cumulative
	5 00000000000	
Armor: Reactive		SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swarm: Leg: AP:	BV : 396/57	2D6 BIPEDAL FOUR-LEGGED
BATTLE ARMOR: SQUAD 4		ROLL LOCATION LOCATION 2 Head Head
Type: Black Wolf [Heavy Mortar] Era: Dark Age	1 00000000000	3 Rear Center Torso Front Right Torso 4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill:	2 00000000000	5 Front Right Torso Rear Right Torso 6 Right Arm Front Right Torso
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng	3 0 0000000000	7 Front Center Torso Front Center Torso 8 Left Arm Front Left Torso
Heavy Battle Claw [E] — — — — Heavy Mortar (IS) 3 [DB,AI] 2 2 4 6	4 0000000000	9 Front Left Torso Rear Left Torso 10 Rear Left Torso Rear Center Torso
	5 00000000000	11 Rear Center Torso Front Left Torso 12 Head Head
Armor: Reactive		le neau neau
Mechanized: Swarm: Leg: AP:	- PW 200 /E7	TRANSPORT POSITIONS TABLE
DATE E ADMOD COLLAD E	BV : 396/57	TROOPER 'MECH VEHICLE
BATTLE ARMOR: SQUAD 5	1 00000000000	NUMBER LOCATION LOCATION 1 Right Torso Right Side
Type: Black Wolf [Heavy Mortar] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	2 00000000000	2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: 1 Jump: 1		5 Center Torso (rear) Rear 6 Center Torso (rear) Rear
Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] — — — — Heavy Mortar (IS) 3 [DB,AI] 2 2 4 6	3 0000000000	TROOPER LARGE SUPPORT
Heavy Mortar (IS) 3 [DB,AI] 2 2 4 6	4 00000000000	NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1 /Unit 2) 2 Dight Side (Unit 1 /Unit 2)
Armor: Reactive	5 0 0000000000	2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:		5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)
<u> </u>	BV : 396/57	*Unit 1 and Unit 2 represent two battle armor units



DATTLE ARMOR: SOUAD 1			William C. Street Control and C.		
Type: Black Wolf [ERSPL]	BATTLE ARMO	DR: SQUAD 1		LEG ATTACKS TABLE	
Cournery Skill Crowney Skill Jump: 1 J	`		1 00000000000		-IIT
Weepons & Engine Dimg Min Shit Med Lng 2 2 5 5		•	2 00000000000	TROOPERS ACTIVE MODIFIE	
Eligy and Date Service		•	3 0000000000	3 +2	
SWARM ATTACKS TABLE	ER Small Pulse Laser 5	[P,AI] — 2 4 6	4 0000000000	 	
Mechanized Swarm: Leg: AP BV. 468/67 BATTLE ARMOR: SGUAD 2 Table Revealed Received From the Swarm: Leg: AP BATTLE ARMOR: SGUAD 3 Table Revealed Received					\equiv
BATTLE ARMOR: SGUAD 2 1	Armor: Reactive		<u> </u>	SWARM ATTACKS TABLE	
BATTLE ARMOR: SQUAD 2	Mechanized: Swarm:	Leg: AP:	BV: 468/67		
Type: Black Wolf [ERSPL]	BATTLE ARMO	DR: SOLIAD 2		4–6 +2	••
SWARM ATTACK MODIFIERS TABLE Ground MP. 1 Jump: 1 SWARM ATTACK MODIFIERS TABLE Anti-Moch Skill: Jump: 1 SWARM AT			1 00000000000	1-3 +5	
Weapons & Equip. Ers: Dark Age Anti-Mech Skill. 2		9	2 00000000000	SWARM ATTACK MODIFIERS TAI	BLE
File File Liser File Liser File		•	3 00000000000		
Armor: Reactive	ER Small Pulse Laser 5	[P,AI] — 2 4 6	4 0000000000	TROOPERS ACTIVE 1 2 3 4 5	6
Armon: Reactive Mechanized: Swarm: Leg: AP: BV: 468/67 B				5 +0 +0 +0 +1 +2	+3
BATTLE ARMOR: SQUAD 3 Type: Black Wolf [ERSPL] Era: Dark Age Squap Spend Squap Spend Squap S	Armor: Reactive		,		
BATTLE ARMOR: SQUAD 3	Mechanized: Swarm:	Leg: AP:	BV : 468/67	2 +1 +2 +3 +4 +5	+6
Type: Black Wolf [ERSPL]	BATTLE ARMO	DR: SQUAD 3			+/
Gunnery Skill:			1 00000000000		
Weapons & Equip. Era; Dark Age Arb: Med Lng Signal Pulse Laser Head Signal Pulse Laser Signal Pulse Signal Pulse Laser Signal Pulse Signal Pulse Laser Signal Pulse Signal Pu	Gunnery Skill:	•	2 00000000000		
Rear		•	3 00000000000	'Mech or vehicle immobile -4	
SWARM ATTACKS HIT LOCATION TABLE	ER Small Pulse Laser 5	[P,AI] — 2 4 6	4 00000000000		
## Armor: Reactive Mechanized: Swarm: Leg: AP:			5 0 000000000	"Modifiers are cumulative	
BATTLE ARMOR: SQUAD 4 Type: Black Wolf [ERSPL] Era: Dark Age Gunnery Skill:	<u> </u>			SWARM ATTACKS HIT LOCATION TAI	BLE
BATTLE ARMOR: SQUAD 4 Type: Black Wolf [ERSPL]	Mechanized: Swarm:	Leg: AP:	BV: 468/67	2D6 BIPEDAL FOUR-LEGG	GED
Type: Black Wolf [ERSPL]	BATTLE ARMO	DR: SQUAD 4			N
Sunnery Skill:	`		1 00000000000	3 Rear Center Torso Front Right 1	
Tront Center Torso Front Center Torso Front Center Torso Front Center Torso Front Left Torso Front Center Torso Front Left Torso F	Gunnery Skill:	Anti-'Mech Skill:	2 00000000000	5 Front Right Torso Rear Right T	Torso
## Small Pulse Laser Heavy Battle Claw Fig. April April Bv: 468/67 ## Swarm: Leg: April Bv: 468/67 ## BATTLE ARMOR: SQUAD 5 TRANSPORT POSITIONS TABLE ## TROOPER NUMBER Number Center Torso Rear Left Torso Rear Left Torso Rear Center Torso Rear Center Torso Trooper T		•	3 00000000000	7 Front Center Torso Front Center	Torso
Armor: Reactive Mechanized: Swarm: Leg: AP: BV: 468/67 BATTLE ARMOR: SQUAD 5	ER Small Pulse Laser 5	[P,AI] — 2 4 6	4 00000000000	9 Front Left Torso Rear Left To	orso
BATTLE ARMOR: SQUAD 5			5 0 0000000000		orso
BATTLE ARMOR: SQUAD 5 Type: Black Wolf [ERSPL]					
BATTLE ARMOR: SQUAD 5 Type: Black Wolf [ERSPL]	Mechanized: Swarm:	Leg: AP:	BV: 468/67	TRANSPORT POSITIONS TAB	LE
Type: Black Wolf [ERSPL] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 0000000000000000000000000000000	BATTLE ARMO	DR: SQUAD 5			
Anti-Mech Skill:			1 00000000000	1 Right Torso Right 2 Left Torso Right	Side Side
Weapons & Equip. ER Small Pulse Laser Heavy Battle Claw Fight Side (Unit 1/Unit 2) Armor: Reactive Sump. 1	Gunnery Skill:	Anti-'Mech Skill:	2 00000000000	3 Right Torso (rear) Left: 4 Left Torso (rear) Left:	Side Side
ER Small Pulse Laser Heavy Battle Claw Figure Figure		•	3 00000000000		
Armor: Reactive 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) 5 Rear (Unit 1/Unit 2)	ER Small Pulse Laser 5	[P,AI] — 2 4 6	4 0000000000	NUMBER VEHICLE LOCATION*	
Armor: Reactive 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2)				2 Right Side (Unit 1/Unit 2)	TOI.
Machanizadi 📝 Curama 🔲 Lam 🗀 AB	_	_		4 Left Side (Unit 1/Unit 2)	YOL e labs
Mechanized: Swarm: Leg: AP: BV: 468/67 BV: 468/67	Mechanized: Swarm:	Leg: AP:	BV : 468/67	6 Rear (Unit 1/Unit 2)	



BATTLE ARMOR: SQUAD 1		LEG ATTACKS TABLE
Type: Black Wolf [LB-X] Era: Dark Age	1 00000000000	BATTLE ARMOR BASE TO-HIT
Gunnery Skill: Anti-'Mech Skill:	2 00000000000	TROOPERS ACTIVE MODIFIER
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng	3 00000000000	4-6 O +2
Battle Armor LB-X AC 4 [DB,C/F] — 2 5 8 Ammo	4 00000000000	2 +5 1 +7
Heavy Battle Claw [E] — — —	5 00000000000	SWARM ATTACKS TABLE
Armor: Reactive		
Mechanized: Swarm: Leg: AP:	BV : 407/58	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
BATTLE ARMOR: SQUAD 2		4-6 +2 1-3 +5
Type: Black Wolf [LB-X] Era: Dark Age	1 00000000000	
Gunnery Skill: Anti-'Mech Skill:	2 0000000000	SWARM ATTACK MODIFIERS TABLE
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng	3 •0000000000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
Battle Armor LB-X AC 4 [DB,C/F] — 2 5 8 Ammo Heavy Battle Claw [E] — — —	4 •0000000000	TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +0 +1 +2
	5 •0000000000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
Armor: Reactive Mechanized: Swarm: Leg: AP:		3 +0 +1 +2 +3 +4 +5
Swarm. 25g. Ar.	BV : 407/58	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD 3		BATTLE ARMOR EQUIPMENT
Type: Black Wolf [LB-X] Era: Dark Age	1 00000000000	Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1	2 0000000000	SITUATION* 'Mech prone -2
Weapons & Equip. Dmg Min Sht Med Lng	3 •0000000000	Mech or vehicle immobile -4 Vehicle -2
Battle Armor LB-X AC 4 [DB,C/F] — 2 5 8 Ammo Heavy Battle Claw [E] — — —	4 00000000000	*Modifiers are cumulative
	5 00000000000	
Armor: Reactive Mechanized: Swarm: Leg: AP:		SWARM ATTACKS HIT LOCATION TABLE
Swarm. 22g. Ar.	BV : 407/58	2D6 BIPEDAL FOUR-LEGGED
BATTLE ARMOR: SQUAD 4		ROLL LOCATION LOCATION 2 Head Head
Type: Black Wolf [LB-X] Era: Dark Age	1 00000000000	3 Rear Center Torso Front Right Torso 4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill:	2 0000000000	5 Front Right Torso Rear Right Torso 6 Right Arm Front Right Torso
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng	3 •0000000000	7 Front Center Torso Front Center Torso 8 Left Arm Front Left Torso
Battle Armor LB-X AC 4 [DB,C/F] — 2 5 8 Ammo Heavy Battle Claw [E] — — —	4 00000000000	9 Front Left Torso Rear Left Torso 10 Rear Left Torso Rear Center Torso
· · · · · · · · · · · · · · · · · · ·	5 •0000000000	11 Rear Center Torso Front Left Torso 12 Head Head
Armor: Reactive Mechanized: Swarm: Leg: AP:		
Wilderfall 2008 Ar.	BV : 407/58	TRANSPORT POSITIONS TABLE
BATTLE ARMOR: SQUAD 5		TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type: Black Wolf [LB-X] Era: Dark Age	1 0000000000	1 Right Torso Right Side 2 Left Torso Right Side
Gunnery Skill: Anti-'Mech Skill:	2 00000000000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng	3 00000000000	6 Center Torso Rear
Battle Armor LB-X AC 4 [DB,C/F] — 2 5 8 Ammo Heavy Battle Claw [E] — — —	4 00000000000	TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)
· · · · · · · · · · · · · · · · · · ·	5 00000000000	2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2)
Armor: Reactive Mechanized: Swarm: Leg: AP:	_	4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	BV : 407/58	*Unit 1 and Unit 2 represent two battle armor units



Type: Black Wolf [Heavy Flamer] Era: Dark Age	
Section Sect	
Weapons & Equip. Heavy Flamer Dmg Min Sht Med Lng E	
Heavy Flamer 4 [DEHAI] - 2 3 4 4 0000000000000000000000000000000	
Armor: Reactive Mechanized: Swarm: Leg: AP: BV: 389/56 BATTLE ARMOR: SQUAD 2 Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 000000000 Ground MP: 1 Jump: 1 Weapons & Equip. Heavy Blatte Claw Heavy Flamer 4 (DEHAI) - 2 3 4 5 5	
Mechanized: Swarm: Leg: AP: BV: 389/56 BATTLE ARMOR: SQUAD 2 Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 000000000 Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw Heavy Flamer 4 (DEHAI) - 2 3 4 5	
BV: 389/56 BATTLE ARMOR: SQUAD 2 Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 Ground MP: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw Heavy Flamer 4 [DE-HAI] - 2 3 4 5	
Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 00000000000000000000000000000000	<u> </u>
Gunnery Skill: Anti-'Mech Skill: 2 00000000000000000000000000000000	
Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw Heavy Flamer 4 (DEHAI) — 2 3 4 4 0000000000000000000000000000000	
Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw Heavy Flamer 4 (DEHAI) - 2 3 4 5	
Heavy Flamer 4 [DÉHAI] — 2 3 4 4 0 0000000000	/E
6 +0 +0 +0 +0 +1	6 +2
	+3 +4
Mechanized:	+5 +6
	+7
BATTLE ARMOR: SQUAD 3 Type: Black Welf (Heavy Florent) Fro: Dark Age 1 00000000000000000000000000000000000	
Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 0000000000000000000000000000000	
Ground MP: 1 Jump: 1 'Mech prone –2	
Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] - - - Heavy Flamer 4 [DE,H,Al] - 2 3 4 •	
*Modifiers are cumulative	
Armor: Reactive SWARM ATTACKS HIT LOCATION TAB	
Mechanized: Swarm: Leg: AP: BV: 389 / 56	_
BATTLE ARMOR: SQUAD 4 ROLL LOCATION LOCATION 2 Head Head Head	_
Type: Black Wolf [Heavy Flamer] Era: Dark Age 1 0000000000	
Gunnery Skill: Anti-'Mech Skill: 2 000000000	
Weapons & Equip. Dmg Min Sht Med Lng 3 0000000000 7 Front Center Torso Front Center Torso Front Left To	orso
Heavy Battle Claw [E]	orso
5 000000000 11 Rear Center Torso Front Left To	SO .
Armor: Reactive Mechanized: Swarm: Leg: AP: AP:	\preceq
BV: 389/56 TRANSPURT PUSITIONS TABLE	
BATTLE ARMOR: SQUAD 5 NUMBER LOCATION LOCAT	ON
Type: Black Wolf [Heavy Flamer] Era: Dark Age 2 Left Torso Right 9 3 Right Torso (rear) Left S	ide de
Gunnery Skill: Anti-'Mech Skill: 2 0000000000	•
Weapons & Equip. Dmg Min Sht Med Lng	
Heavý Flamer 4 [DÈ,H,AI] — 2 3 4 4 0 00000000 NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)	
Armor: Reactive Solution Property Pro	ST
Mechanized: Swarm: Leg: AP: 6 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)	الكنت
BV: 389/56 *Unit 1 and Unit 2 represent two battle armor units	



BATTLE ARMO	DR: SQUAD 1		LEG ATTACKS	S TARLE
Type: Black Wolf [Plasma]	Era: Dark Age	1 00000000000	BATTLE ARMOR	BASE TO
Gunnery Skill:	Anti-'Mech Skill:	2 0000000000	TROOPERS ACTIVE	MODIF
Ground MP: 1	Jump: 1	3 0000000000	4 <u>-</u> 6 3	0 +2
Heavy Battle Clavy	Omg Min Sht Med Lng [E] — — — — [DE,H] — 2 4 6	4 0000000000	$\begin{cases} 1 \\ 1 \end{cases}$	+5 +7
ridama riille (loj	[55,1]			- 17
Armor: Reactive		5 0000000000	SWARM ATTAC	KS TABL
Mechanized: Swarm:	Leg: AP:	BV : 377/54	BATTLE ARMOR TROOPERS ACTIVE	BASE TO
BATTLE ARM	DR: SQUAD 2		4-6 1-3	+2 +5
Type: Black Wolf [Plasma]	Era: Dark Age	1 00000000000		
Gunnery Skill: Ground MP: 1	Anti-'Mech Skill: Jump: 1	2 00000000000	SWARM ATTACK MO	DIFIERS T
Weapons & Equip. [)mg Min Sht Med Lng	3 0000000000		MECHANIZE R TROOPERS
Heavy Battle Claw Plasma Rifle (IS) 2	[E] — — — — [DE,H] — 2 4 6	4 0000000000	TROOPERS ACTIVE 1 2 6 +0 +0	3 4 +0 +0
		5 0 0000000000] 	+0 +1
Armor: Reactive				+1 +2 +2 +3
Mechanized: Swarm:	Leg: AP:	▶ BV : 377/54	2 +1 +2	+3 +4
BATTLE ARM	DR: SQUAD 3	/		
Type: Black Wolf [Plasma]	Era: Dark Age	1 00000000000	BATTLE ARMOR EQUIPI Claws with magnets	MENT -1
Gunnery Skill:	Anti-'Mech Skill:	2 0000000000	SITUATION*	
Ground MP: 1	Jump: 1	3 0000000000	'Mech prone Mech or vehicle immobile	-2 -4
Hoovy Bottle Clay)mg Min Sht Med Lng [E] — — — — [DE,H] — 2 4 6		Vehicle	-2
Plasma Rifle (IS) 2	[DE;H] — 2 4 6	4 00000000000	*Modifiers are cumulative	
Armor: Reactive		5 0 0000000000		
Mechanized: Swarm:	Leg: AP:		SWARM ATTACKS HIT	LOCATION
		BV : 377/54	2D6 BIPEDAL ROLL LOCATION	FOUR-LI LOCA
BATTLE ARM	DR: SQUAD 4	1 00000000000	2 Head 3 Rear Center Torso	He: Front Rig
Type: Black Wolf [Plasma]	Era: Dark Age		4 Rear Right Torso 5 Front Right Torso	Rear Cent Rear Rigi
Gunnery Skill: Ground MP: 1	Anti-'Mech Skill: Jump: 1	2 0000000000	ノ	Front Rig
Weapons & Equip. [)mg Min Sht Med Lng	3 00000000000	7 Front Center Torso 8 Left Arm	Front Cent Front Le
Heavy Battle Claw Plasma Rifle (IS) 2	[E] — — — — [DE,H] — 2 4 6	4 0000000000	9 Front Left Torso 10 Rear Left Torso	Rear Let Rear Cent
		5 0000000000	11 Rear Center Torso 12 Head	Front Let Hea
Armor: Reactive				
Mechanized: Swarm:	Leg: AP:	BV : 377/54	TRANSPORT POSI	TIONS TA
BATTLE ARM	DR: SQUAD 5		TROOPER 'MECH NUMBER LOCATION	V
Type: Black Wolf [Plasma]	Era: Dark Age	1 0000000000	1 Right Torso 2 Left Torso	R R
Gunnery Skill:	Anti-'Mech Skill:	2 0000000000	Right Torso (rear 4 Left Torso (rear	·) L
Ground MP: 1	Jump: 1	3 00000000000	5 Center Torso (real Center Torso)	irj
Heavy Battle Claw	Dmg Min Sht Med Lng [E] — — — — [DE,H] — 2 4 6	4 00000000000	TROOPER LARGE SUPPOR	
r rasina nine (roj - 2	[DE,F] — E 4 0		1 Right Side (Unit 1/L 2 Right Side (Unit 1/L	Jnit 2)
Armor: Reactive		5 0000000000	3 Left Side (Unit 1/U 4 Left Side (Unit 1/U	nit 2)
Mechanized: Swarm:	Leg: AP:		5 Rear (Unit 1/Unit 6 Rear (Unit 1/Unit	; 2)
		BV : 377/54	*Unit 1 and Unit 2 represent two battle	armor units

ARMOR DIAGRAM

Front Armor (44)

GROUND VEHICLE RECORD SHEET 0000 000 ′o⁰ 00 VEHICLE DATA CREW DATA 0 o 0 Type: Nacon Armored Scout Crew: Gunnery Skill: **Driving Skill:** 0 Movement Points: Tonnage: 20 0 0 0 Cruisina: Tech Base: Clan 0 Commander Hit +1 0 0 0 Driver Hit Dark Age Era: Flank: 0 15 Modifier to Driving 0 Modifier to all Skill rolls 0 0 Right Side Armor Skill rolls Movement Type: Wheeled (21)Engine Type: XL Fusion Engine 0 0 CRITICAL DAMAGE Side Armor 0 0 Weapons & Equipment Inventory (hexes) 0 Loc Dmg Min Sht Med Lng Turret Locked Engine Hit О Qty Type [M,S,C] 2/Msl 1/Msl 3/Msl (+1)(+2)(+3)(D) Sensor Hits Standard Extended-Range 5 9 3 15 27 9 4 Motive System Hits [+1][+2][+3] (21)High-Explosive Stabilizers Light Machine Gun 4 6 [DB,AI] 0 Left Right 0 0 Rear 0 \overline{C} 0 0 0 0 \cap 0 Rear Armor Ammo (CASE): (ATM 6) 20, (Light Machine Gun) 100 (10)BV: 690

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
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. 132 in Total Ware for more information). A result of 12 on the Ground Combat Vehicle Shit Location Table may inflict critical hit against the turret; if the vehicle has

A result of 12 on the Ground Compat Veniceles His Location Table may innice critician int against the turnet; if the venicie has no turnet, 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 turnet, a turnet hit strikes the armor on the side attacked.

	VE 3131EIVI DAIVIAGE 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.
ack Direction	Modifier: Vehicle Type Modifiers:

ack Direction Modifier Hit from rear Tracked, Naval +0 Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil WiGE

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (16)

GROUND VEHICLE RECORD SHEET 0 0 **VEHICLE DATA** CREW DATA 0 0 Type: Anat APC 0 Crew: Gunnery Skill: **Driving Skill: Movement Points:** Tonnage: 25 Cruising: Tech Base: Clan Commander Hit +1 Driver Hit (Advanced) Flank: 0 12 Modifier to Driving 0 Modifier to all Skill rolls Era: Dark agé Right Side Armor Skill rolls Movement Type: Wheeled (14)0 Engine Type: Fuel Cell Engine 0 Turret Armor (10) CRITICAL DAMAGE Armor 0 Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Turret Locked Engine Hit Qty Type Micro Pulse Laser 3 [P,AĪ] — Side 1 2 (+1)(+2)(+3)(D) Sensor Hits Infantry Compartment (5 tons) Motive System Hits [+1][+2][+3] [14]Chassis Modifications: Limited Amphibious 00 Stabilizers Left Right O Rear Turret 0 0 000 O 00 oO 00 oO Rear Armor (13)BV: 308

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
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.

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turnet; if the vehicle has no turnet, 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 armor. If the vehicle has no turnet, a turnet hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

	VE 3131EIVI DAIVIAGE 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.
tack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier:
Hit from rear +1 Tracked, Naval +0
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Skadi Swift Attack VTOL

Movement Points:Tonnage:30Cruising:10Tech Base: ClanFlank:15Era:Dark Age

Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes

Qty Type Loc Dmg Min Sht Med Lng

2 ER Micro Laser FR 2 [DE] — 1 2 4 1 Ultra AC/10 T 10/Sht — 6 12 18 [DB,R/C]

Ammo (CASE): (Ultra AC/10) 20

BV: 923

2D6 Roll

2

3

6

9

10

11

CREW DATA

Crew: ____

Gunnery Skill: __

____ Driving Skill:

Co-Pilot Hit +1
Modifier to all To-Hit rolls

Pilot Hit Modifier to Driving Skill rolls

Turret \square

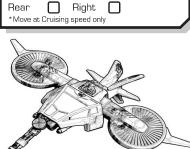
CRITICAL DAMAGE

Flight Stabilizer* 🖽 Engine Hit

Turret Locked Sensor Hits +1+2+3D

Stabilizers

Front Left



Turret 00000 Armor ′000000 (oŏ (13) 000 Front Armor [23] Rotor Armor 0 (2) 0 0 0 $\overline{\circ}$ 0 O 0 0 0 0 Right Side Armor (16 Left Side Armor (16) 0 0 0 0 00 00

Rear Armor (16)

ARMOR DIAGRAM

ATTACK DIRECTION

Rotors (critical)†

FRONT REAR SIDE Front (critical) Rear (critical) Side (critical) Rotorst Rotors t Rotorst Turret‡ Turret‡ Turret‡ Right Side Left Side Front Front Rear Side Front Rear Side Front Rear Side (critical)* Left Side Right Side Rear **Rotors** t **Rotors** t Rotors t Rotors† Rotors Rotors

VTOL COMBAT VEHICLE HIT LOCATION TABLE

*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†

Rotors (critical)†

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

-1 or lower

10

1-2 3 4+ TYPES OF PHYSICAL ATTACK ALLOWED

None

All except Punch

All except Kick Club and Physical Weapons only

None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

Rotors (critical)†

			LOCATION HIT		
2D6 Roll	FRONT	SIDE	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.

ARMOR DIAGRAM

Front Armor (45)

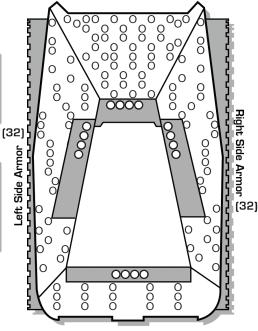
GROUND VEHICLE RECORD SHEET VEHICLE DATA Type: Skanda Light Tank **Movement Points:** Tonnage: 35 Cruisina: Tech Base: Clan Dark Age Era: Flank: 11 Movement Type: Tracked Engine Type: XL Fusion Engine Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type ER Medium Laser 7 [DE] 2/Sht [DB,R/C] 10 2 Ultra AC/2 9 18 27

Ammo (CASE): (Ultra AC/2) 90

BV: 1.078

CREW DATA Crew: Gunnery Skill: **Driving Skill:** Commander Hit +1 Driver Hit Modifier to Driving Modifier to all Skill rolls Skill rolls

CRITICAL DAMAGE Turret Locked Engine Hit (+1)+2(+3(D) Sensor Hits Motive System Hits [+1][+2][+3] Stabilizers Left Right Rear



Rear Armor (15)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
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. SSide 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 armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

	VE OTOTEW BANAGE 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.
at Branch	NATIONAL MARKET AND ADDRESS OF THE PARTY OF

Attack Direction Modifier: Vehicle Type Modifiers Hit from rear Tracked, Naval Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil WiGE

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (22)

GROUND VEHICLE RECORD SHEET 8 00 0 0 VEHICLE DATA CREW DATA 0 0 0 0 o 0 Type: Hadur Fast Support Vehicle 0 Crew: o 0 0 0 0 0 0 Tonnage: 50 Gunnery Skill: **Driving Skill:** Movement Points: 0 Cruisina: Tech Base: Clan Commander Hit +1 8 8 Driver Hit (Advanced) Flank: 00000 14 Modifier to Driving (Modifier to all Skill rolls Dark Agé Right Side Armor Skill rolls Movement Type: Hover O 0 (20)Engine Type: XL Fusion Engine Turret Armor (18)CRITICAL DAMAGE Side Armor Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Turret Locked Engine Hit Qty Type 0 AP Gauss Rifle 3 [DB,AI,X] 3 6 9 (+1)+2(+3(D) Sensor Hits **+1+2+3** ER Medium Laser FR 7 [DE] 10 15 Motive System Hits (20) $\overline{\circ}$ °C 8 O Arrow IV 20 ([AE,S,F] 2 9 0,0 Stabilizers 0 Left Right 0 0 Rear Turret 0 00000 ō ō O 00 00 00 00 0 0 Rear Armor Ammo (CASE): (AP Gauss) 40, (Arrow IV Homing) 10, (Arrow IV) 10 (16)BV: 1.667

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

ATTACK DIRECTION

	ATTACK DIRECTION	
FRONT	REAR	SIDES
Front (critical)	Rear (critical)	Side (critical)
Front†	Rear†	Side†
Front†	Rear†	Side†
Right Side†	Left Side†	Front†
Front	Rear	Side
Front	Rear	Side
Front	Rear	Side (critical)*
Left Side†	Right Side†	Rear†
Turret	Turret	Turret
Turret	Turret	Turret
Turret (critical)	Turret (critical)	Turret (critical)
	Front (critical) Front† Front† Right Side† Front Front Front Left Side† Turret Turret	FRONT REAR Front (critical) Rear (critical) Front† Rear† Front† Rear† Right Side† Left Side† Front Rear Front Rear Front Rear Left Side† Right Side† Turret Turret

*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.

A result of 12 on the Ground Compat Veniceles His Location Table may innict critical nit against the turret; if the venice 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.
ack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier: Vehicle Type Modifiers:

Hit from rear +1 Tracked, Naval +0

Hit from the sides +2 Wheeled +2

Hovercraft, Hydrofoil +3

WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (37)

GROUND VEHICLE RECORD SHEET 0 000 00 VEHICLE DATA CREW DATA ′o⁰ Type: Aesir Medium AA Vehicle 0 8 Crew: 0 0 Tonnage: 55 Gunnery Skill: **Driving Skill:** 0 Movement Points: 0 0 Cruisina: Tech Base: Clan Commander Hit +1 0 0 Driver Hit 0 (Advanced) Flank: 5 Modifier to Driving 0 Modifier to all Skill rolls Era: Dark Agé Right Side Armor Skill rolls Movement Type: Wheeled 0 (36)Engine Type: Fusion Engine Turret Armor 0 (36) CRITICAL DAMAGE Side Armor Weapons & Equipment Inventory (hexes) 0 Loc Dmg Min Sht Med Lng Turret Locked Engine Hit Qty Type Armored Motive System BD [E] (+1)+2(+3(D) 0 Sensor Hits 4 LB 2-X AC 10 20 30 [DB,C/F/S] **+1+2+3** Motive System Hits (36)Stabilizers 0000 Left Right Ŏ Rear Turret 8 000000 Rear Armor Ammo (CASE): (LB-2X) 45, (LB-2X Cluster) 45 (37)**BV**: 768

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
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.

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turnet; if the vehicle has no turnet, 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 armor. If the vehicle has no turnet, a turnet hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

	VE 3131EIVI DAIVIAGE 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.
tack Direction	Modifier: Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Front Armor (37)

GROUND VEHICLE RECORD SHEET 0 000 00 VEHICLE DATA CREW DATA ⁄o⁰ Type: Aesir Medium AA Vehicle (HAG) 0 8 Crew: 0 0 Tonnage: 55 Gunnery Skill: **Driving Skill:** 0 Movement Points: 0 0 Cruisina: Tech Base: Clan Commander Hit +1 0 0 0 Driver Hit 0 (Advanced) Flank: 5 Modifier to Driving 0 Modifier to all Skill rolls Era: Dark Agé Right Side Armor Skill rolls Movement Type: Wheeled 0 (36)Engine Type: Fusion Engine Turret Armor 0 (36) CRITICAL DAMAGE Side Armor Weapons & Equipment Inventory (hexes) 0 Loc Dmg Min Sht Med Lng Turret Locked Engine Hit Qty Type Armored Motive System [E] 40 BD (+1)+2(+3(D) 0 Sensor Hits HAG/40 8 16 24 [C,F,X]**+1+2+3** Motive System Hits (36)Stabilizers 0000 Left Right Ŏ Rear Turret 8 000000 000 00 000 00 Rear Armor Ammo (CASE): (HAG 40) 18 (37)BV: 1.505

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
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.

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turnet; if the vehicle has no turnet, 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 armor. If the vehicle has no turnet, a turnet 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.
tack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier:

Hit from rear +1 Tracked, Naval +0

Hit from the sides +2 Wheeled +2

Hovercraft, Hydrofoil +3

WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM

Ferro-Lamellor Front Armor (41)

GROUND VEHICLE RECORD SHEET

VEHICLE DATA Type: Gurzil Support Tank Tonnage: 80 **Movement Points:** Cruisina: Tech Base: Clan (Advanced) Flank: Era: Dark Age Movement Type: Tracked Engine Type: XL Fusion Engine Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Qty Type 0 [S] 7 [P] 14 21 8 12 Mortar 8 6 Medium Pulse Laser Streak LRM 15 14 21

Crew: _____ Driving Skill: ____ Commander Hit +1 Modifier to all Skill rolls Skill rolls Skill rolls

Engine Hit

(+1)+2(+3(D)

+1+2+3

Right

CRITICAL DAMAGE

Stabilizers

Left

Turret Locked

Motive System Hits

Sensor Hits

Rear

, 000 00 c 0 0 000 \00° Ο 800 0 0 0 0 0 Right Side Armor [34] 8 0 (34)Side Armor 00 (34)00 0000 Ō 00 0 00 00 <u>0</u>0 00 00 Ó 00

Rear Armor (32)



Ammo (CASE): (Streak LRM 15) 24, (Mortar SC 8) 20

BV: 1.765

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
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.

A result of 12 on the Ground Compat Veniceles His Location Table may inflict critical nit against the turret; if the venice has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
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§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

	VE OTOTEW BANAGE 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.
	Maritina Transmission

Attack Direction Modif	ier:	Vehicle Type Modifiers:		
Hit from rear	+1	Tracked, Naval	+0	
Hit from the sides	+2	Wheeled	+2	
		Hovercraft, Hydrofoil	+3	
		WiGE	+4	

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

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

^{*}If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

QUADVEE RECORD SHEET

'MECH DATA

Type: ARION

Tonnage: 35 Tech Base: Clan (Advanced)

Era: Dark Age Movement Points:

Vehicle Mode BattleMech Mode Walking: Cruising: 6 Running: Flank: 9 9 Jumping:

Weapons & Equipment Inventory (hexes)

Dmg Qty Type Loc Ht Min Sht Med Lng SRM 4 3 2/Msl 3 6 9 RT [M,C,S]CT 10 12 [DE] 15 ER Large Laser 8 25

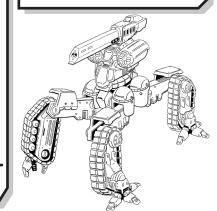
> LT 3 2/Msl 3 6 9 [M,C,S]

WARRIOR DATA

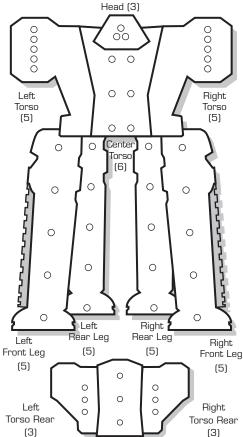
Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness# 3 5 7 10 11 Dead

Gunner:

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



ARMOR DIAGRAM



BV: 849

SRM 4

CRITICAL HIT TABLE

Left Front Leg

Left Torso (CASE)

1. Double Heat Sink

SRM 4

Endo Steel

Left Rear Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Conversion Gear

5. Endo Steel

Hip

Tracks

1.

6.

Double Heat Sink

Ammo (SRM 4) 25

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

2.

5.

1-3 3.

4-6 4.

Head

- Life Support
- Sensors
- Cockpit (Pilot) 3.
- 4. Cockpit (Gunner)
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- Fusion Engine Gyro
- 1-3 4.
 - 5. Gyro
 - Gyro

 - Gyro
 - 2. **Fusion Engine**
- **Fusion Engine** 4-6
- 4. Fusion Engine
 - ER Large Laser 6. Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O

Right Front Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5. **Conversion Gear**
- Tracks

Right Torso

- 1. Double Heat Sink 2. Double Heat Sink
- SRM 4
- 1-3 3. Ferro-Fibrous
 - Ferro-Fibrous 5. Ferro-Fibrous
 - 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 4-6 ^{3.} Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

 - Roll Again

CATATÝST



Diagram

Damage Transfer

Right Rear Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- Conversion Gear
- 6. Tracks

Overfloo Left Head Right Torso Torso (8) (8) 0 0 30° 29 0 0 0 0 28 0 000 27 Left Right 267 Front Leg Front Leg 0 0 25 (8) (8) С 0 24 0 C Center 23 Torso 0 0 22* Left [11]Right 0 0 21 0 0 Rear Leg Rear Leg 0 0 20 (8) (8) 19 18

Center Torso Rear (3)

INTERNAL STRUCTURE DIAGRAM)

Heat

Scale

17,

16

15

14

13

12

11

10

9 8*

6

5*

4

3

2

1

O

	AT DATA \	$\overline{}$
Heat	Laser H	leat Sinks:
_evel*	Effects	10 (20)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	\circ
25	–5 Movement Points	\sim
24	+4 Modifier to Fire	Ō
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	Ō
20	–4 Movement Points	\tilde{c}
19	Ammo Exp. avoid on 4+	\simeq
18	Shutdown, avoid on 6+	\circ
17	+3 Modifier to Fire	Q
15	-3 Movement Points	00000000
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	Ŏ
10	-2 Movement Points	$\overline{}$

+1 Modifier to Fire

-1 Movement Points

8

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QUADVEE RECORD SHEET

(hexes)

Min Sht Med Lng

6 9

14 21

6

6 9

6

3 6 9

3

3

'MECH DATA

Type: CYLLAROS

Tech Base: Clan (Advanced) Tonnage: 55

Loc Ht

RT 7

RT

LT

IT 1

5 CT

Dmg

10 [DE]

3

[DB,X,AI]

[E]

1/Msl

[M.C.S]

10 [DE]

3

[DB.X.AI]

Era: Dark Age Movement Points: Vehicle Mode BattleMech Mode Walking: Cruising: 5 Running: Flank: 8

Weapons & Equipment Inventory

8

Improved Heavy

Medium Laser

AP Gauss Rifle

Improved Heavy

Medium Laser

AP Gauss Rifle

FCM Suite

LRM 15

BV: 1,450

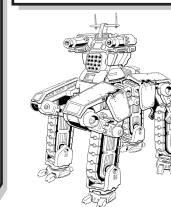
Qty Type

Jumping:

Pilot:						
Gunnery Skill: Piloting Skill:						
Hits Taken Consciousness#		<u>2</u>	3 7	4 10	5 11	6 Dead
Gunner:		_	Pilot	ing S	Skill:	<u> </u>

WARRIOR DATA

Gunnery Skill: Piloting Skill:					
1	2	3	4	5	6
		7	10	11	Dead
	1	1 2	1 2 3	1 2 3 4	1 2 3 4 5



1. Hip

3.

5.

0 0000 0 0 \circ 0 Left. Right 0 0 Torso \bigcirc Torso 0 0 0 (161 (16) 0 0 Center 0 0 0 Torso 0 0 0 0 [171 0 \cap \bigcirc 0 \bigcirc Left Right Rear Leg Rear Leg Left Right Front Leg (15)(15)Front Leg (15) (15)0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right 0 0 Torso Rear Torso Rear 0

ARMOR DIAGRAM

Head (9)

CRITICAL HIT TABLE

Left Front Leg

Left Torso (CASE)

Imp. Heavy Medium Laser

Ammo (LRM 15) 8

Ammo (LRM 15) 8

AP Gauss Rifle

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

5. Endo Steel

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

1-3 3.

4-6 4.

Head

- Life Support
- Sensors
- Cockpit (Pilot) 3.
- Cockpit (Gunner) 4.
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- Fusion Engine 1-3 Gyro
- 4.
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 1. Imp. Heavy Medium Laser 4-6
 - Fusion Engine **FLRM 15**
 - 6. LRM 15

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O

Right Torso (CASE)

Right Front Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Tracks

Conversion Gear

- 1. Imp. Heavy Medium Laser 2. Imp. Heavy Medium Laser
- 1-3 3. AP Gauss Rifle

 - Ammo (AP Gauss) 40
 - ECM Suite 5.
 - Ferro-Fibrous
 - 1. Ferro-Fibrous 2. Ferro-Fibrous
- 4-6 ^{3.} Ferro-Fibrous
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Rear Leg

- Hip 1.
- Upper Leg Actuator 2.
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- 6. Tracks

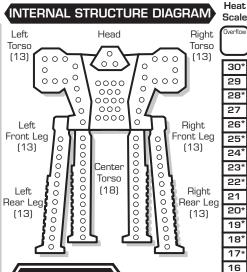


Damage Transfer

Diagram

Right Rear Leg Hip

- Upper Leg Actuator
- 3 Lower Leg Actuator
- 4. Foot Actuator
- Conversion Gear
- 6. Tracks



Center Torso Rear (10)

(8)

(8)

HE	AT DATA		15*
Heat	Laser H	leat Sinks:	14'
Level*		10 (20)	13
30 28	Shutdown Ammo Exp. avoid on 8+	Double	12
26	Shutdown, avoid on 10+		11
25	-5 Movement Points	Q I	10
24	+4 Modifier to Fire	Q I	10
23	Ammo Exp. avoid on 6+	Q I	9
22 20	Shutdown, avoid on 8+ -4 Movement Points	Q I	8*
20 19	Ammo Exp. avoid on 4+	o I	7
18	Shutdown, avoid on 6+	\circ	6
17	+3 Modifier to Fire	000000000	5*
15	-3 Movement Points		4
14 13	Shutdown, avoid on 4+ +2 Modifier to Fire	\bowtie	3
10	-2 Movement Points		2
8	+1 Modifier to Fire		
5	-1 Movement Points	J	1
			0

QUADVEE RECORD SHEET

'MECH DATA'

Type: HARPAGOS

Tech Base: Clan (Advanced) Tonnage: 75

Era: Dark Age Movement Points: Vehicle Mode BattleMech Mode Cruising:

Walking: 4 Running: Flank: 6 6

Jumping:

Weapons & Equipment Inve	entory (hexes)
--------------------------	----------------

Dmg Qty Type Loc Ht Min Sht Med Lng

RT 1 15 [DB.X] 2 7 15 22 Gauss Rifle Gauss Rifle LT 1 15 [DB,X] 2 7 15

WARRIOR DATA

Gunnery Skill: Piloting Skill:

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

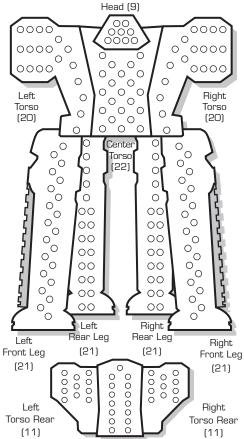
Gunner:

Gunnery Skill: Piloting Skill:

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



ARMOR DIAGRAM



Center Torso Rear (15)

BV: 1,721

CRITICAL HIT TABLE

Left Front Leg

Left Torso (CASE)

XL Fusion Engine

XL Fusion Engine

Gauss Rifle

Gauss Rifle

Gauss Rifle

Gauss Rifle

Gauss Rifle

2. Gauss Rifle

Endo Steel

Endo Steel

Endo Steel

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

1-3 3.

4-6 3.

5.

6.

Head

- Life Support
- 2. Sensors
- Cockpit (Pilot) 3.
- 4. Cockpit (Gunner)
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- 2. XL Fusion Engine
- XL Fusion Engine 3. Gyro
- 1-3 4.
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - 2.
 - XL Fusion Engine
- XL Fusion Engine 4-6 4.
 - XL Fusion Engine Ammo (Gauss) 8
 - Endo Steel
 - Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O

Right Front Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator 3.
- 4. Foot Actuator
- 5. **Conversion Gear**
- 6. Tracks

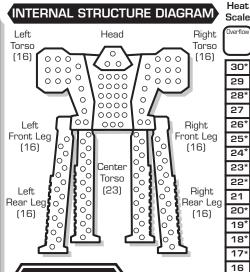
Right Torso (CASE)

- 1. XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- 1-3 3. Gauss Rifle
 - Gauss Rifle 5.
 - 6. Gauss Rifle
- 1. Gauss Rifle 2. Gauss Rifle
- Ammo (Gauss) 8 3. 4-6
- 4 Endo Steel
- 5. Endo Steel

 - Endo Steel

Right Rear Leg

- Hip
- Upper Leg Actuator
- 3 Lower Leg Actuator
- 4. Foot Actuator
- Conversion Gear
- 6. Tracks



HEAT DATA Laser Heat Sinks: Heat 10 (20) Effects Level* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 26 000000000 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire 18 -3 Movement Points 15 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

10

8

15

14

13

12

11

10

9

8*

7

6

5*

4

3

2

1

Left Rear Leg

Ammo (Gauss) 8

- Hip 1.
- Upper Leg Actuator 2.
- Lower Leg Actuator
- Foot Actuator Conversion Gear
- 6. Tracks





'MECH RECORD SHEET

'MECH DATA`

Type: Wulfen Prime

Movement Points: Tonnage:

Walking: 10 Tech Base: Mixed Tech (Clan) (Advanced) Running: 15

Era: Dark Agé

30

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	[E]	_	_	_	6
1	Cargo (0.5 tons) ATM 3	LT RA	2	[E] IM C SI	_	_	_	-
	Standard Extended-Range High-Explosive	HA	_	2/Msl 1/Msl 3/Msl	4 4 —	593	10 18 6	15 27 9
1	Ultra AC/2	LA	1	2/Sht [DB,R/C]	2	9	18	27

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

BV: 983

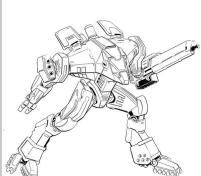
WARRIOR DATA

Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5

7 10 11 Dead



[10] 00 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 0 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center 00 Left Arm Right Arm Torso 0 (10)(10) [15] 0 0 00 0 0 0 0 Left Right 0 0 Lea 0 0 Leg Center 14 Torso 0 0 Rear(5) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear 0

armor Diagram

Head (8)

Right Torso

Heat

30*

29

28*

27

26

25

24

23*

22,

21

20

19

18

17

8*

7

1

0

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Ultra AC/2
- 1-3 4. LUltra AC/2
 - 5. Ammo (Últra AC/2) 45
 - CASE II
 - Endo-Steel
 - 2. Endo-Steel
- Stealth (IS) 3. 4-6
- 4. Stealth (IS)
 - 5. Roll Again
 - Roll Again

Left Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine XXL Fusion Engine

 - 5. Cargo (0.5 tons)
 - 6. Endo-Steel
 - 1. Stealth (IS)
 - 2. Stealth (IS)
- 3. Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

Head

- 1. Life Support
- Sensors Cockpit
- 3. FCM Suite 4.
- Sensors
- Life Support

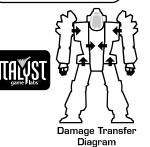
Center Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 3. XXL Fusion Engine 1-3 4 XL Gyro [IS]
- - XL Gyro (IS)
 - XL Gyro (IS)
 - 1. XL Gyro (IS)
- 2. XL Gyro (IS)
- 3. XL Gyro (IS) 4-6 4 XXL Fusion Engine

 - 5. XXL Fusion Engine

 - 6. XXL Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- Hand Actuator
 - 6. **L** ATM 3
 - Endo-Steel
 - 2. Endo-Steel
- 4-6

Right Torso

- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
- - 6. CASE II

 - 2. Stealth (IS)
- 3. Stealth (IS) 4-6
 - 4. Roll Again

 - 6. Roll Again

Right Leg

- 1. Hip
- Lower Leg Actuator Foot Actuator
- 5.

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4
 - Гатм з 5.
- 3. Endo-Steel
- 4. Stealth (IS)
- 5. Stealth (IS)
- 6. Roll Again

- 1. XXL Fusion Engine
- - 5. Ammo (ATM 3) 20
- 1. Endo-Steel
- - Roll Again

- Upper Leg Actuator
- Stealth (IS)
- Stealth (IS) 6.

INTERNAL STRUCTURE DIAGRAM Scale Head Left Torso (7) Right Torso (7) 0 0 0 Left 0 Right **Arm** (5) Arm (5) Center 0 (10) Left. Right Leg Leg [7]

16 DATA 15 10 (20) 14* Heat Effects Level* Double 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 -1 Movement Points

'MECH RECORD SHEET

'MECH DATA

Type: Wulfen A

Movement Points:

Walking: Running: 15

10

Tonnage:

Tech Base:

Mixed Tech (Clan) (Advanced) Dark Agé

30

Weapons & Equipment Inventory (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng ECM Suite ER PPC [E] 15 [DE] 15 - 6 14 23

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

BV: 1,615

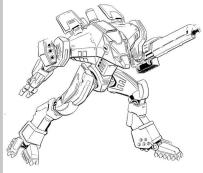
WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

Consciousness# 3

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



[10] 0 0 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 0 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center 00 Left Arm Right Arm Torso 0 (10)(10) [15] 0 0 00 00 0 0 Left Right 0 0 Lea 0 0 Leg Center 14 Torso 0 0 Rear(5) \bigcirc 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Right Left Torso Rear Torso Rear

ARMOR DIAGRAM

Right Torso

Heat

Scale

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

Head (8)

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. FER PPC
- 1-3 4 LER PPC
 - 5. Endo-Steel Endo-Steel

 - Stealth (IS) 2. Stealth (IS)
- 3. Roll Again
- 4-6
- 4. Roll Again 5. Roll Again

 - Roll Again

Left Torso

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

 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. Endo-Steel 4-6
 - 4. Stealth (IS)
 - 5. Stealth (IS) 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Stealth (IS)
- 5.
- Stealth (IS) 6.

Head

- 1. Life Support
- Sensors
- Cockpit 3.
- FCM Suite 4.
- Sensors

Life Support

- Center Torso 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 3. XXL Fusion Engine
- 1-3 4 XL Gyro [IS]
- - 5. XL Gyro (IS) 6. XL Gyro (IS)
 - 1. XL Gyro (IS)
 - 2. XL Gyro (IS)
- 3. XL Gyro (IS)
- 4-6 4. XXL Fusion Engine
 - 5. XXL Fusion Engine

 - 6. XXL Fusion Engine
 - Engine Hits OOO

Gyro Hits OO Sensor Hits OO Life Support O



- 1. Shoulder
- 1-3 4 Hand Actuator
 - Endo-Steel
 - 6. Endo-Steel

 - 2. Stealth (IS)
- 3. Stealth (IS)
- 4. Roll Again

Right Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
 - - 6. LDouble Heat Sink
 - 2. LDouble Heat Sink
 - - 4. Stealth (IS)
 - 5. Stealth (IS)
 - 6. Roll Again

Right Leg

- Lower Leg Actuator
- 6.

Right Arm

- 2. Upper Arm Actuator
- 3 Lower Arm Actuator
- - 5.
- 1. Endo-Steel
- 4-6
 - 5. Roll Again
 - 6. Roll Again

- 5. Double Heat Sink
 - Double Heat Sink
- 3. Endo-Steel 4-6

- 1. Hip
- Upper Leg Actuator
- Foot Actuator
- 5. Stealth (IS)
- Stealth (IS)

Head Left Torso (7) Right Torso (7) 0 0 0 Left 0 Right **Arm** (5) Arm (5) Center 0 (10) Left. Right Leg Leg [7]

INTERNAL STRUCTURE DIAGRAM

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

–2 Movement Points

10

'MECH RECORD SHEET

'MECH DATA

Type: Wulfen B

Tonnage: Movement Points: 30

Walking: 10 Tech Base: Mixed Tech (Clan) (Advanced) Running: 15 [20]

Era: Dark Agé Jumping: 6

Weapons & Equipment Inventory (hexes)

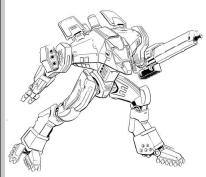
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	[E]	_	_	_	6
1	Targeting Computer	LT	_	įΕį	_	_	_	_
1	ER Large Laser	LA	12	10 (ĎE)	_	8	15	25

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

BV: 1,806

WARRIOR DATA

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



Left Torso Right Torso [10] 00 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 0 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center Left Arm 00 Right Arm Torso 0 (10)(10) [15] 0 0 00 00 0 0 Left Right 0 0 Lea 0 0 Leg Center 14 Torso 0 0 Rear(5) 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear

ARMOR DIAGRAM

Head (8)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4. | Double Heat Sink
- - 5. LDouble Heat Sink
 - 6. ER Large Laser
 - Endo-Steel
 - 2. Endo-Steel
- Stealth (IS) 3. 4-6
- 4. Stealth (IS)
 - 5. Roll Again
 - Roll Again

Left Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3 XXL Fusion Engine
- - 5. Jump Jet
 - 6. Jump Jet
 - 1. Jump Jet
 - 2. Targeting Computer
- 3. Endo-Steel 4-6
- 4. Stealth (IS)
 - 5. Stealth (IS)
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

Head

- 1. Life Support
- Sensors Cockpit
- 3. FCM Suite 4.
- Sensors
- Life Support 6.

Center Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XL Gyro (IS)
- - XL Gyro (IS)
 - 6. XL Gyro (IS) 1. XL Gyro (IS)

 - 2. XL Gyro (IS)
- 3. XL Gyro (IS)
- 4-6 4. XXL Fusion Engine
 - 5. XXL Fusion Engine

 - 6. XXL Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4 Hand Actuator
- - 5. Endo-Steel
 - Endo-Steel
 - Endo-Steel
 - 2. Stealth (IS)
- 3. Stealth (IS)
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
- 5. Jump Jet
- 6. Jump Jet
 - 1. Jump Jet
 - 2. Supercharger
- 3. Endo-Steel 4-6
 - 4. Stealth (IS)
 - Stealth (IS)
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

INTERNAL STRUCTURE DIAGRAM

Heat

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

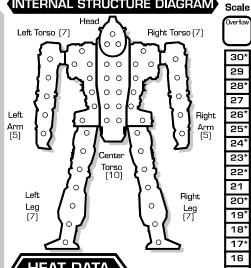
5*

4

3

2

1



	AT DATA X	
Heat Level*	Effects	11 (22) Double

28 Ammo Exp. avoid on 8+ 26 Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire

Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+

23

Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

10 –2 Movement Points 8

+1 Modifier to Fire -1 Movement Points

'MECH RECORD SHEET

'MECH DATA

Type: Wulfen C

Movement Points: Tonnage: 30

Walking: 10 Tech Base: Mixed Tech (Clan) (Advanced) Running: 15

Era: Dark Agé Jumping: 10

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	(E)	_	_	_	6
3	ER Medium Laser	LA	5	7 [DE]	_	5	10	15
1	Targeting Computer	LA	_	[E]	_	_	_	_

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

BV: 1,334

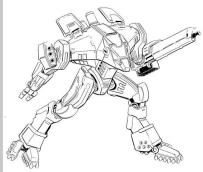
WARRIOR DATA

Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5

7 10 11 Dead



Head (8) Left Torso Right Torso [10] 00 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 0 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center Left Arm 00 Right Arm 0 (10)(10) [15] 0 0 00 0 0 0 0 Left Right 0 0 Lea 0 0 Lea Center 14 Torso 0 0 Rear(5) \bigcirc 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3
- 4. ER Medium Laser
 - ER Medium Laser 5.
 - ER Medium Laser
 - **Targeting Computer**
 - 2. Endo-Steel
- Endo-Steel 3. 4-6
- 4. Stealth (IS) 5. Stealth (IS)
 - Roll Again

Left Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine
- - Jump Jet
 - 6. Jump Jet
 - 1. Jump Jet
 - 2. Jump Jet
- 3. Jump Jet 4-6
 - 4. Endo-Steel
 - 5. Stealth (IS)
 - 6. Stealth (IS)

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

Head

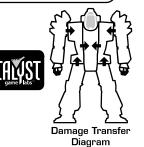
- 1. Life Support
- Sensors Cockpit 3.
- FCM Suite 4.
- Sensors
- Life Support

Center Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 3. XXL Fusion Engine
- 1-3 4 XL Gyro [IS]
 - XL Gyro (IS)
 - XL Gyro (IS)
 - 1. XL Gyro (IS)
 - 2. XL Gyro (IS)
 - 3. XL Gyro (IS)
- 4-6 4. XXL Fusion Engine
 - 5. XXL Fusion Engine

 - 6. XXL Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- 1. Shoulder

- - Double Heat Sink 5
- 6. LDouble Heat Sink
- - Endo-Steel
 - 2. Endo-Steel
- 3. Endo-Steel 4-6

- 1. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine

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

 - 6. Stealth (IS)

Right Leg

- 1. Hip

- Foot Actuator

Right Arm

- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4 Hand Actuator

- 4. Stealth (IS)
- 5. Stealth (IS)
- 6. Roll Again

Right Torso

- 2. XXL Fusion Engine
- - 5. Jump Jet
- 2. Jump Jet

 - Stealth (IS)

- Upper Leg Actuator
- Lower Leg Actuator
- Stealth (IS) 6.
- 5. Stealth (IS)

Left Torso (7) Right Torso (7) 0 0

INTERNAL STRUCTURE DIAGRAM

Head

Torso Rear

Heat

Scale

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*

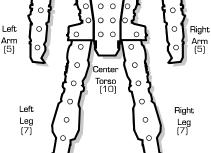
4

3

2

1

0



DATA

Torso Rear

11 (22) Heat **Effects** Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ Q0 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14

10 –2 Movement Points 8

13

+1 Modifier to Fire -1 Movement Points

+2 Modifier to Fire

'MECH RECORD SHEET

'MECH DATA

Type: Wulfen D

Movement Points:

Walking: 10 Running: 15

Era:

Tonnage: 30

Tech Base: Mixed Tech (Clan)

(Advanced) Dark Agé

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	[E]	_	_	_	6
1	SRM 2 w/Artemis V FCS	RA	2	2 MsI [M,C,S]	-	3	6	9
1	LÉ 2-X AC	LA	1	[DB,C/F/S]	4	10	20	30

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

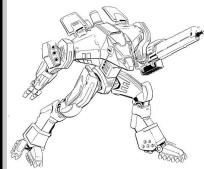
BV: 859

WARRIOR DATA

Name: Gunnery Skill: Piloting Skill:

Consciousness# 3

Hits Taken 1 2 3 4 5 7 10 11 Dead 5



Left Torso Right Torso [10] 00 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 0 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center 00 Left Arm Right Arm Torso 0 (10)(10) [15]0 0 00 0 0 0 0 Left Right 0 0 Lea 0 0 Lea Center 14 Torso 0 0 Rear(5) \bigcirc 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear 0

armor Diagram

Head (8)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. LR 5-X AC
- 1-3 4. LB 2-X AC
 - 5. LLB 2-X AC
 - 6. Ammo (LB-2X) 45
 - CASE II
 - 2. Endo-Steel
- Endo-Steel 3. 4-6
- 4. Stealth (IS)
 - 5. Stealth (IS)
 - Roll Again

Left Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine
- - 5. Endo-Steel
 - 6. Stealth (IS)
 - 1. Stealth (IS)
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

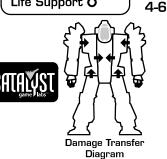
Head

- 1. Life Support
- Sensors Cockpit
- 3. FCM Suite 4.
- Sensors
- Life Support 6.

Center Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XL Gyro (IS)
 - XL Gyro (IS)
 - 6. XL Gyro (IS)
 - 1. XL Gyro (IS)
 - 2. XL Gyro (IS)
 - 3. XL Gyro (IS)
- 4-6 4. XXL Fusion Engine
 - 5. XXL Fusion Engine
 - 6. XXL Fusion Engine

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 4. Hand Actuator
 - SRM 2 5.
 - Artemis V FCS
 - Artemis V FCS

 - 2. Endo-Steel
- 3. Endo-Steel 4-6
 - 4. Endo-Steel 5. Stealth (IS)

 - 6. Stealth (IS)

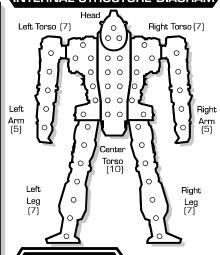
Right Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
 - 5. Ammo (SRM 2 Artemis V) 50
 - CASE II
 - 1. Endo-Steel
 - 2. Stealth (IS)
 - 3. Stealth (IS)
 - 4. Roll Again
 - Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

INTERNAL STRUCTURE DIAGRAM



Heat

Scale

30*

29

28*

27

26

25

24

23

22,

21

20

19

18

17

16

15

14*

13*

12

11

10*

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8*

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6

5*

4

3

2

1

0

HEAT DATA

10 (20) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 0000000000 -5 Movement Points 25 +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+

- +3 Modifier to Fire -3 Movement Points
- Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13
- 10 –2 Movement Points 8
 - +1 Modifier to Fire -1 Movement Points

'MECH RECORD SHEET

'MECH DATA

Type: Wulfen E

Tonnage: Movement Points: 30

Walking: Tech Base: Mixed Tech (Clan) Running: (Advanced) 15 [20] Era:

Dark Agé

Weapons	&	Equipment	Inventory	(hexes)
---------	---	-----------	-----------	---------

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	[E]	_	_	_	6
1	ATM 3 Standard Extended-Range High-Explosive	RT	2	[M,C,S] 2/Msl 1/Msl 3/Msl	4 4 —	593	10 18 6	15 27 9
1	ATM 3 Standard Extended-Range High-Explosive	LI	2	[M,C,S] 2/Msl 1/Msl 3/Msl	4 4 —	593	10 18 6	15 27 9
1 2	Targeting Computer ER Medium Laser	LΤ	_ 5	[E] 7 [DE]	_	-	_ 10	_ 15
1	Micro Pulse Laser	LA	1	3 [P,AI]	_	1	2	3

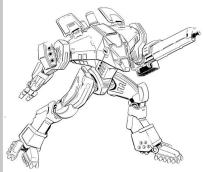
Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,839

WARRIOR DATA

Name: Gunnery Skill: Piloting Skill:

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



Left Torso Right Torso [10] 00 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 0 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center Left Arm 00 Right Arm Torso 0 (10)(10) [15]0 0 00 00 0 0 Left Right 0 0 Lea 0 0 Leg Center 14 Torso 0 0 Rear(5) \bigcirc 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear

ARMOR DIAGRAM

Head (8)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3
- 4. Double Heat Sink
 - 5. LDouble Heat Sink
 - ER Medium Laser
 - FR Medium Laser
 - 2. Micro Pulse Laser
- Endo-Steel 3. 4-6
- 4. Endo-Steel
 - 5. Stealth (IS)
 - 6. Stealth (IS)

Left Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
- - 5. Гатм з
 - 6. LATM 3
 - 1. Supercharger
- 2. Targeting Computer Endo-Steel
- 3. 4-6
 - 4. Stealth (IS)
 - 5. Stealth (IS)
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator 5. Stealth (IS)
- Stealth (IS) 6.

Head

- 1. Life Support
- Sensors 2. Cockpit
- 3. FCM Suite 4.
- Sensors
- Life Support 6.

Center Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XL Gyro (IS)
- - 5. XL Gyro (IS)
 - 6. XL Gyro (IS)
 - 1. XL Gyro (IS)
 - 2. XL Gyro (IS)
 - 3. XL Gyro (IS)
- 4-6 4 XXL Fusion Engine

 - 5. XXL Fusion Engine

 - 6. XXL Fusion Engine

Life Support O

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4 Hand Actuator
- - 5. Endo-Steel
 - 6. Endo-Steel
 - Endo-Steel 1.
 - 2. Stealth (IS)
- 3. Stealth (IS) 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
 - **5.**Гатм з
 - 6. L_{АТМ} з
 - 1. Ammo (ATM 3) 20
 - 2. CASE II
- 3. Endo-Steel 4-6
 - 4. Stealth (IS) Stealth (IS)
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

INTERNAL STRUCTURE DIAGRAM

Scale Head Left Torso (7) Right Torso (7) 0 0 0 Left 0 Right **Arm** (5) Arm (5) Center 0 (10) Left Right Leg Leg [7] DATA

Heat

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*

11 (22) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ Q0 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

- -4 Movement Points 20 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+
- +3 Modifier to Fire -3 Movement Points
- 14 +2 Modifier to Fire 13 10
 - +1 Modifier to Fire 8

'MECH RECORD SHEET

'MECH DATA

Type: Wulfen H

Movement Points:

Tonnage:

Walking: 10 Running: 15

30 Tech Base: Mixed Tech (Clan) (Advanced) Era: Dark Agé

Weapons & Equipment Inventory (hexes)

					,	•	•	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	[E]	_	_	_	6
1	Improved Heavy Medium Laser	RT	7	10 (DE,X)	_	3	6	9
1	Improved Heavy Medium Laser	LT	7	10 [DE,X]	_	3	6	9
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	_	5	10	15

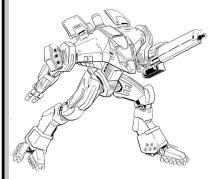
Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,556

WARRIOR DATA

Name:

Gunnery Skill:	_		ing S			
Hits Taken Consciousness#	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



0 0 0 00 0 00 0 0 0 0 0 0 0 0 0 0 0 0 00 00 0 000 0 0 \bigcirc 0 0 000 00 00 000 0 0 0 0 00 0 \bigcirc 0 0 Center Left Arm 00 Right Arm Torso 0 (10)(10) [15]0 0 00 0 0 0 0 Left Right 0 0 Lea 0 0 Lea Center 14 Torso 0 0 Rear(5) 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear Heat

armor Diagram

Head (8)

Right Torso [10]

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4 | Double Heat Sink
 - 5. LDouble Heat Sink
 - Improved Heavy Large Laser
 - Improved Heavy Large Laser
 - 2. Limproved Heavy Large Laser
- 3. Endo-Steel 4-6
- 4. Endo-Steel
 - 5. Stealth (IS)
 - Stealth (IS)

Left Torso(CASE)

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine XXL Fusion Engine
 - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - Improved Heavy Medium Laser
 - 2. Limproved Heavy Medium Laser
- 3. Endo-Steel 4-6
 - 4. Stealth (IS)
 - 5. Stealth (IS)
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Stealth (IS)
- Stealth (IS) 6.

Head

- 1 Life Support
- Sensors 2.
- Cockpit 3. FCM Suite 4.
- Sensors
- Life Support

Center Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- XXL Fusion Engine 1-3 4
 - XL Gyro (IS)
 - XL Gyro (IS)
 - XL Gyro (IS)
 - 1. XL Gyro (IS)
 - 2. XL Gyro (IS)
 - 3. XL Gyro (IS)
- 4-6 4 XXL Fusion Engine

 - 5. XXL Fusion Engine

 - 6. XXL Fusion Engine
 - Engine Hits OOO

Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 4 Hand Actuator
 - Double Heat Sink 5
 - 6. LDouble Heat Sink
 - Endo-Steel
 - 2. Endo-Steel
- 3. Endo-Steel 4-6
 - 4. Stealth (IS)
 - 5. Stealth (IS)
 - 6. Roll Again

Right Torso(CASE)

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine 4. XXL Fusion Engine
- 5. Double Heat Sink
 - 6. LDouble Heat Sink
- Improved Heavy Medium Laser
- 2. LImproved Heavy Medium Laser 3. Endo-Steel
- 4-6 4. Stealth (IS)
 - Stealth (IS)
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- 5. Stealth (IS)

INTERNAL STRUCTURE DIAGRAM

Scale

30*

29

28*

27

26

25

24*

23*

22,

21

20

19

18'

17

16

15

14*

13*

12

11

10*

9

8*

7

6

5*

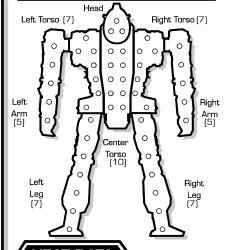
4

3

2

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DATA

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

+1 Modifier to Fire

-1 Movement Points

8

- Lower Leg Actuator
- Foot Actuator
- Stealth (IS) 6.

\TTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Eyrie

Tonnage: Movement Points: 35 Walking: Tech Base: Clan Running: 9

(Advanced) Era: Dark Age Jumping:

Weapons &	Equipment Inventory	(hexes)
-----------	---------------------	---------

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DĒ]	_	5	10	15
2	Micro Pulse Laser	RT	1	3 [P,A]	_	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	_	5	10	15
2	Micro Pulse Laser	LT	1	3 [P,A]]	_	1	2	3
1	Partial Wing	LT/RT	_	[E]	_	_	_	_
1	ATM 3	ŘΑ	2	[M,C,S]		_		
	Standard			2/Msl	4	5003	10 18	15
	Extended-Range High-Explosive			1 / Msl 3 / Msl	4	30	6	27 9
1	ATM 3	ΙΔ	2	[M.C.S]	_	U	U	J
	Standard		_	2/Msi	4	5	10	15
	Extended-Range High-Explosive			1/Msi	4	593	18	27
				3/Msl	_	3	6	9
1	Talons	Legs	-	11	_	-	_	-

BV: 1,401

WARRIOR DATA

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



Head (9) Left Torso Right Torso [11] 0 0 0 0 0 0 0 0 0 0 0 0 00 00 000 0 0 0 0 0 0 00 0 0 0 0 00 **:**O C 0 C 0 0 0 0 \circ 000 0 0 0 0 0 0 00 0 0 Center 0 0 Left Arm Right Arm Torso 00 0 [11] 0 [11] [17] 0 0 00 00 0 0 Left 0 0 Right \circ 0 Lea Lea Center 0 0 (16)(16) Torso 0 0 Rear(5) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Right Left Torso Rear Torso Rear

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Laser Heat Sink
- 1-3 4. Laser Heat Sink
 - 5. ГАТМ З
 - 6. LATM 3
 - Ferro-Fibrous
 - 2. Ferro-Fibrous
- 3. Ferro-Fibrous 4-6
- 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Torso(CASE)

- 1 XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Partial Wing
 - Partial Wing
 - 5. LPartial Wing
 - 6. Jump Jet

 - 1. Jump Jet 2. ER Medium Laser
- 3. Micro Pulse Laser
- 4-6 4. Micro Pulse Laser
 - 5. Ammo (ATM 3) 20
 - 6. Ferro-Fibrous

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator . Talons
- 5. 6. LTalons

Head

- 1. Life Support
- Sensors Cockpit
- 3. Roll Again 4.
- Sensors
- Life Support

Center Torso

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

 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- Upper Arm Actuator
- Гатм з 5.
 - Endo-Steel
- 3. Endo-Steel
- 4. Endo-Steel
 - 5. Endo-Steel

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3³₄
 - Partial Wing
 - 5. Partial Wing
- 1. Jump Jet
- 3. Micro Pulse Laser 4-6
 - 4. Micro Pulse Laser
 - Ammo (ATM 3) 20
 - 6. Endo-Steel

Right Leg

- Upper Leg Actuator
- Foot Actuator Talons
- 6.LTalons

Right Arm

- 1. Shoulder
- Laser Heat Sink 1-3 4. Laser Heat Sink
 - 6. **L** ATM 3
 - 2. Endo-Steel
- 4-6

 - 6. Endo-Steel

Right Torso(CASE)

- Partial Wing

- 6. Jump Jet
- 2. ER Medium Laser

- 1. Hip
- Lower Leg Actuator
- 5.

INTERNAL STRUCTURE DIAGRAM Scale Head Left Torso (8) Right Torso (8) 0

Heat

30*

29

28*

27

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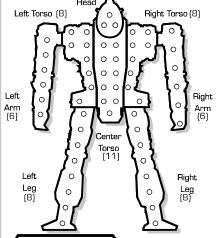
9

8*

7

6

5*



16 DATA 15 10 (23) 14* Heat **Effects** Level* Laser 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10* +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+

4 14 +2 Modifier to Fire 3 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1 -1 Movement Points 0

'MECH RECORD SHEET

'MECH DATA`

Type: Gravedigger DGR-1C

Movement Points: Tonnage: 50

Tech Base: Walking: Inner Sphere Era: Dark Age Running: 6

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1 / Msl [M,C,S]	6	7	14	21
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	-	5	10	15
1	Large Laser	LA	8	8 [DE]	_	5	10	15

BV: 1,342

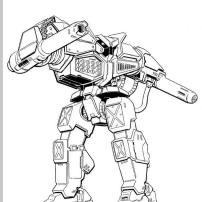
WARRIOR DATA

Consciousness#

Name:							
Gunnery	/ Skill:		_	Pilot	ing S	Skill:	
Hits	Taken	1	2	3	1	5	6

3

7 10 11 Dead



[19]0 0 0 0 0 C 0 0 0 0 0 0 0 Ō 0 000 0 0 0 0 0 0 0 0 0000000 000 000 0 0 0 0 0 0 0 0 0 0 00000 0 0 0 0 Ō Ō 0 0 0 0 000 0 Ô Õ 0 0 $\tilde{\circ}$ 0 Ō 0 0 o 00 0 ,0, 'o 0 00 0,00 Center 0 Left Arm Right Arm Torso $^{\prime}$ O (16)(16) O (25) 0 oo 00 000 0 O O 0 Left Right O Lea 0 Lea Center 0 \bigcirc (24)(24) Torso 0 0 0 0 Rear(7) 00 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear 0 0

ARMOR DIAGRAM

Head (9)

Right Torso

Heat

30*

29

28*

27

26

25

24

23*

22,

21

20

19

18

17

Left Torso

CRITICAL HIT TABLE

Left Arm

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

 - Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Ling.
 4. | Double Heat Sink

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

Left Leg

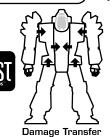
- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Endo-Steel
- 5.
- Endo-Steel 6.

Head

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

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Endo-Steel
 - 6. Endo-Steel
 - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

Right Arm

- 1. Shoulder

- - Rotary AC/5
- 2. LRotary AC/5

- 1. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. LRM 15
 - - 5.
 - 6. LRM 15
 - 1. Ammo (LRM 15) 8
- 3. Ammo (RAC/5) 20
- - 5. CASE II
- 6. Endo-Steel

Right Leg

- 1. Hip
- Lower Leg Actuator
- 5.
- Endo-Steel 6.

- Upper Arm Actuator
- Rotary AC/5 1-3 4
 - Rotary AC/5 Rotary AC/5 5
 - Rotary AC/5
- 3. Endo-Steel 4-6 4. Endo-Steel
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 2. XL Fusion Engine
- - LRM 15
- 2. Ammo (LRM 15) 8
- 4. Ammo (RAC/5) 20

- Upper Leg Actuator
- Foot Actuator
- Endo-Steel

INTERNAL STRUCTURE DIAGRAM Scale Left Torso (12) Right Torso (12) 000 00 0 000 00 0 000 Left 0 0 Right 00 Arm (8) Arm (8) 0 0 Center 0 0 0 Left. Right Leg DATA

16 15 10 (20) 14* Heat Effects Level* Double 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1 -1 Movement Points 0

'MECH RECORD SHEET

'MECH DATA'

Type: Gravedigger DGR-1D

Movement Points: Tonnage: 50

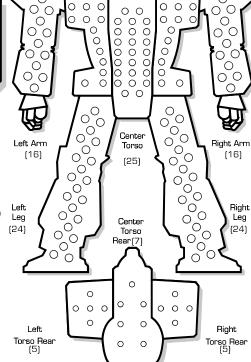
Tech Base: Walking: Mixed Tech (I.S.) Era: Dark Age Running: 6

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Active Probe (Clan)	HD	_	[E]	_	_	_	5
1	Angel ECM Suite	CT	_	[E]	_	_	_	6
1	Streak LRM 15 (Clan)	RT	5	1 / Msl [M,C]	-	7	14	21
1	LB 5-X AC (Clan)	RA	1	5 [DB,C/F/S]	3	8	15	24
1	ER PPC (Clan)	LA	15	15 [DÉ]	_	7	14	23

WARRIOR DATA

Name:						
Gunnery Skill:		_ '	Pilot	ing S	Skill:	
Hits Taken	1	2	3	4	5	6
Consciousness#	2		7	10	11	Dood



armor Diagram

Right Torso [19]

0

O

Heat

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

0 0

0 0 0

Head (9)

Left Torso

0 0

0 0 С

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0

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BV: 1,707

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5. LDouble Heat Sink
 - - 6. ER PPC (Clan)
 - 1. LER PPC (Clan)
 - 2. Endo-Steel
- 3. Endo-Steel 4-6
- 4. Endo-Steel
 - 5. Roll Again
 - Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Ling.
 4. | Double Heat Sink

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

Left Leg

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

Head

- 1. Life Support
- Sensors 2.
- Cockpit 3. Active Probe (Clan) 4.
- Sensors
- Life Support 6.

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
 - - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6 4. XL Fusion Engine
 - - 5. Angel ECM Suite
 - 6. LAngel ECM Suite
 - Engine Hits OOO

Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- _Upper Arm Actuator
- LB 5-X AC (Clan) 1-3 3. LB 5-X AC (Clan)
 - LB 5-X AC (Clan)
- 5 6. LLB 5-X AC (Clan)
 - Endo-Steel
 - 2. Endo-Steel
- 3. Endo-Steel 4-6
- 4. Roll Again
 - 5. Roll Again

 - 6. Roll Again

Right Torso

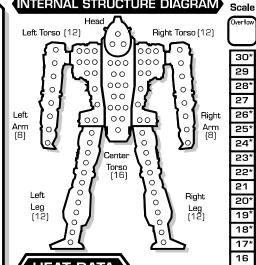
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink

 - Double Heat Sink
 - 6. LDouble Heat Sink
 - Streak LRM 15 (Clan)
 - Streak LRM 15 (Clan)
 - LStreak LRM 15 (Clan)
 - 4. Ammo (Streak LRM 15) 8
 - Ammo (LB-5X) 20
 - 6. CASE II

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Н	=	ΑΤ	D	ΑT	Α	

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

Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

10 –2 Movement Points +1 Modifier to Fire 8

-1 Movement Points

'MECH RECORD SHEET

MECH DATA

Type: Gyrfalcon

Movement Points: Tonnage: 55 Walking: Tech Base: Clan Running: 8 [10]

(Advanced) Era: Dark Agé Jumping:

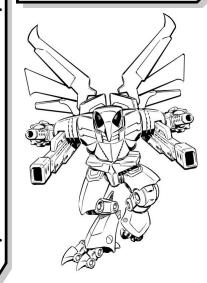
Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	_	[E]	_	_	_	3
1	Partial Wing	LT/RT	_	įΕj	_	_	_	_
1	ER Large Laser	ŔΑ	12	10 [DE]	_	8	15	25
1	LB 2-X AC	RA	1	[DB,C/F/S]	4	10	20	30
1	ER Large Laser	LA	12	10 [DE]	_	8	15	25
1	LB 2-X AC	LA	1	IDB.C/F/SI	4	10	20	30

BV: 2,367

WARRIOR DATA

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



[16] 00 00 0 0 0 0 0 0 000 000 00 00 0 0 0 0 000 0 000 000 0 000 00 0 0 00 000 0 0 0 0 000 0 0 00 00 0 0 0 0 0 0 0 000 0 0 0 0 00 0 0 0 00 0 0 0 Center 0 Left Arm Right Arm Torso 0 0 0 0 (15) (15) [21] 0 0 00 0 0 0 0 00 0 0 Left Right 0 0 Lea Lea Center 0 0 (18)(18) 0 0 Torso Rear(6) 0 \circ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear

ARMOR DIAGRAM

Head (9)

Right Torso

Heat

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

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- 3. ER Large Laser 1-3 4 FLB 2-X AC
- - LB 2-X AC 5.
 - 6. LLB 2-X AC
 - Ammo (LB-2X) 45
- 2. Endo-Steel
- 3. Endo-Steel 4-6 4. Endo-Steel
- 5. Roll Again
 - 6. Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
- Partial Wing
 - 5. LPartial Wing
 - 6. Jump Jet
 - Jump Jet
 - 2. FMASC
- 3. LMASC 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- Sensors Cockpit
- 3. Light Active Probe
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
 - - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. Endo-Steel
 - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- 2. Upper Arm Actuator
- 1-3 4 FLB 2-X AC

 - Ammo (LB-2X Cluster) 45
- 4-6 4. Endo-Steel
 - 5. Roll Again

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- Partial Wing
- Partial Wing

- 6. Jump Jet
- 1. Jump Jet
- 2. Reflective
- 4-6

- Lower Leg Actuator Foot Actuator
- 5. Reflective
- 6.

Right Arm(CASE)

- 1. Shoulder
- 3. ER Large Laser
- LB 2-X AC 5
- 6. LLB 2-X AC
- - 2. Endo-Steel
- 3. Endo-Steel

- 6. Roll Again

Right Torso

- 1-3³₄
 - 5. Partial Wing

 - 3. Roll Again
 - 4. Roll Again
 - Roll Again 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Reflective

INTERNAL STRUCTURE DIAGRAM Scale Head Right Torso (13) Left Torso (13) 000 000 0 0 000 0 0 000 000 0 000 0 Left Right 0 000 Arm (9) 0 0 000 Center 0 Left. Right Leg (13)

DATA 11 (25) Heat Effects Level* Laser 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 00 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 –2 Movement Points 8 +1 Modifier to Fire

-1 Movement Points

\TTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Gyrfalcon 2

Movement Points: Tonnage: 55 Walking: Tech Base: Clan Running: 8 [10]

(Advanced) Era: Dark Age Jumping:

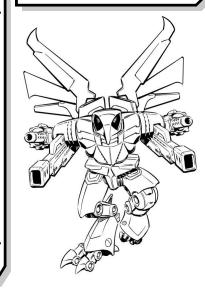
Weapons	&	Equipment	Inventory	(hexes)
---------	---	-----------	-----------	---------

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Partial Wing	LT/RT	_	[E]	_	_	_	_
1	ER Large Laser	ŔΑ	12	10 [DE]	_	8	15	25
1	LB 2-X AC	RA	1	[DB,C/F/S]	4	10	20	30
1	ER Large Laser LB 2-X AC	LA LA	1	10 (DÉ) 2 (DB,C/F/S)	_ 4	8 10	15 20	25 30

BV: 2,105

WARRIOR DATA

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



[16] 00 00 0 0 00 0 0 000 000 00 00 0 0 0 0 000 0 000 0 0 0 0 000 00 0 0 00 000 0 0 0 0 000 0 0 00 00 0 0 0 0 0 0 0 000 0 0 0 0 00 0 0 0 0 0 0 0 0 Center 0 Left Arm Right Arm Torso 0 0 0 0 (15)(15) [21] 0 0 00 0 0 0 0 00 0 0 Left Right 0 0 Lea Lea Center 0 0 (18)(18) 0 0 Torso Rear(6) 0 \circ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear

ARMOR DIAGRAM

Right Torso

Heat

30*

29

28*

27

26

25

24

23

22,

21

20

19

18

0

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- 3. ER Large Laser
- 1-3 4 FLB 2-X AC
 - LB 2-X AC 5.
 - 6. LLB 2-X AC
 - Ammo (LB-2X) 45
 - 2. Endo-Steel
- 3. Endo-Steel 4-6
- 4. Endo-Steel 5. Roll Again
 - 6. Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
- Partial Wing
 - 5. LPartial Wing
 - 6. | Laser Heat Sink

 - 1. Laser Heat Sink
- 2. Jump Jet 3. Jump Jet
- 4-6 4. TMASC
 - 5. LMASC
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 6.
- 5. Ferro-Fibrous Ferro-Fibrous

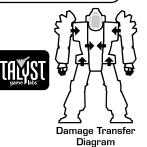
Head

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

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
 - - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine 5. Jump Jet
 - 6. Ferro-Fibrous
 - Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



- 2. Upper Arm Actuator
- - LB 2-X AC 5
 - 6. LLB 2-X AC

 - 2. Endo-Steel
- 4-6

Right Torso

- 1. XL Fusion Engine
- 1-3³₄

 - 5. Partial Wing
 - 6. Laser Heat Sink

 - 1. Laser Heat Sink
- Jump Jet
- 4-6 4. Ferro-Fibrous
 - Ferro-Fibrous
 - 6. Roll Again

Right Leg

- 1. Hip
- Lower Leg Actuator
- Foot Actuator 5. Ferro-Fibrous

Right Arm(CASE)

- 1. Shoulder
- 3. ER Large Laser 1-3 4 FLB 2-X AC

 - - Ammo (LB-2X Cluster) 45
 - 3. Endo-Steel
 - 4. Endo-Steel
 - 5. Roll Again
 - 6. Roll Again

- 2. XL Fusion Engine
- Partial Wing
- Partial Wing

 - 2.
 - 3. Jump Jet

- Upper Leg Actuator
- Ferro-Fibrous 6.

INTERNAL STRUCTURE DIAGRAM Scale Head Right Torso (13) Left Torso (13) 000 000 0 0 000 0 0 000 000 0 000 0 Left Right 0 000 Arm (9) Arm (9) 0 0 000 Center 0 Left. Right Leg (13)

17 16 DATA 15* 13 (29) 14* Heat Effects Level* Laser 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 3 +2 Modifier to Fire 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1 -1 Movement Points

\TTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Gyrfalcon 3

Movement Points: Tonnage: 55 Walking: Tech Base: Clan (Advanced) Running: 8 [10]

Era: Dark Age Jumping:

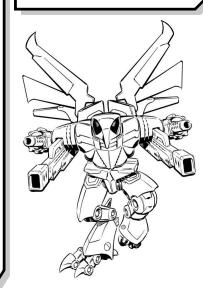
(hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	_	[E]	_	_	_	_
1	Partial Wing	LT/RT	_	[E]	_	_	_	_
1	ER Large Laser	ŔΑ	12	10 [DE]	_	8	15	25
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
1	ER Large Laser Ultra AC/2	LA LA	12 1	10 [DE] 2/Sht [DB,R/C]	2	9	15 18	25 27

BV: 2,228

WARRIOR DATA

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



[16] 00 00 0 0 00 0 0 000 000 00 00 0 0 0 0 000 0 000 000 0 000 00 0 0 00 000 0 0 0 0 000 0 0 00 00 0 0 0 0 0 0 0 000 0 0 0 0 00 0 0 0 0 0 0 0 0 Center 0 Left Arm Right Arm Torso 0 0 0 0 (15)(15) [21] 0 0 00 0 0 0 0 00 0 0 Left Right 0 0 Lea Lea Center 0 0 (18)(18) 0 0 Torso Rear(6) 0 \circ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear

ARMOR DIAGRAM

Right Torso

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- 3. ER Large Laser
- 1-3 4. Fultra AC/2
 - 5. LUltra AC/2
 - 6. Ammo (Ultra AC/2) 45
 - 1. Endo-Steel
 - 2. Endo-Steel
- 3. Endo-Steel 4-6
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
- Partial Wing
 - 5. LPartial Wing
 - 6. Jump Jet
 - Jump Jet
 - 2. FMASC
- 3. LMASC 4-6
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Head

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

Center Torso

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

 - 6. Endo-Steel

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- 1. Shoulder
- 2. Upper Arm Actuator
- - 5. LUItra AC/2
 - 6. Ammo (Ultra AC/2) 45
 - Endo-Steel
 - 2. Endo-Steel
- 4-6
 - - 5. Roll Again

 - 1. XL Fusion Engine
 - 2. XL Fusion Engine
- 1-3³₄

- - **Targeting Computer**

Right Leg

- 1. Hip
- Foot Actuator
- 5. Ferro-Fibrous

Right Arm(CASE)

- 3. ER Large Laser 1-3 4 Fultra AC/2

 - 3. Endo-Steel
 - 4. Roll Again

 - 6. Roll Again

Right Torso

- Partial Wing
- Partial Wing
- 5. Partial Wing 6. Jump Jet
- Jump Jet
- Targeting Computer 4-6
 - **Targeting Computer** 5 Largeting Computer
 - 6. Roll Again

- Upper Leg Actuator
- Lower Leg Actuator
- Ferro-Fibrous 6.

Heat INTERNAL STRUCTURE DIAGRAM Scale Head Right Torso (13) Left Torso (13) 30* 000 000 29 0 0 000 0 0 28* 000 000 0 27 000 0 Left Right 26 0 000 Arm (9) 25 0 0 24 000 Center 23 0 22, 21 Left. Right 20 Leg (13) 19 18 17 DATA 10 (23) Heat

16 15 14* Effects Level* Laser 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1 -1 Movement Points

0

'MECH RECORD SHEET

MECH DATA

Type: Gyrfalcon 4

Jumping:

Movement Points:

Walking: Running: 8 [10]

Tonnage: 55 Tech Base:

Era:

Mixed Tech (Clan) (Advanced) Dark Agé

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Partial Wing	LT/RT	_	[E]	_	_	_	_
1	ER Large Laser	ŔΑ	12	10 [DE]	_	8	15	25
1	TSEMP Cannon (IS)	RA	10	(DE,X)	_	5	10	15
1	ER Large Laser TSEMP Cannon (IS)		12 10	10 (DE) 0 (DE,X)	_	8 5	15 10	25 15

BV: 3,716

WARRIOR DATA

Name: Gunnery Sk

Hits Take Consciousness

a ll :	:								
en	1	2	3	4	5	6			
s#	3	5	7	10	11	Dead			



[16] 00 00 0 0 00 0 0 000 000 00 00 0 0 0 0 000 0 000 000 0 000 00 0 0 00 000 0 0 0 0 000 0 0 0 00 0 0 0 0 0 0 0 0 000 0 0 0 0 00 0 0 0 00 0 0 0 Center 0 Left Arm Right Arm Torso 0 0 0 0 (15)(15) [21] 0 0 00 0 0 0 0 00 0 0 Left Right 0 0 Lea Lea Center 0 0 (18)(18) 0 0 Torso Rear(6) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- ER Large Laser
- 1-3 4. TSEMP Cannon (IS)
 - TSEMP Cannon (IS) 5.
 - TSEMP Cannon (IS)
 - TSEMP Cannon (IS)
- 2. LTSEMP Cannon (IS)
- 3. Endo-Steel 4-6
- 4. Endo-Steel
 - 5. Endo-Steel
 - Roll Again

Left Torso

- 1 XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Partial Wing
- Partial Wing
 - 5. LPartial Wing
 - 6.
 - _ Laser Heat Sink
 - 1. Laser Heat Sink
- 2. Jump Jet Jump Jet
- 4-6 4. [MASC
 - 5. LMASC
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Head

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

Center Torso

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

 - 1. Gyro XL Fusion Engine 2.
 - 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
 - 5. Jump Jet
 - Ferro-Fibrous

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O

Damage Transfer

Diagram

Right Arm(CASE)

- 2. Upper Arm Actuator
- - TSEMP Cannon (IS) 5
- **4-6** 3. Endo-Steel

Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3³₄
 - Partial Wing
 - 5. Partial Wing
 - 6 Laser Heat Sink

 - 1. Laser Heat Sink

 - 4. Ferro-Fibrous
 - 6. Roll Again

Right Leg

- Lower Leg Actuator
- Foot Actuator
- 6.

- 1. Shoulder
- ER Large Laser 1-3 4
 - TSEMP Cannon (IS)
 - TSEMP Cannon (IS)
 - TSEMP Cannon (IS)
 - 2. LTSEMP Cannon (IS)
- 3. Endo-Steel

 - 5. Endo-Steel
 - 6. Roll Again

- Partial Wing

- 2. Jump Jet
- 3. Jump Jet 4-6

 - Ferro-Fibrous

- 1. Hip
- Upper Leg Actuator
- 5. Ferro-Fibrous
- Ferro-Fibrous

Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Torso (13) Right Torso (13) 30* 000 000 29 0 0 000 0 0 28* 000 000 0 27 000 0 Left Right 26 0 000 Arm (9) C 0 000 Center Torso (18) 0 Left. Right Leg (13) DATA

25

24

23*

22,

21

20

19

18'

0

17 16 15 13 (29) 14* Heat **Effects** Level* Laser 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 3 +2 Modifier to Fire 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1

-1 Movement Points

'MECH RECORD SHEET

'MECH DATA

Type: Vulture Mk III Prime

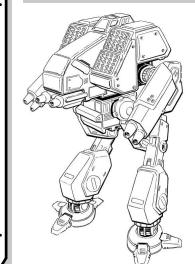
Movement Points: Tonnage: RΩ Walking: Tech Base: Clan Era: Dark Age Running: 8

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DĒ]	_	5	10	15
2	LRM 20	RT	6	1 / Msl [M,C,S]	-	7	14	21
2	LRM 20	LT	6	1/Msl [M,C,S]	_	7	14	21
2	ER Medium Laser ER Medium Laser	RA LA	5 5	7 [DE] 7 [DE]	_	5 5	10 10	15 15

WARRIOR DATA

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



Head (9) Left Torso Right Torso 0 0 0 0 \circ 00 0 O o o \hat{O} Ō 0 0 0 0 Ō 0 00 0 0 0 000 ol 0 0 \circ 000 0 0 0 0 0 0 0 0 0 0 0 0000 0 0 Ō Ō 0 0 0 0 000 0 0 O Ô Ō 0 0 0 0 00 0 0 0 0 0 0 O 0 00 0 0 0 ,0, 'O 0 00 0,00 Center 0 Left Arm Right Arm Torso $^{\prime}$ O (16)(16) O. (30) 0 oo 00 000 0 O O 0 Left Right O Lea 0 Lea Center 0 \bigcirc (24)(24) Torso 0 0 0 0 Rear(9) 00 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right 0 0 Left Torso Rear Torso Rear 0 Heat

ARMOR DIAGRAM

BV: 2,729

CRITICAL HIT TABLE

Left Arm

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

 - 6. Roll Again

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. LRM 20
 - LRM 20 5.
 - LRM 20
 - 6. LLRM 20
 - **FLRM 20**
 - 2. LRM 20
- 3. LRM 20
- 4-6 4. LRM 20
 - 5. Ammo (LRM 20) 6
 - 6. Ammo (LRM 20) 6

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

Right Arm

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

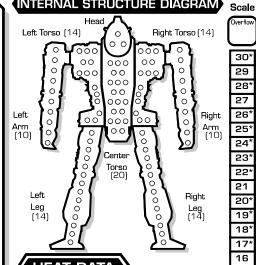
Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. LRM 20 LRM 20 LRM 20
 - LRM 20
 - 6. LLRM 20
 - LRM 20
 - 2. LRM 20
- LRM 20 4-6
- 4. LRM 20
- 5. Ammo (LRM 20) 6
 - 6. Ammo (LRM 20) 6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM Head



30*

29

28*

27

26

25

24*

23*

22,

21

20

19

18

17

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

'MECH RECORD SHEET

'MECH DATA`

Type: Vulture Mk III A

Movement Points: Tonnage: RΩ Walking: Tech Base: Clan Era: Dark Age Running: 8

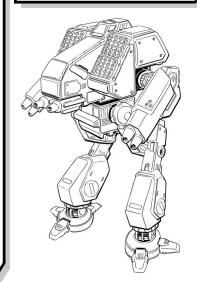
Weapons & Equipment Inventory (hexes)

	Туре	Loc		Dmg	Min		Med	
2	Medium Pulse Laser SRM 6	CT RT	4 4	7 [P] 2/Msl [M,C,S]	_	4 3	8 6	12 9
2	SRM 6	LT	4	[M,C,S] 2/Msl [M,C,S]	_	3	6	9
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	_	7	14	21
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	-	7	14	21

BV: 1,880

WARRIOR DATA

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



Left Torso Right Torso 0 0 0 0 \circ 0,0 0 O $\hat{\circ}$ o \hat{O} 0 Ō 0 0 0 0 0 Ō 0 00 0 0 0 000 ol 0 0 0 0 0 0 O 0 0 00 0 0 0 0 0 0 0 0 Ō Ō 0 0 O C000 000 0 O 0 O Ō 0 0 00 0 0 0 0 0 0 O 0 00 0 0 0 'O O 00 0 00 0,00 Center 0 Left Arm Right Arm Torso $^{\prime}$ O (16)(16) O (30) 0 oo 00 000 0 O O 0 O Left Right 0 O Lea 0 0 Lea Center 0 0 (24)(24) Torso 0 0 0 0 Rear(9) 00, 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right 0 0 Left Torso Rear Torso Rear 0

ARMOR DIAGRAM

Head (9)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Ultra AC/5
- 1-3 4. Ultra AC/5
- 5. LUltra AC/5
 - 6. Endo-Steel
 - Endo-Steel
 - 2. Endo-Steel
- 3. Endo-Steel 4-6
- 4. Endo-Steel
 - 5. Endo-Steel
 - 6. Endo-Steel

Left Torso(CASE)

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

 - 1. Ammo (SRM 6) 15
 - 2. Ammo (Ultra AC/5) 20
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Ultra AC/5 1-3 3
- Ultra AC/5
 - 5 LUltra AC/5
 - 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous 4-6
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- 5. SRM 6
- 6. SRM 6
- 1. Ammo (SRM 6) 15
- 2. Ammo (Ultra AC/5) 20
- 3. Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat

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*

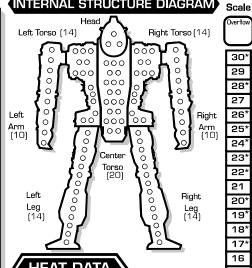
4

3

2

1

0



	AI DAIA	
Heat	<u> </u>	14 (28)
.evel*	Effects	Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	\circ
25	–5 Movement Points	QQ
24	+4 Modifier to Fire	ÕÕ
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
20	4 Movement Points	Õ

Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 18 +3 Modifier to Fire

-3 Movement Points 15 Shutdown, avoid on 4+ 14

+2 Modifier to Fire 13 10

-2 Movement Points 8 +1 Modifier to Fire -1 Movement Points

/TTLETECH

'MECH RECORD SHEET

'MECH DATA`

Type: Vulture Mk III B

Movement Points: Tonnage: RΩ Walking: Tech Base: Clan Era: Dark Age Running: 8

Jumping:

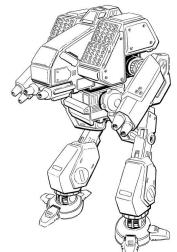
Weapons &	Equipment Inventory	(hexes)
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Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DĒ]	_	5	10	15
1	LRM 20	RT	6	1/Msl [M,C,S]	-	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	-	7	14	21
1	ER Large Laser ER Large Laser	RA LA	12 12	10 [DE] 10 [DE]	_	8	15 15	25 25

6000 T

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

WARRIOR DATA



Left Torso Right Torso (20) 0 0 0 0 \circ 00 00 O $\hat{\circ}$ o \hat{O} Ō 0 0 0 0 0 00 0 0 0 000 ol 0 0 0 000 0 0 0 0 0 0 0 0 0 0 0 0000 0 0 Ō Ō 0 0 0 0 000 0 0 0 0 O Ō Ō 0 0 0 00 0 0 0 0 0 0 O 0 00 0 0 0 0,00 'O 0 00 0,00 Center 0 Left Arm Right Arm Torso $^{\prime}$ O (16)(16) O (30) 0 oo 00 000 00 O 0 O Left Right 0 0 O Lea 0 Lea Center 0 (24)(24) Torso 0 0 0 0 Rear(9) 00 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right 0 0 Left Torso Rear Torso Rear 0

ARMOR DIAGRAM

Head (9)

CRITICAL HIT TABLE

Left Arm

1. Shoulder

BV: 2,572

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

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- - - 5. [LRM 20 6. LRM 20

 - LRM 20
 - 2. LLRM 20
- 3. Ammo (LRM 20) 6 4-6
 - 4. Ammo (LRM 20) 6
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



- - 5. Ferro-Fibrous

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

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- Double Heat Sink
- - 6.
 - LRM 20
 - 2.LLRM 20
 - 4. Ammo (LRM 20) 6
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 3. Lower Leg Actuator
- Jump Jet 5.
- 6.

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. ER Large Laser 1-3 4. Ferro-Fibrous

 - 6. Ferro-Fibrous
 - 1. Ferro-Fibrous

 - 3. Ferro-Fibrous

 - 6. Roll Again

Right Torso(CASE)

- 1-3 3. Double Heat Sink
 - 5. [LRM 20
 - LRM 20
- 3. Ammo (LRM 20) 6 4-6

- 1. Hip
- Upper Leg Actuator
- 4. Foot Actuator
- Jump Jet

INTERNAL STRUCTURE DIAGRAM Scale Head Right Torso (14) Left Torso (14) 0 0 0 0 00 00 0 00 0 0 000 00 0 000 00 0 Left Right 0 000 Arm (10) Arm (10) 00000 0 Cente (20) Left. Right

Leg

14

13

10

8

Heat

30*

29

28*

27

26

25

24*

23

22,

21

20

19

3

2

1

0

18 17 16 DATA 15* 14 (28) 14* Heat Level* Effects Double 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4

Shutdown, avoid on 4+

+2 Modifier to Fire

+1 Modifier to Fire

–2 Movement Points

-1 Movement Points

'MECH RECORD SHEET

'MECH DATA`

Type: Vulture Mk III C

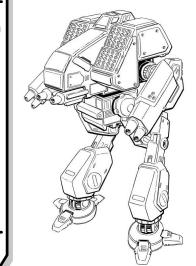
Movement Points: Tonnage: RΩ Walking: Tech Base: Clan Era: Dark Age Running: 8

Weapons &	Equipment	Inventory	(hexes)
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Qty 2 4	Type Micro Pulse Laser Streak SRM 6	Loc CT RT	Ht 1 4	Dmg 3 [P,AI] 2/MsI [M,C]	M in _ _	Sht 1 4	Med 2 8	Lng 3 12
4	Streak SRM 6	LT	4	2/Msl [M,C]	_	4	8	12
1	Micro Pulse Laser Micro Pulse Laser	RA LA	1	3 [P,AI] 3 [P,AI]	_	1	5 5	3 3

WARRIOR DATA

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



Left Torso Right Torso [20] 0 0 0 0 \circ 00 0 O o o \hat{O} Ō 0 0 0 0 0 0 0 00 0 0 0 000 ol 0 0 \circ 000 0 0 0 O 0 0 0 0 0 0 0 0000 0 0 Ō Ō 0 0 0 0 000 0 0 O Ô Ō 0 0 $\tilde{\circ}$ 00 0 0 0 0 0 0 O 0 00 0 0 0 'O O 00 0 00 0,00 Center 0 Left Arm Right Arm Torso $^{\prime}$ O (16)(16) O. (30) 0 oo 00 000 0 O O 0 O Left Right 0 O Lea 0 Lea Center 0 0 (24)(24) Torso 0 0 0 0 Rear(9) 00 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right 0 0 Left Torso Rear Torso Rear 0

ARMOR DIAGRAM

Head (9)

CRITICAL HIT TABLE

Left Arm

1. Shoulder

BV: 2,299

- Upper Arm Actuator
- Micro Pulse Laser Endo-Steel
- 1-3 4.
 - Endo-Steel 5.
 - Endo-Steel
 - Endo-Steel
 - 2. Endo-Steel
- 3. Endo-Steel
- 4-6 4. Endo-Steel
 - 5. Roll Again
 - Roll Again

Left Torso(CASE)

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Streak SRM 6 4. Streak SRM 6
 - - 5. Streak SRM 6 6. LStreak SRM 6

 - 1. Streak SRM 6 2. LStreak SRM 6
- 3. Streak SRM 6 4-6
 - 4. LStreak SRM 6 5. Ammo (Streak SRM 6) 15
 - 6. Ammo (Streak SRM 6) 15

Left Leg

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

Head

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

Center Torso

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O

Damage Transfer

Diagram

Right Arm

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

- 2. XL Fusion Engine
- 1-3 3. Streak SRM 6
- _Streak SRM 6

 - Streak SRM 6
- Streak SRM 6
- 4-6 4. Streak SRM 6
- - 6. Ammo (Streak SRM 6) 15

Right Leg

- 1. Hip
- Lower Leg Actuator
- Foot Actuator
- Roll Again 5.
- 6.

- 3 Micro Pulse Laser
- 5. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous

 - 6. Roll Again

Right Torso(CASE)

- 1. XL Fusion Engine
- - 5. Streak SRM 6
 - 6. LStreak SRM 6
- 2. LStreak SRM 6
- 5. Ammo (Streak SRM 6) 15

- Upper Leg Actuator
- Roll Again

Heat INTERNAL STRUCTURE DIAGRAM Scale Head Right Torso (14) Left Torso (14) 0 30* 0 00 00 0 29 00 0 0 000 28* 00 27 000 00 0 Left Right 26 0 000 Arm (10) Arm (10) Cente (20) Left. Right Leg DATA 12 (24) Heat

25

24

23

22,

21

20

19

18

17

16

15*

14*

13*

8*

7

1

Double

Effects

Shutdown

Level*

'MECH RECORD SHEET

'MECH DATA`

Type: Vulture Mk III D

Movement Points: Tonnage: RΩ Walking: Tech Base: Clan Era: Dark Age Running: 8

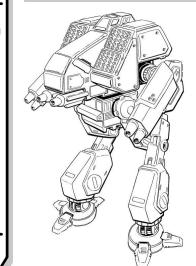
Weapons &	Equipment	Inventory	(hexes)
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					•	-	-	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	-	7	14	21
1	Rotary AC/5	LT	1	5/Sht [DB,R/C]	-	7	14	21
1	Medium Pulse Laser Medium Pulse Laser		4 4	7 [P] 7 [P]	_	4 4	8	12 12

Gunnery Skill:

WARRIOR DATA

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



Left Torso Right Torso 0 0 0 0 \circ 00 0 Ô o \hat{O} Ō 0 0 0 0 0 0 00 0 0 0 0000 ol 0 0 0 0 0 0 O 0 0 0 0 0 0 0000 0 0 Ō Ō 0 0 0 0 000 0 O Ô Ō 0 0 $\tilde{\circ}$ 0 0 O 0 0 0 O 0 00 0 0 0 'O O 00 0 00 0,00 Center 0 Left Arm Right Arm Torso $^{\prime}$ O (16)(16) O. (30) 0 oo 00 000 0 O O 0 Left Right O Lea 0 Lea Center 0 \bigcirc (24)(24) Torso 0 0 0 0 Rear(9) 00 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 0 Right Left Torso Rear Torso Rear 0

ARMOR DIAGRAM

Head (9)

BV: 2,421

CRITICAL HIT TABLE

Left Arm

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

Left Torso(CASE)

- 1 XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Rotary AC/5
 - Rotary AC/5
 - 5. Rotary AC/5
 - 6. Rotary AC/5
 - Rotary AC/5
 - 2. Rotary AC/5
- 3. Rotary AC/5 4-6
 - 4. LRotary AC/5 5. Ammo (RAC/5) 20

 - 6. Ammo (RAC/5) 20

Left Leg

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

Head

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

Center Torso(CASE)

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

 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Ammo (RAC/5) 20

 - Ammo (RAC/5) 20

Life Support O

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Damage Transfer

Diagram

- XL Fusion Engine
- 1-3 3.
 - Rotary AC/5

 - Rotary AC/5
- Rotary AC/5 4-6
- Rotary AC/5

Right Leg

- Lower Leg Actuator
- 6.

Right Arm

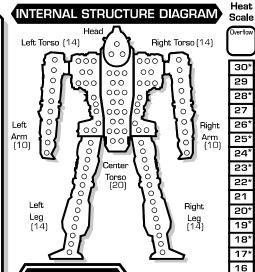
- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Medium Pulse Laser
- 1-3 4 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Ferro-Fibrous
 - Ferro-Fibrous
 - 2. Ferro-Fibrous
- 3. Ferro-Fibrous 4-6 4. Ferro-Fibrous
 - Roll Again
 - 6. Roll Again

Right Torso(CASE)

- 1. XL Fusion Engine
- Rotary AC/5
 - Rotary AC/5

 - Rotary AC/5
- 2 Rotary AC/5
- - Ammo (RAC/5) 20
 - 6. Ammo (RAC/5) 20

- 1. Hip
- Upper Leg Actuator
- Foot Actuator
- 5.
- Roll Again Roll Again



DATA 12 (24) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+

- +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14
- +2 Modifier to Fire 13 10 –2 Movement Points
- +1 Modifier to Fire 8 -1 Movement Points

15

14*

13*

12

11

10*

9

8*

\TTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Loki Mk II Prime

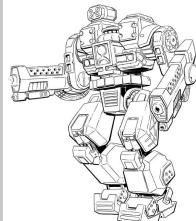
Movement Points: Tonnage: 65 Walking: Tech Base: Clan Era: Dark Age Running:

Weapons &	& Equipment	Inventory	(hexes)
-----------	-------------	-----------	---------

		•			•	-	-	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
1	ER Large Laser	RA	12	10 [DE]	_	8	15	25
1	Gauss Řifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	10 [DE]	_	8	15	25
1	Gauss Řifle	LA	1	15 [DB,X]	2	7	15	22

WARRIOR DATA

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



, 'O O \bigcirc 0 0 0 0 \circ O 0 O o \hat{O} Ô 0 0 0 Ō Ō 00 0 0 0 000 0 O ol 0 0 O 0 0 0 0 0 O 0 0 0 0 \circ 0 0 0 0 \cap Ō Ō 0 000 000 0 00 O Ō Ō 0 0 Ô 0 0 Ó 0 O 0 0 0 0 0 0 O 0 0 o 0 Center \bigcirc Left Arm Right Arm 0 0 Torso (20)0 0 (20) (30)0 Ô 0 0 0 O 0 0 0 0 0 0 Left 0 0 Right 0 0 Lea Lea Center 0 0 (21) (21) 0 0 Torso 0 0 Rear(7) \circ \circ 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right Left Torso Rear Torso Rear 0 0

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- Gauss Rifle 1-3

BV: 2,189

- 4. Gauss Rifle
 - Gauss Rifle 5.
 - Gauss Rifle
 - Gauss Rifle
 - 2. LGauss Rifle
- 3. ER Large Laser
- 4-6 4. Endo-Steel
 - 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Ammo (Gauss) 8
- 5. Endo-Steel
 - 6. Ferro-Fibrous
 - 1. Roll Again
- 2. Roll Again
- 4-6 4. Roll Again 3. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Endo-Steel
- 5.
- Ferro-Fibrous 6.

Head

- 1. Life Support Sensors
- Small Cockpit 3.
- Sensors Double Heat Sink
- 6. LDouble Heat Sink

Center Torso

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

Sensor Hits OO Life Support O



Right Arm(CASE)

- 1. Shoulder Upper Arm Actuator
- Gauss Rifle
- 1-3 ³ Gauss Rifle
 - Gauss Rifle 5
 - Gauss Rifle
 - Gauss Rifle
 - _Gauss Rifle
- 3. ER Large Laser
- **4-6** 3. Endo-Steel
 - - 5. Endo-Steel
 - 6. Ferro-Fibrous

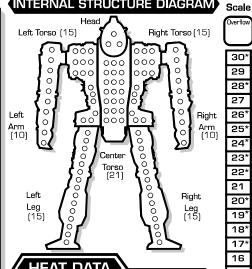
Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Streak SRM 4 4. Ammo (Streak SRM 4) 25
 - 5. Ammo (Gauss) 8
 - 6. Endo-Steel
 - 1. Ferro-Fibrous
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Endo-Steel
- 6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



	AT DATA \		
Heat Level*	Effects	12 (24) Double	
30 28 26	Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+	00	
25 24 23	–5 Movement Points+4 Modifier to FireAmmo Exp. avoid on 6+	88	
55 53	Shutdown, avoid on 8+ 4 Movement Points	00000000	
19 18	Ammo Exp. avoid on 4+ Shutdown, avoid on 6+	ŏ	
17	+3 Modifier to Fire	8	
15 14	-3 Movement Points Shutdown, avoid on 4+	ŏ	
13 10	+2 Modifier to Fire -2 Movement Points	0	

+1 Modifier to Fire

-1 Movement Points

8

Heat

30*

29

28*

27

26

25

24

23

22,

21

20

19

18

17

16 15'

14

13'

'MECH RECORD SHEET

'MECH DATA

Type: Loki Mk II A

Movement Points: Tonnage: 65 Walking: Tech Base: Clan Era: Dark Age Running:

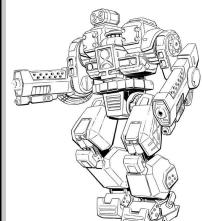
Weapons & Equipment Inventor	'Y (hexes)
------------------------------	------------

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	_	[E]	_	_	_	6
2	AP Gauss Rifle	RT	1	3 [DB,AI,X]	_	3	6	9
2	Improved Heavy Medium Laser	RT	7	10 [DE,X]	_	3	6	9
1	LB 10-X AC	LT	5	10 DB,C/F/S1	-	6	12	18
1	ER PPC	RA	15	15 (DÉ)	_	7	14	23
1	Medium Pulse Laser	RA	4	7 [P] 1	_	4	8	12
1	ER PPC	LA	15	15 [DE]	_	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	_	4	8	12

BV: 2,249

WARRIOR DATA

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



, 'O O \bigcirc 0 0 0 0 \circ 0 O O o \hat{O} Ô 0 0 0 0 Ō Ō 00 0 0 0 0 0 0 0 O ol 0 0 O 0 0 0 0 O O 0 0 0 0 \circ 0 0 0 0 \cap Ō Ō 0 0 000 000 0 00 O Ō Ō 0 0 0 Ô 0 0 Ö 0 O 0 0 0 0 0 0 Ô 0 0 o 0 Center \bigcirc Left Arm Right Arm 0 0 Torso (20)0 0 (20) (30)0 Ô 0 0 O 0 0 0 0 0 0 0 Left 0 0 Right 0 0 Lea Lea Center 0 0 (21) (21) 0 0 Torso 0 0 Rear(7) \circ \circ 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right Left Torso Rear Torso Rear 0 0

ARMOR DIAGRAM

Right Torso

Heat

Scale

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

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Double Heat Sink
- 1-3 4 Double Heat Sink
 - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. FER PPC
 - 2. LER PPC
- 3. Medium Pulse Laser
- 4-6 4. Endo-Steel
 - 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Torso(CASE)

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. LB 10-X AC
- LB 10-X AC
 - 5. LB 10-X AC
 - 6. LB 10-X AC
 - 1. LLB 10-X AC
 - 2. Ammo (LB-10X) 10
- 3. Ammo (LB-10X Cluster) 10 4-6
 - 4. Ammo (AP Gauss) 40
 - 5. Endo-Steel
 - 6. Ferro-Fibrous

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Endo-Steel
- 5. 6.
- Ferro-Fibrous

Head

- 1. Life Support Sensors
- Small Cockpit 3
- Sensors
- Double Heat Sink
- 6. LDouble Heat Sink

Center Torso

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

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

Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Double Heat Sink
- 1-3 4 Double Heat Sink
 - Double Heat Sink 5.
 - 6. LDouble Heat Sink
 - 1. FER PPC
 - 2. LER PPC
- 3. Medium Pulse Laser 4-6
 - 4. Endo-Steel
 - 5. Endo-Steel
 - 6. Ferro-Fibrous

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Improved Heavy Medium Laser Limproved Heavy Medium Laser 5. Improved Heavy Medium Laser
 - 6 LImproved Heavy Medium Laser

 - 1. AP Gauss Rifle 2. AP Gauss Rifle
- Angel ECM Suite 4. Angel ECM Suite
 - 5. Endo-Steel
 - 6. Ferro-Fibrous

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Endo-Steel
- Ferro-Fibrous 6.

INTERNAL STRUCTURE DIAGRAM Head

Left Torso (15) Right Torso (15) 0 000 0 000 0 0 000 000 0 Left Right Arm (10) Arm (10) Cente Left. Right Leg

DATA

8

16 (32) Heat Level* Effects Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 00 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 –2 Movement Points

+1 Modifier to Fire

-1 Movement Points

0

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'MECH RECORD SHEET

'MECH DATA

Type: Loki Mk II B

Movement Points: Walking: Running: 6

Tonnage: 65 Tech Base: Clan

(Advanced) Dark Agé

Weapons & Equipment Inventory (hexes)

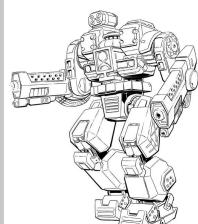
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	7 [P]	_	4	8	12
1	Long Tom Cannon L	T/LA	20	20 [DB,AE]	4	6	13	20
1	ER Large Laser	RA	12	10 [DE]	_	8	15	25
2	Medium Pulse Laser	RA	4	7 [P] 1	_	4	8	12

BV: 1,798

WARRIOR DATA

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

5



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ARMOR DIAGRAM

Right Torso

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Long Tom Cannon 1-3 4
- Long Tom Cannon
 - Long Tom Cannon 5.
 - Long Tom Cannon
 - Long Tom Cannon
 - 2. Long Tom Cannon
- 3 LLong Tom Cannon 4-6
- 4. Endo-Steel
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Torso

- 1 XL Fusion Engine
- XL Fusion Engine
- Long Tom Cannon
- 1-3 ³.
 - Long Tom Cannon 5. Long Tom Cannon
 - 6. Long Tom Cannon
 - Long Tom Cannon
 - Long Tom Cannon 2.
- Long Tom Cannon 4-6
 - 4. LLong Tom Cannon
 - 5. Endo-Steel 6. Ferro-Fibrous

Left Leg

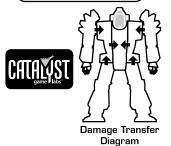
- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Endo-Steel
- Ferro-Fibrous 6.

Head

- 1. Life Support Sensors
- Small Cockpit 3
- Sensors Double Heat Sink
- 6. LDouble Heat Sink

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
- - 5. Gyro
 - Gyro 6.
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6 4. XL Fusion Engine
 - 5. Double Heat Sink
 - 6. Double Heat Sink
 - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Double Heat Sink
- 1-3 4 Double Heat Sink
 - Double Heat Sink 5.
 - 6. LDouble Heat Sink
 - ER Large Laser
 - 2. Medium Pulse Laser
- Medium Pulse Laser
- 4-6 4. Endo-Steel
 - 5. Endo-Steel
 - 6. Ferro-Fibrous

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
 - - 5. Medium Pulse Laser
 - Medium Pulse Laser
 - 1. Ammo (Long Tom Cannon) 5
 - 2. Ammo (Long Tom Cannon) 5 3. Ammo (Long Tom Cannon) 5
- 4-6 4. Endo-Steel
 - Ferro-Fibrous
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 5. Endo-Steel
- Ferro-Fibrous 6.

INTERNAL STRUCTURE DIAGRAM

Heat

25

24*

23

22,

21

20

19

18

17

16

15

14*

13*

12

11

10*

9

8*

7

6

5*

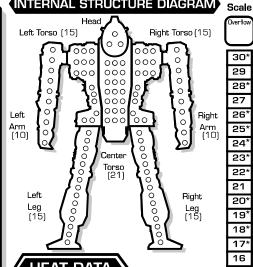
4

3

2

1

0



DATA

15 (30) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 00 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire

18

- 14 13 Foot Actuator
 - 10 –2 Movement Points 8 +1 Modifier to Fire
 - -1 Movement Points

'MECH RECORD SHEET

(hexes)

Sht Med Lng

10 10

10

14 21

10 15 21

14

15

21

MECH DATA

Type: Thor II Prime

Movement Points: Tonnage: 70 Walking: Tech Base: Clan Era: Dark Age Running: 8

Dmg

7 [DE] 7 [DE]

1/Msl [M,C,S]

7 [DE]

5/Sht [DB,R/C]

7 [DE]

5/Sht [DB,R/C]

Weapons & Equipment Inventory

Loc

RΔ

LA LA

Jumping:

ER Medium Laser ER Medium Laser

ER Medium Laser

ER Medium Laser

Ultra AC/5

Ultra AC/5

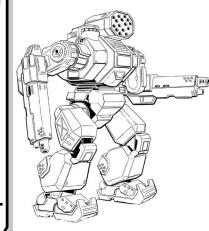
Qty Type

WARRIOR DATA

Name: Gunr

Consci

nery Skill:		_		ing S		
Hits Taken	1	2	3	4	5	6
iousness#	3	5	7	10	11	Dead



, 'O 00 \bigcirc 0 C O O , o Ô Ô 00 0 Ō 0 00 O. 0 \cap ٥٥ o` 0 0 0 0 O Ô 0000000 0 Ö Ō O \bigcirc 0 O 0000000 0 O 000 0 0 \cap 00 0 00 00 O` O Ō 0 0 Ô 0 Ó Ö 0 0 0 0 0 0 0 0 00 0 Center 0 Left Arm Right Arm Torso O 0 0 00 (20)(20) [31] 0 0 0 0 o 0 O 0 0 0 0 Left Right 0 O 0 0 Lea Lea Center 0 \bigcirc (23)(23) 0 Torso O 0 0 Rear(8) 0 0 O¹ 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right Left Torso Rear Torso Rear 0 0

ARMOR DIAGRAM

Right Torso (22)

Head (9)

Left Torso

O

BV: 2,554

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- 3. Ultra AC/5
- 1-3 4. Ultra AC/5
 - 5. LUltra AC/5
 - 6. ER Medium Laser
 - Ammo (Ultra AC/5) 20
 - 2. Endo-Steel
- Endo-Steel 3. 4-6
- Endo-Steel 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Torso(CASE)

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. LRM 15

 - 5. ER Medium Laser
 - 6. Ammo (LRM 15) 8
 - 1. Ammo (LRM 15) 8
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- Sensors
- Cockpit 3. Ferro-Fibrous 4.
- Sensors
- 6. Life Support

Center Torso

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

 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. Endo-Steel
 - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- - 5 LUltra AC/5
 - Ammo (Ultra AC/5) 20
 - 2. Endo-Steel
- 4-6
- - 5. Ferro-Fibrous

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. ER Medium Laser 4. Ferro-Fibrous

 - - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 4-6
 - 4. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- Lower Leg Actuator
- 6.

Right Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- Ultra AC/5 1-3 3
- Ultra AC/5
 - 6. ER Medium Laser
- 3. Endo-Steel
- 4. Endo-Steel

 - 6. Ferro-Fibrous

- - 5. Ferro-Fibrous
- 3. Roll Again

 - 5. Roll Again

- Upper Leg Actuator
- Foot Actuator Jump Jet 5.
- Jump Jet

Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Torso (15) Right Torso (15) 0 000 0 0 000 0 000 0 0 0 000 Left 0 00 Right Arm [11] Arm (11) Cente Torso (22) Left. Right Leg **HEAT DATA** 14 (28)

30*

29

28*

27

26

25

24

23

22,

21

20

19

18

17

16

15'

14*

Level* 30 28	Effects Shutdown Ammo Exp. avoid on 8+	Double	F	13* 12
26 25 24 23	Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+	000	F	11 10* 9
22	Shutdown, avoid on 8+	ŎŎ	ı	8*
20 19	-4 Movement Points Ammo Exp. avoid on 4+	Q	I	7
18	Shutdown, avoid on 6+	0000	I	6
17 15	+3 Modifier to Fire -3 Movement Points	X	I	5*
14	Shutdown, avoid on 4+	ŏ		4
13	+2 Modifier to Fire	Ŏ		3
10 8	–2 Movement Points+1 Modifier to Fire			2
5	-1 Movement Points	J		1
$\overline{}$			I	0

'MECH RECORD SHEET

MECH DATA

Type: Thor II A

Movement Points: Tonnage: 70 Walking: Tech Base: Clan Era: Dark Age Running: 8

Jumping:

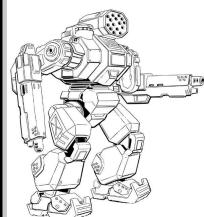
Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl [M,C,S]	-	7	14	21
1	LRM 15	LT	5	1 / Msl [M,C,S]	-	7	14	21
1	ER PPC	RA	15	15 (DE)	_	7	14	23
1	LB 10-X AC	LA	2 [[10 0B,C/F/S]	-	6	12	18

 2.473

WARRIOR DATA

Name:						
Gunnery Skill:		_	Piloti	ing S	Skill:	
-						
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dea



,0 00 0 C O O , o Ô Ô 0 Ō 0 00 0 ٥٥ o` 0 0 0 0 O Ô 0000000 00000000 0 Ō O \bigcirc 0 0 O 0 00000 0 0 \cap 00 0 0 00 O` O Ō 0 0 Ô Ò 0 O 0 0 0 0 1000 0 0 0 O 0 Center 0 Left Arm Right Arm Torso O 0 00 (20)(20) [31] 0 0 0 0 o 0 O. 0 0 0 0 Left Right 0 O 0 0 Lea Lea Center 0 0 (23)(23) 0 Torso O 0 0 Rear(8) 0 0 ´0¹ 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Left Right Torso Rear Torso Rear 0

ARMOR DIAGRAM

Head (9)

Right Torso

 \bigcirc

Heat

30*

29

28*

27

26

25

24

23*

22,

21

20

19

18

0

Left Torso

O

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- LB 10-X AC З.
- 1-3 4. LB 10-X AC
 - LB 10-X AC 5.
 - LB 10-X AC
 - 1. LLB 10-X AC
- 2. Endo-Steel
- Endo-Steel 3. 4-6 4. Endo-Steel
 - 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Torso(CASE)

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. LRM 15 LRM 15

 - 5. Ammo (LRM 15) 8
 - 6. Ammo (LRM 15) 8
 - 1. Ammo (LB-10X) 10
 - 2. Ammo (LB-10X Cluster) 10
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- Sensors Cockpit 3.
- Ferro-Fibrous
- Sensors
- 6. Life Support

Center Torso

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



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

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. LRM 5 4. Ammo (LRM 5) 24
 - 5. Ferro-Fibrous

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

 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator

Right Arm

- Upper Arm Actuator
- ER PPC 1-3 4 LER PPC
 - 5. Endo-Steel
- 4. Roll Again
- - 6. Roll Again

Right Torso(CASE)

- - 6. Ferro-Fibrous
- 2. Roll Again

 - 6. Roll Again

Right Leg

- 1. Hip
- Jump Jet 5.
- Jump Jet 6.

INTERNAL STRUCTURE DIAGRAM Scale Head Left Torso (15) Right Torso (15) 000 0 000 000 0 0 000 Left 00 Right Arm [11] Arm (11) Cente Torso (22) Left. Right Leg

17 16 DATA 15* 14 (28) 14* Heat Effects Level* Double 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 3 +2 Modifier to Fire 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1 -1 Movement Points

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'MECH RECORD SHEET

MECH DATA

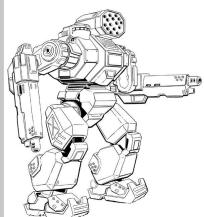
Type: Thor II B

Movement Points: Tonnage: 70 Walking: Tech Base: Clan Era: Dark Age Running: 8

We	eapons & Equip	ome	nt Ir	nventor	'y	(hex	(es)	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DĒ]	_	2	4	6
1	ER Small Laser	RT	2	5 [DE]	_	2	4 14	6 21
1	LRM 5	RT	2	1 / Msl [M,C,S]	_	/	14	21
1	ATM 6	LT	4	[M,C,S]	4	_	40	4 =
	Standard Extended-Bange			2/Msi 1/Msi	4	593	10 18	15 27 9
	Extended-Range High-Explosive			3/Msl	<u> </u>	3	6	9
1	ATM 9 Standard	LT	6	[M,C,S] 2/Msl	1	5	10	15
	Extended-Range			1/Msl	4 4	593	18	15 27 9
	High-Explosive		_	3/Msl	_	3	6	9
1	LRM 5	LT	2	1 / Msl [M,C,S]	_	/	14	21
1	LRM 15	RA	5	1/Msl	_	7	14	21
				[M,C,S]				
1	LRM 15	LA	5	1 / Msl [M,C,S]	-	7	14	21

	V -	\Box	DAT	$^{\prime\prime}$
AYAY#	<u> </u>	110151		

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



,0 \bigcirc 0 C O O , o Ô Ô 0 Ō 0 00 0 ٥٥ $\tilde{\circ}$ 0 0 0 O 000000000 0 Ō O \bigcirc 0 0 O 0 00 0 0 \cap 00 0 00 00 00 O Ō 0 Ô 0 0 Ö 0 00 0 1000 0 0 0 O 0 Center O Left Arm Right Arm Torso O 0 00 (20) (20) [31] 0 0 0 0 o 0 O 0 0 0 0 Left Right 0 O 0 0 Lea Leg Center 0 \bigcirc (23)(23) 0 Torso O 0 0 Rear(8) 0 0 O¹ 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 Right Left Torso Rear Torso Rear 0 0

ARMOR DIAGRAM

Head (9)

Right Torso

Heat

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

Left Torso

O

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator 3. [LRM 15
- 1-3 4 LIRM 15

BV: 2,354

- 5. Ammo (LRM 15) 8
- 6. Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 2. Endo-Steel
- 3. Endo-Steel 4-6
- 4. Endo-Steel
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. ATM 9

 - 5. АТМ 9
 - 6. LATM 9
 - 1. [ATM 6
 - 2. ATM 6
 - 3. LATM 6
- 4-6 4 LRM 5
 - 5. Ammo (ATM 6) 10 6. Ammo (ATM 6) 10

Left Leg

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

Head

- 1. Life Support
- Sensors 2.
- Cockpit 3. Ferro-Fibrous 4.
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
 - - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine
 - 4. XL Fusion Engine 5. ER Small Laser
 - 6. Endo-Steel

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O

Damage Transfer

Diagram

Right Arm(CASE)

- 1. Shoulder Upper Arm Actuator
- 3 [LRM 15
- 1-3 4 LIRM 15
 - 5. Ammo (LRM 15) 8
 - 6. Ammo (LRM 15) 8
 - 1. Ammo (LRM 15) 8
 - 2. Endo-Steel
- 3. Endo-Steel
- 4-6 3. Endo-Steel
 - 5. Ferro-Fibrous

 - 6. Ferro-Fibrous

Right Torso(CASE)

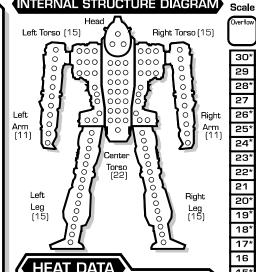
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. ER Small Laser 4. LRM 5
- - 5. Ammo (LRM 5) 24
 - 6. Ammo (ATM 9) 7
 - 1. Ammo (ATM 9 ER) 7
 - 2. Ammo (ATM 9 HE) 7
- 3. Ferro-Fibrous 4-6
 - 4. Ferro-Fibrous
 - 5. Roll Again

 - 6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



8	AT DATA	
leat .evel*	Effects	14 (28) Double
30 28	Shutdown Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	00
25	-5 Movement Points	00
24	+4 Modifier to Fire	ÕÕ
23	Ammo Exp. avoid on 6+	$\circ\circ$
22	Shutdown, avoid on 8+	00
20	4 Movement Points	Õ
19	Ammo Exp. avoid on 4+	\asymp
18	Shutdown, avoid on 6+	000
17	+3 Modifier to Fire	Ŏ
15	–3 Movement Points	Q
14	Shutdown, avoid on 4+	Ŏ
13	+2 Modifier to Fire	\circ

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

10

8

/TTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Thor II C

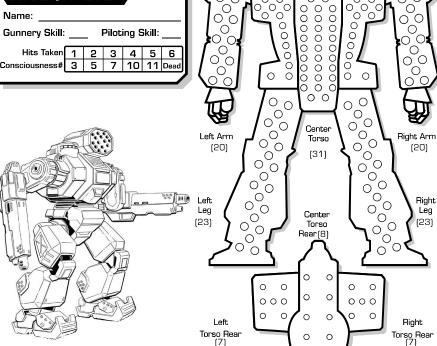
Movement Points: Tonnage: 70 Walking: Tech Base: Clan Era: Dark Age Running:

Weapons & Equipment Inventor	'Y (hexes)
------------------------------	------------

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	[DE,H,AI]	-	1	2	3
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
1	Ultra AC/20	LT	7	20/Sht [DB,R/C]	_	4	8	12
	Large Pulse Laser Large Pulse Laser	RA LA	10 10	10 [P] 10 [P]	_	6 6	14 14	20 20

WARRIOR DATA

Name:							
Gunnery		_	Piloti	ing S	Skill:		
Hits	Taken	1	2	3	4	5	F



ARMOR DIAGRAM

Head (9)

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Right Torso

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Heat

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Left Torso

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BV: 2,351

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3
- 4. Large Pulse Laser
- 5. LLarge Pulse Laser

 - 6. Endo-Steel
 - Endo-Steel
 - 2. Endo-Steel 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
 - 5. Roll Again
 - Roll Again

Left Torso(CASE)

- 1 XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Ultra AC/20
 - Ultra AC/20
 - 5. Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - 2. Ultra AC/20
- 3. Ultra AC/20 4-6
 - 4. Lultra AC/20
 - 5. Ammo (Últra AC/20) 5
 - 6. Ammo (Ultra AC/20) 5

Left Leg

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

Head

- 1. Life Support
- Sensors 2.
- Cockpit 3. Ferro-Fibrous 4.
- Sensors
- 6. Life Support

Center Torso

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

 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
- 4. XL Fusion Engine
 - 5. Flamer
 - 6. Endo-Steel
 - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- Lower Arm Actuator
- 1-3 3. Large Pulse Laser
 - 5 LLarge Pulse Laser

 - 6. Endo-Steel
 - Endo-Steel
 - 2. Endo-Steel
 - 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
 - 5. Roll Again
 - 6. Roll Again

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Streak SRM 4 4. Ammo (Streak SRM 4) 25
 - 5. Ammo (Ultra AC/20) 5
 - 6. Ferro-Fibrous
 - 1. Ferro-Fibrous
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

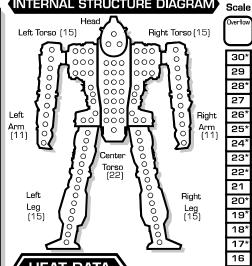
- 1. Hip
- Upper Leg Actuator

10

8

- Lower Leg Actuator
- Foot Actuator
- Roll Again 5.
- Roll Again 6.

INTERNAL STRUCTURE DIAGRAM



111			16
FIE	AT DATA	$\overline{}$	15'
eat		14 (28)	14
evel*	Effects	Double	13'
30	Shutdown		12
28	Ammo Exp. avoid on 8+		112
26	Shutdown, avoid on 10+	\circ	11
25 24	–5 Movement Points+4 Modifier to Fire	XX I	10'
		$\times \times$ I	9
23	Ammo Exp. avoid on 6+	QQ	
22	Shutdown, avoid on 8+	00	8*
20	-4 Movement Points	\circ	7
19	Ammo Exp. avoid on 4+	Ă I	ئـــاا
18	Shutdown, avoid on 6+	00000	6
17	+3 Modifier to Fire	× I	5*
15	–3 Movement Points		<u> </u>
14	Shutdown, avoid on 4+	0 1	4
13	+2 Modifier to Fire	$\hat{\frown}$	3

–2 Movement Points

-1 Movement Points

+1 Modifier to Fire

'MECH RECORD SHEET

MECH DATA

Type: Thor II D

Movement Points: Tonnage: 70 Walking: Tech Base: Clan Era: Dark Age Running: 8

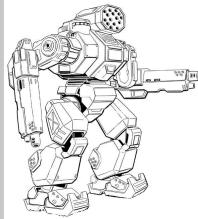
Jumping:

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	_	[E]	_	_	_	_
1	LRM 15	LT	5	1 Msl [M,C,S]	-	7	14	21
1	ER Large Laser	RA	12	10 [DE]	_	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	_	5	10	15
1	ER Large Laser	LA	12	10 [DÉ]	_	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15

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

WARRIOR DATA

Name:



, 'O O \bigcirc 000 0 O O , o Ô 0 Ō 0 00 0 ٥٥ o` 0 0 0 0 O 000000000 0 Ō O 0 0 O O 0 000 0 0 \cap 00 0 0 00 00 00 O Ō 0 Ô 0 O Ö 0 0 0 0 0 1000 0 0 O 0 Center 0 Left Arm Right Arm Torso O 0 00 (20)(20) [31] \circ 0 0 0 o 0 O 0 0 0 0 Left Right 0 O 0 0 Lea Leg Center 0 \bigcirc (23)(23) 0 Torso O 0 0 Rear(8) 0 0 O¹ 0 0

0

0 0

0 0 0 0

000

Right

Torso Rear

Heat

Scale

30*

29

28*

27

26

25

24

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21

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19

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17

16

15

14*

13'

12

11

10*

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8* 7

6

5*

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0 0

000 0 0 0 0 0 0

ARMOR DIAGRAM

Right Torso

Head (9)

Left Torso

BV: 2,878

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4. | Double Heat Sink
- - 5. LDouble Heat Sink
 - 6. ER Large Laser
 - FR Medium Laser
 - 2. Endo-Steel
- Endo-Steel 3. 4-6
- 4. Endo-Steel 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Torso(CASE)

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

 - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. [LRM 15
- 4-6 4 LIRM 15

 - 5. Ammo (LRM 15) 8
 - 6. Ammo (LRM 15) 8

Left Leg

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

Head

- 1. Life Support
- Sensors
- Cockpit 3. Ferro-Fibrous
- Sensors
- 6. Life Support

Center Torso

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4 | Double Heat Sink
 - 5. LDouble Heat Sink
 - 6. ER Large Laser
 - ER Medium Laser
 - 2. Endo-Steel
- 3. Endo-Steel
- 4-6 4. Endo-Steel
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Right Torso

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

 - 6. LDouble Heat Sink
 - Double Heat Sink
- 2. Double Heat Sink
- Targeting Computer 4. LTargeting Computer
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

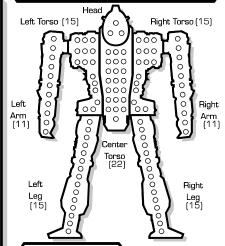
Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- Jump Jet 5.
- Jump Jet 6.

INTERNAL STRUCTURE DIAGRAM Head

Left

Torso Rear



		•
leat evel* 30	Effects Shutdown	22 (44) Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	000
25	–5 Movement Points	200
24	+4 Modifier to Fire	000
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	ÕÕ
20	4 Movement Points	ĂĂ
19	Ammo Exp. avoid on 4+	\times
18	Shutdown, avoid on 6+	$\Sigma\Sigma$
17	+3 Modifier to Fire	QQ
15	–3 Movement Points	00
14	Shutdown, avoid on 4+	00

+2 Modifier to Fire 00 -2 Movement Points 10 8 +1 Modifier to Fire -1 Movement Points

'MECH RECORD SHEET

(hexes)

Sht Med Lng

9

14 21

14 21

15 22

'MECH DATA

Type: Warwolf Prime

Movement Points: Tonnage: 75 Walking: Tech Base: Clan (Advanced) Running: 8

Weapons & Equipment Inventory

Loc

RT

LT

RA

Jumping:

Targeting Computer

Qty Type

Laser AMS

Clan TAG LRM 10

LRM 10

Gauss Rifle

Dmg

— [PD] [E]

1/Msl [M,C,S]

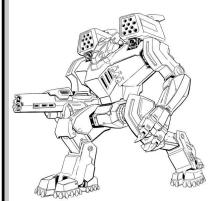
[E]

15 [DB,X]

Dark Agé

WARRIOR DATA

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



2000 0 ്റ O) 0 0 0 0 0 0 000 000 O 000 0,00 000 Center Left Arm Right Arm (24)[24]00 (35) 00, O. Left Right Lea Lea Center (32)(32) Torso Rear(11) 0 000 000 0 0 0 0 0 0 0 0 0 000 000 Left Right 0 0 Torso Rear Torso Rear (8)

ARMOR DIAGRAM

Right Torso

Head (9)

Left Torso

[24]

BV: 2,706

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

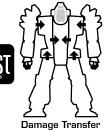
Head

- 1. Life Support
- Sensors 2.
- Cockpit 3. Laser AMS 4.
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. Clan TAG

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

- 1. Shoulder
- 1-3 4
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6

- 2. XL Fusion Engine
- - 6.
 - **Targeting Computer**
- 2. LTargeting Computer
- 4-6

Right Leg

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive 6.

Right Arm(CASE)

- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
 - 5
- _Gauss Rifle
- 3. Ammo (Gauss) 8
- 4. Ammo (Gauss) 8
 - Endo-Steel
 - Reactive

Right Torso

- 1. XL Fusion Engine
- 1-3 3. Jump Jet 4. LRM 10
 - - 5. Ammo (LRM 10) 12
 - Targeting Computer
- 3. CASE II 4. Endo-Steel

 - 5. Endo-Steel
 - 6. Roll Again

- 1. Hip
- 5. Endo-Steel

Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Torso (16) Right Torso (16) 30* 000 0 29 000 000 28* 00000 27 000 Left Right 26 Arm (12) Arm (12) 25 24 23 22, 21 Left. Right 20 Leg 19 18 17 DATA 10 (20) Heat Effects Level* Double

16 15 14* 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 13 10 –2 Movement Points 2 +1 Modifier to Fire 8 1 -1 Movement Points 0

'MECH RECORD SHEET

'MECH DATA

Type: Warwolf A

Movement Points: Tonnage: 75 Walking: Tech Base: Clan Running: 8

(Advanced) Dark Agé

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	_	5	10	15
1	ER Large Laser	CT	12	10 [DÉ]	_	8	15	25
1	Medium Pulse Laser	CT	4	7 [P] ⁻	_	4	8	12
1	Streak LRM 10	RT	4	1 / Msl [M,C]	-	7	14	21
1	Streak SRM 6	LT	4	2/Msl [M,C]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	_	7	14	23
1	Medium Pulse Laser	RA	4	7 [P] 1	_	4	8	12

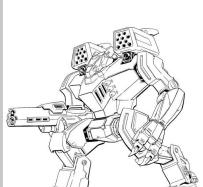
WARRIOR DATA

Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5

7 10 11 Dead



0 ، م رم 0 ്റ O) 0 0 0 0 0 0 0 C 000 000 O 000 000 000 Center Left Arm Right Arm Torso (24)[24]00 (35) 00, O Left Right Lea Lea Center (32)(32) Torso Rear(11) 0 000 000 0 0 0 0 0 0 0 0 0 000 000 Left Right 0 0 Torso Rear Torso Rear (8)

ARMOR DIAGRAM

Head (9)

Right Torso

Heat

Scale

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

Left Torso

[24]

BV: 3,100

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

 - 6. LStreak SRM 6
 - 1. Ammo (Streak SRM 6) 15
- 2. CASE II
- 3. Endo-Steel 4-6
 - 4. Endo-Steel
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- Sensors 2.
- Cockpit 3. ER Medium Laser 4.
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
 - - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. ER Large Laser
 - 6. Medium Pulse Laser

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O

Damage Transfer

Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Double Heat Sink
- 1-3 4 Double Heat Sink
 - Double Heat Sink 5.
 - 6. LDouble Heat Sink
 - 1. FER PPC
 - 2. LER PPC
- 3. Medium Pulse Laser 4-6
 - 4. Endo-Steel 5. Reactive

 - 6. Roll Again

Right Torso

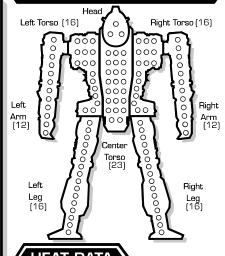
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
 - 5. Streak LRM 10
 - 6. Streak LRM 10

 - 1. Ammo (Streak LRM 10) 12
 - 2. CASE II
- Endo-Steel 4-6
 - 4. Endo-Steel
 - 5. Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Endo-Steel
- Reactive 6.

INTERNAL STRUCTURE DIAGRAM



HEAT DATA 14 (28) Heat Effects Level* Double 30 Shutdown

Ammo Exp. avoid on 8+ 28 26 Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire

23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20

24

Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+

+3 Modifier to Fire -3 Movement Points 14

+2 Modifier to Fire 13

'MECH RECORD SHEET

'MECH DATA

Type: Warwolf B

Movement Points: Tonnage: 75 Walking: Tech Base: Clan Running: 8

Jumping:

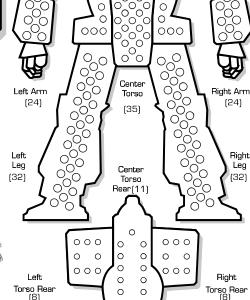
(Advanced) Dark Agé

Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	_	_	_	_
1	ER Large Pulse Laser	RT	13	10 [P]	_	7	15	23
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	_	6	12	18

WARRIOR DATA

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



ARMOR DIAGRAM

Head (9)

O)

Right Torso

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Left Torso

[24]

0

BV: 2,518

CRITICAL HIT TABLE

- 1. Shoulder
- 1-3 ₄
- Hand Actuator
- 5. Double Heat Sink
- 4-6
 - 5. Reactive
 - Reactive

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

 - 6. LDouble Heat Sink
 - 1. Jump Jet
- 3. Endo-Steel 4-6
 - 4. Endo-Steel
 - 5. Roll Again
 - 6. Roll Again

- Upper Leg Actuator
- Lower Leg Actuator 3.
- 5. Endo-Steel

Left Arm

- Upper Arm Actuator
- 3 Lower Arm Actuator
- - 6. LDouble Heat Sink
 - 1. Double Heat Sink
- 2. LDouble Heat Sink
- 3. Reactive
- 4. Reactive

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- - 5. Double Heat Sink

 - 2. Jump Jet

Left Leg

- 1. Hip
- Foot Actuator
- Reactive 6.

Head

- 1. Life Support
- Sensors 2.
- Cockpit 3. Laser AMS 4.
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm(CASE)

- 1. Shoulder
- _Upper Arm Actuator
- Ultra AC/10 1-3 3
 - Ultra AC/10 Ultra AC/10
 - 5 6. LUltra AC/10
 - - 1. Ammo (Ultra AC/10) 10
 - 2. Ammo (Ultra AC/10) 10 3. Ammo (Ultra AC/10) 10
- 4-6
 - 4. Endo-Steel
 - 5. Reactive 6. Roll Again

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double ries. Double Heat Sink

- 6. Jump Jet
- FER Large Pulse Laser ER Large Pulse Laser
- LER Large Pulse Laser 4-6
 - 4. Endo-Steel 5. Endo-Steel
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Endo-Steel
- Reactive 6.

INTERNAL STRUCTURE DIAGRAM

Heat

15*

14*

13*

12

11

10*

9

8*

7

6

5*

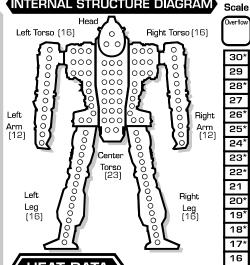
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DATA 15 (30) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 00 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20

18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points

Ammo Exp. avoid on 4+

Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

10 –2 Movement Points

+1 Modifier to Fire 8 -1 Movement Points

'MECH RECORD SHEET

(hexes)

'MECH DATA

Type: Warwolf C

Movement Points: Tonnage: 75 Walking: Tech Base: Clan (Advanced) Running: 8 Dark Agé

Weapons & Equipment Inventory

Jumping:

lype
Laser AMS
ATM 9
Standard
Extended-Range
High-Explosive
ATM 9
Standard
Extended-Range
High-Explosive
Large Pulse Lase

Qty Type

Name:

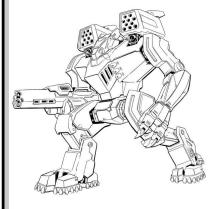
WARRIOR DATA

Gunnery Skill: Piloting Skill:

Consciousness# 3 5

Hits Taken 1 2 3 4 5 7 10 11 Dead

Loc Ht Dmg Sht Med Lng – [PD] [M,C,S] 2/Msl 1/Msl 3/Msl 5 10 18 6 15 27 9 [M,C,S] 2/Msl 1/Msl 3/Msl LT 6 10 18 6 Large Pulse Laser 14 20 RA 10 10 [P] Targeting Computer RA



000 2000 000 0 $^{\prime}$ $\hat{}$ O) \hat{O} 0 0 O) Ö 0 0 0 0 0 $^{\prime}$ C Ô 000 000 O 000 0,00 Center 000 Left Arm Right Arm (24)[24] \circ 00 (35) 000 O. Left Right Lea Lea Center (32)(32) Torso Rear(11) 0 000 000 0 0 0 0 0 0 0 0 0 000 000 Left Right 0 0 Torso Rear Torso Rear (8)

ARMOR DIAGRAM

Right Torso

Heat

Scale

7

1

0

Head (9)

Left Torso

[24]

CRITICAL HIT TABLE

Left Arm

1. Shoulder

BV: 2,776

- Upper Arm Actuator 3 Lower Arm Actuator
- 1-3 ₄
- Hand Actuator
- 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. Reactive
- 4-6 4. Reactive
 - 5. Reactive
 - Reactive

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Jump J Jump Jet
- - 5. ATM 9
 - 6. ATM 9
 - 1. I ATM 9
- 2. Ammo (ATM 9) 7
- 3. Ammo (ATM 9 HE) 7 4-6
 - 4. CASE II
 - 5. Endo-Steel
 - 6. Endo-Steel

Left Leg

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

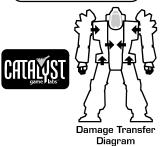
Head

- 1. Life Support
- Sensors 2.
- Cockpit 3.
- Laser AMS 4.
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



- - 5. LDouble Heat Sink
 - 6. Large Pulse Laser
 - 1 Large Pulse Laser
 - 2. Targeting Computer
- 3. LTargeting Computer
- 4. Endo-Steel
 - 5. Reactive

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 5.
 - 6. ATM 9
- 3. Ammo (ATM 9 ER) 7 4-6

 - 5.

Right Leg

- Lower Leg Actuator
- 5. Endo-Steel
- Reactive 6.

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3 Lower Arm Actuator 1-3 4 | Double Heat Sink
- 4-6

 - 6. Roll Again

Right Torso

- 1-3 3. Jump Jet 4. FATM 9

 - ATM 9
 - 1.LATM 9
 - 2. Ammo (ATM 9) 7
 - 4. CASE II
 - Endo-Steel
 - 6. Endo-Steel

- 1. Hip
- Upper Leg Actuator
- Foot Actuator

Head Left Torso (16) Right Torso (16) 0 30* 000 000 0 29 000 000 28* 00000 27 000 Left Right 26 Arm (12) Arm (12) 25 24* 23* Torso (23) 22, 21 Left. Right 20 Leg 19 18 17 16 HEAT DATA 15* 13 (26) 14* Heat Level* Effects Double 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ 8*

INTERNAL STRUCTURE DIAGRAM

Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 –2 Movement Points 2

+1 Modifier to Fire

-1 Movement Points

'MECH RECORD SHEET

'MECH DATA

Type: Warwolf H

Movement Points: Walking: Running: 8 [10] Tonnage: 75 Tech Base: Clan

(Advanced) Dark Agé

Weapons & Equipment Inventory (hexes)

Qty 1	Type Improved Heavy Large Laser	Loc RT	Ht 18	Dmg 16 [DE,X]	Min –	Sht 5	Med 10	Lng 15
1	Improved Heavy Large Laser	LT	18	16 [DE,X]	-	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

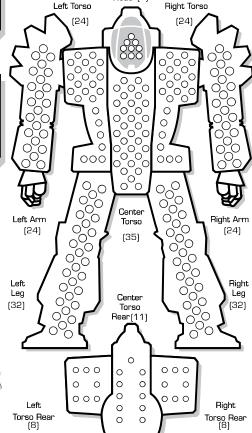
WARRIOR DATA

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

5



ARMOR DIAGRAM Head (9)



CRITICAL HIT TABLE

Left Arm

1. Shoulder

BV: 3,184

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

Left Torso

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

 - 5. [Improved Heavy Large Laser
 - Improved Heavy Large Laser
 - 1. Limproved Heavy Large Laser
- 2. Coolant Pod 3. Coolant Pod
- 4-6 4. CASE II
 - 5. Endo-Steel
 - 6. Endo-Steel

Left Leg

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

Head

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

Center Torso

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

 - 6. Double Heat Sink

Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O



- - Gauss Rifle 5
 - Gauss Rifle
- Gauss Rifle
- _Gauss Rifle
- 3. Ammo (Gauss) 8
- 4-6 4. Ammo (Gauss) 8
 - 5. Endo-Steel

- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- - Improved Heavy Large Laser
 - 1. Limproved Heavy Large Laser
- 4-6
 - 5. Endo-Steel

Right Leg

- 1. Hip

- 5. Endo-Steel
- 6.

Right Arm(CASE)

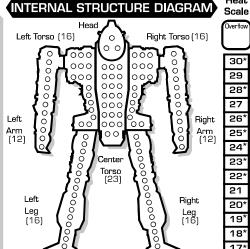
- 1. Shoulder
- Upper Arm Actuator
- Gauss Rifle 1-3 4
 - Gauss Rifle

- - Reactive

Right Torso

- 1. XL Fusion Engine
- - 5. Improved Heavy Large Laser
- 2. Supercharger
- 3. CASE II
- 4. Endo-Steel
- 6. Roll Again

- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive



Heat

3

2

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17 16 HEAT DATA 15* 13 (26) 14* Heat Level* Effects Double 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 26 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10* 24 +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 6 18 Shutdown, avoid on 6+ +3 Modifier to Fire 5* -3 Movement Points 4

Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 –2 Movement Points +1 Modifier to Fire 8 -1 Movement Points

'MECH RECORD SHEET

(hexes)

8

Sht Med Lng

15 15 25 25

14 21

14 21

'MECH DATA

Type: Shrike

Qty Type

LRM 10

ER Large Laser

ER Large Laser Partial Wing

Targeting Computer RA Ultra AC/5 LA

Movement Points: Tonnage: 95 Walking: Tech Base: Clan (Advanced) Running: Dark Agé

Loc Ht

Lī ... LT/RT — 12 Dmg

1/Msl [M,C,S]

10 [DE] 10 [DE]

5/Sht [DB,R/C]

Weapons & Equipment Inventory

Jumping:

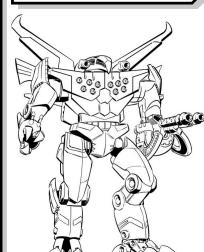
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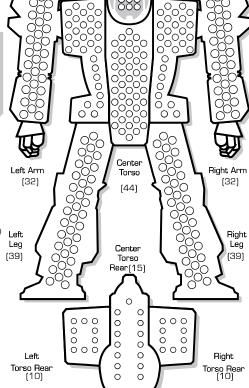
onsciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6

5

7 10 11 Dead





ARMOR DIAGRAM

Right Torso

Heat

9

8*

7

6

5*

4

3

2

1

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Head (9)

Left Torso

BV: 2,969

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4. Fultra AC/5
- - Ultra AC/5 5. 6. LUltra AC/5

 - 1. Ultra AC/5
 - 2. Ultra AC/5 3. LUltra AC/5
- 4-6 4. Ammo (Ultra AC/5) 20
 - 5. Ammo (Ultra AC/5) 20
 - 6. Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
- Partial Wing
 - 5. LPartial Wing
 - 6. Jump Jet
 - 1. Jump Jet
- 2. ER Large Laser 3. Endo-Steel
- 4-6
 - 4. Endo-Steel
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Endo-Steel
- 5.
- Ferro-Fibrous 6.

Head

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

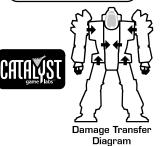
Center Torso

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

 - 1. Gyro
 - XL Fusion Engine
- 3. XL Fusion Engine 4-6 4. XL Fusion Engine
 - 5. LRM 10

 - 6. Ferro-Fibrous

 - Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- 3. Lower Arm Actuator
- 1-3 4 Hand Actuator

 - **Targeting Computer**
- 3 LTargeting Computer 4-6
- - 5. Ferro-Fibrous

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
- 2. ER Large Laser
- 3. Ammo (LRM 10) 12 4-6
 - Ferro-Fibrous

Right Leg

- 5. Endo-Steel
- 6.

- Upper Arm Actuator
- - Targeting Computer 5
 - Targeting Computer
 - **Targeting Computer**
- - 4. Endo-Steel

 - 6. Roll Again

Right Torso(CASE)

- Partial Wing
- 5. Partial Wing
- 6. Jump Jet
- 1. Jump Jet
- 4. Endo-Steel
- 6. Roll Again

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM Scale Right Torso (20) Left Torso (20) 30* 29 28* 27 Left Right 26 Arm (16) Arm (16) 25 24* 23* 22, 21 Left. Right 20 Leg 19 18 17 16 DATA 15* 12 (27) 14* Heat Effects Level* Laser 13* 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 10*

-5 Movement Points 25 000000000 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 18 +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 –2 Movement Points +1 Modifier to Fire 8 -1 Movement Points

'MECH RECORD SHEET

'MECH DATA

Type: Shrike 2

Movement Points: Tonnage: 95 Walking: Tech Base: Clan (Advanced) Running: 6

Jumping:

Era: Dark Agé

Weapons & Equipment Inventory (hexes)

	•	•			-			
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	-	7	14	21
1	ER Medium Laser	RT	5	7 [DE]	_	5	10	15
1	ER Medium Laser	LT	5	7 (DE)	_	5	10	15
1		LT/RT	_	[E]	_	_	_	_
1	Targeting Computer	· RA	_	įΕj	_	_	_	_
2	Ultra AC/10	LA	3	10/Sht [DB,R/C]	_	6	12	18

BV: 2,846

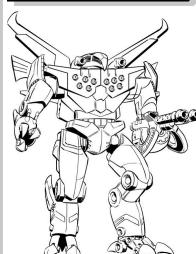
WARRIOR DATA

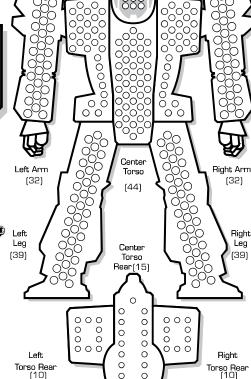
Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5

7 10 11 Dead





ARMOR DIAGRAM

Right Torso

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Fultra AC/10
 - Ultra AC/10 5.
 - Ultra AC/10
 - LUltra AC/10
 - 2. \[Ultra AC/10\] Ultra AC/10 3.
- 4-6 Ultra AC/10 4.
 - 5. LUltra AC/10
 - 6. Ammo (Ultra AC/10) 10

Left Torso(CASE)

- 1 XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Partial Wing
 - Partial Wing
 - 5. LPartial Wing
 - 6. Jump Jet
 - 1. Jump Jet
 - 2. ER Medium Laser
- 3. Ammo (Ultra AC/10) 10 4-6
 - 4. Ammo (Ultra AC/10) 10
 - 5. Endo-Steel
 - 6. Ferro-Fibrous

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Endo-Steel
- 5. 6.
- Ferro-Fibrous

Head

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

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine 1-3 4 Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine 5. LRM 10

 - 6. Ferro-Fibrous

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- Upper Arm Actuator 3. Lower Arm Actuator
- 1-3 4 Hand Actuator
- - Targeting Computer 5 Targeting Computer
 - **Targeting Computer**
 - **Targeting Computer**
- 3 LTargeting Computer
 - - 5. Endo-Steel
 - 6. Ferro-Fibrous

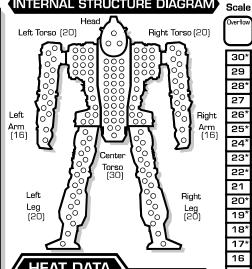
Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- Partial Wing 1-3³₄
 - - Partial Wing
 - 5. Partial Wing
 - 6. Jump Jet
 - 1. Jump Jet
 - 2. ER Medium Laser
- 3. Ammo (LRM 10) 12 4-6
 - 4. Endo-Steel
 - Ferro-Fibrous
 - 6. Ferro-Fibrous

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Endo-Steel
- Ferro-Fibrous 6.

INTERNAL STRUCTURE DIAGRAM



	-/	
- -leat .evel*	Effects	11 (25) Laser
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	\sim
25	–5 Movement Points	QO.
24	+4 Modifier to Fire	Q
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	4 Movement Points	Ŏ
19	Ammo Exp. avoid on 4+	ă
18	Shutdown, avoid on 6+	\times
17	+3 Modifier to Fire	Q

- -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire
- 13 10 –2 Movement Points
- +1 Modifier to Fire 8 -1 Movement Points

Heat

30*

29

28*

27

26

25

24*

23*

22,

21

20

19

18

17

16

15'

14

13'

12

11

10*

9

8* 7

'MECH RECORD SHEET

'MECH DATA

Type: Shrike 3

Movement Points: Tonnage: 95 Walking: Τe Running: 6

Jumping:

ech Base:	Clan
	[Advanced]
Era:	Dark Age

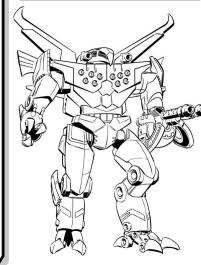
Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1 / Msl [M,C,S]	-	7	14	21
1	ER Large Laser	RT	12	10 [DE]	_	8	15	25
1	ER Large Laser	LT	12	10 (DE)	_	8	15	25
1		_T/RT		[Ē] -	_	_	_	_
1	Targeting Computer	ŘΑ	_	ſΕÌ	_	_	_	_
2	ER PPC	LA	15	15 [ĎE]	_	7	14	23

BV: 3,698

WARRIOR DATA

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



000 ŏ 99999 Center Left Arm Right Arm Torso (32) (32) O_C° [44]Left Right Lea Lea Center (39)(39) Torso Rear(15) 0 0 000 000 0 0 0 0 0 000 000 Left 0 Right 0 Torso Rear Torso Rear

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4. | Laser Heat Sink
- - 5. Laser Heat Sink
 - 6. Laser Heat Sink
 - 1. LLaser Heat Sink
 - 2. FER PPC
- 3. LER PPC
- 4-6 4. FER PPC
 - 5. LER PPC
 - 6. Roll Again

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
- Partial Wing
 - 5. LPartial Wing
 - 6. Jump Jet

 - 1. Jump Jet
 - 2. ER Large Laser 3. Endo-Steel
- 4-6
 - 4. Endo-Steel
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator Endo-Steel
- 5.
- Ferro-Fibrous 6.

Head

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

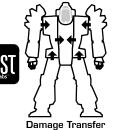
Center Torso

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

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

 - 5. LRM 10
 - 6. Ferro-Fibrous

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator 3. Lower Arm Actuator
- 1-3 4 Hand Actuator
 - Targeting Computer 5
 - Targeting Computer
 - Targeting Computer
 - 2. LTargeting Computer
- 3. Endo-Steel
- **4-6** 4. Ferro-Fibrous
 - 5. Roll Again
 - 6. Roll Again

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Partial Wing
 - Partial Wing
 - 5. Partial Wing
 - 6. Jump Jet
 - 1. Jump Jet
- 2. ER Large Laser
- 3. Ammo (LRM 10) 12 4-6
 - 4. Endo-Steel
 - Ferro-Fibrous
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Endo-Steel
- Ferro-Fibrous 6.

INTERNAL STRUCTURE DIAGRAM

Heat

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*

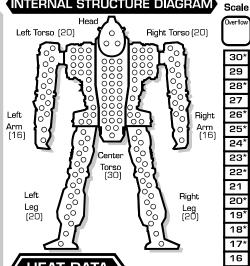
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3

2

1

0



	AI DAIA	,
eat		17 (37)
evel*	Effects	Laser
30	Shutdown	
28	Ammo Exp. avoid on 8+	
)C	Churchan avaid on 10.	

Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

-4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+ 14

+2 Modifier to Fire 13 10 –2 Movement Points

+1 Modifier to Fire 8 -1 Movement Points

'MECH RECORD SHEET

MECH DATA

Type: Kodiak II

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Dark Age Running:

Weapons	&	Equipme	nt	Invent	ory	(he	xes)	1
				_				

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	_	[E]	_	_	_	_
1	ER PPC	RT	15	15 (ĎE)	_	7	14	23
1	LRM 10	LT	4	1/Msl	_	7	14	21
	w/Artemis IV FCS			[M,C,S]				
4	ER Small Laser	RA	2	5 [DE]	_	2	4	6
1	LRM 20	RA	6	1 / Msl	_	7	14	21
	w/Artemis IV FCS			[M,C,S]				
4	ER Small Laser	LA	2	5 [DE]	_	2	4	6
1	LRM 20	LA	6	1 / Msl	_	7	14	21
	w/Artemis IV FCS			[M,C,S]				

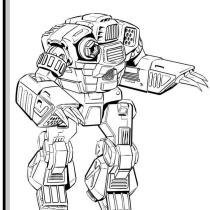
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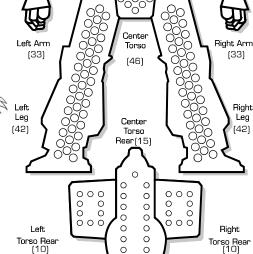
WARRIOR

Name: Gunnery Skill: Piloting Skill:

Hits Take Consciousness

		_				
en	1	2	3	4	5	6
#	თ	5	7	10	11	Dead





ARMOR DIAGRAM

Head (9)

Right Torso

00 000

Left Torso

00

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4. FLRM 20
- - LRM 20 5.
 - LRM 20
 - 1. LLRM 20
- 2. Artemis IV FCS
- 3. ER Small Laser 4-6
- 4. ER Small Laser
 - 5. ER Small Laser
 - 6. ER Small Laser

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- - 5. LRM 10
 - 6. Artemis IV FCS
 - 1. Ammo (LRM 10 Artemis) 12
 - 2. Ammo (LRM 20 Artemis) 6
- 3. Ammo (LRM 20 Artemis) 6 4-6
 - 4. Endo-Steel
 - 5. Endo-Steel
 - 6. Endo-Steel

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 6. LDouble Heat Sink
- 5. Double Heat Sink

Head

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

Center Torso

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4 **LRM 20**
 - LRM 20 5
 - LRM 20

 - 1.LLRM 20
- 2. Artemis IV FCS 3. ER Small Laser
- 4-6 4. ER Small Laser

 - 5. ER Small Laser
 - 6. ER Small Laser

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
 - 5. FER PPC
 - 6. LER PPC
 - 1. Ammo (LRM 20 Artemis) 6
 - 2. Ammo (LRM 20 Artemis) 6
- 3. Endo-Steel 4-6
 - 4. Endo-Steel
 - 5. Endo-Steel
 - 6. Endo-Steel

Right Leg

- 1. Hip
- Upper Leg Actuator
- 3 Lower Leg Actuator
- 5.
- 6. LDouble Heat Sink

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30*

29

28*

27

26

25

24

23

22,

21

20

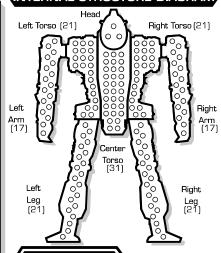
19

18′

17

2

0



			16
Til	AT DATA	$\overline{}$	15*
Heat		20 (40)	14*
Level* 30	Effects Shutdown	Double	13*
28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10+	00	11
25 24	–5 Movement Points+4 Modifier to Fire	ŏŏ I	10*
23	Ammo Exp. avoid on 6+	ŎŎ	9
22	Shutdown, avoid on 8+	00	8*
20 19	-4 Movement Points Ammo Exp. avoid on 4+		7
18	Shutdown, avoid on 6+		6
17 15	+3 Modifier to Fire -3 Movement Points	88 1	5*
14	Shutdown, avoid on 4+	ŏŏ I	4
13	+2 Modifier to Fire	ŎŎ	3
10	–2 Movement Points		2

+1 Modifier to Fire

-1 Movement Points

Foot Actuator 10 Double Heat Sink 8

'MECH RECORD SHEET

MECH DATA

Type: Kodiak II 2

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Running:

(Advanced) Era: Dark Agé

Weapons &	2	Equipment Inventory		(hexes)
-----------	---	----------------------------	--	---------

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HarJel III Self-Repair System	CT	_	[E]	_	_	_	_
1	ER PPC	RT	15	15 [ĎE]	_	7	14	23
1	HarJel III Self-Repair System	RT	_	[Ē]	_	_	_	_
1	Targeting Computer	RT	_	[E]	_	_	_	_
1	HarJel III Self-Repair System	LT	_	[E]	_	_	_	_
4	ER Small Laser	RA	2	5 [DE]	_	2	4	6
1	Streak LRM 20	RA	6	1 Msl [M,C]	-	7	14	21
4	ER Small Laser	LA	2	5 [DE]	_	2	4	6
1	Streak LRM 20	LA	6	1 / Msi [M,C]	_	7	14	21

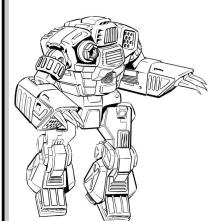
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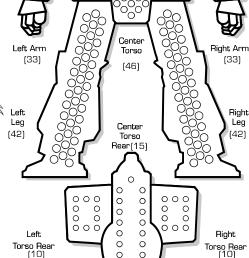
WARRIOR

Name: Gunnery Skill

Hits Take Consciousness

II:	_	- '	Pilot	ing S	SKIII:	
n	1	2	3	4	5	6
#	3	5	7	10	11	Dead





ARMOR DIAGRAM

Head (9)

Right Torso

00

000

Heat

Scale

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

Arm (17)

Left Torso

00

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator Lower Arm Actuator
- 1-3 4
- Streak LRM 20
- Streak LRM 20 5.
 - Streak LRM 20
 - Streak LRM 20
- 2. LStreak LRM 20
- 3. ER Small Laser
- 4-6 4. ER Small Laser
 - 5. ER Small Laser ER Small Laser
 - Left Torso

- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 1-3 3. XXL Fusion Engine XXL Fusion Engine
 - 5. Ammo (Streak LRM 20) 6

 - Ammo (Streak LRM 20) 6
 - 1. Ammo (Streak LRM 20) 6
 - _Ammo (Streak LRM 20) 6
- 3. HarJel III Self-Repair System 4-6
 - 4. LHarJel III Self-Repair System
 - 5. CASE II
 - 6. Endo-Steel

Left Leg

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

Head

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

Center Torso

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

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

 - 5. HarJel III Self-Repair System

 - 6. HarJel III Self-Repair System 1-3

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Damage Transfer

Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4
 - Streak LRM 20
 - Streak LRM 20 5

 - Streak LRM 20
 - Streak LRM 20
 - Streak LRM 20
- 3. ER Small Laser 4-6 4. ER Small Laser
 - 5. ER Small Laser

 - ER Small Laser

Right Torso

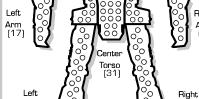
- 1. XXL Fusion Engine
- 2. XXL Fusion Engine
- 3. XXL Fusion Engine
- 4. XXL Fusion Engine 5. FER PPC
- 6. LER PPC
- Targeting Computer
- 2. Targeting Computer HarJel III Self-Repair System
- 4. HarJel III Self-Repair System
- 5. Endo-Steel 6. Endo-Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Right Torso (21) Left Torso (21) Right



Leg

10

8

TILL	AI DAIA	•
Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	\circ
25	–5 Movement Points	\aleph
24	+4 Modifier to Fire	ÖÖ
23	Ammo Exp. avoid on 6+	QQ
22	Shutdown, avoid on 8+	00
20	4 Movement Points	OO
19	Ammo Exp. avoid on 4+	ŎĞ
18	Shutdown, avoid on 6+	\approx
17	+3 Modifier to Fire	\simeq
15	–3 Movement Points	Ŏ
14	Shutdown, avoid on 4+	Q
13	+2 Modifier to Fire	0

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

'MECH RECORD SHEET

'MECH DATA`

Type: Tomahawk Prime

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Civil War Running: 5

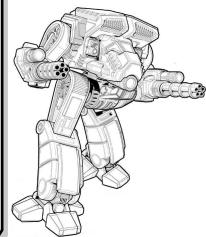
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	_	[E]	_	_	_	6
1	Medium Pulse Laser	RT	4	7 [P]	_	4	8	12
1	Streak SRM 4	RT	3	2 / Msl [M,C]	-	4	8	12
1	AMS	LT	1	— [PD]	_	_	_	_
1	Medium Pulse Laser	LT	4	7 [P] 1	_	4	8	12
1	Streak SRM 4	LT	3	2/Msi [M,C]	-	4	8	12
1	ER Large Laser	RA	12	10 (DE)	_	8	15	25
1	Gauss Řifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	10 [DE]	_	8	15	25
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

BV: 3,101

WARRIOR DATA

Name: Gunnery Skill: Piloting Skill:

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



00 00 000 ŎO. Center Left Arm Right Arm (34)(34)[46]Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 0 000 000 Left 0 Right 0 Torso Rear Torso Rear

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- Gauss Rifle
- 1-3 4 Gauss Rifle
 - Gauss Rifle 5.
 - Gauss Rifle
 - Gauss Rifle
 - 2. LGauss Rifle
- 3. ER Large Laser 4-6
- 4. Ammo (Gauss) 8
 - 5. Ammo (Gauss) 8
 - Roll Again

Left Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
 - - 5. Streak SRM 4
 - 6. Medium Pulse Laser
 - 1. AMS
- 2. Ammo (AMS) 24
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Double Heat Sink
- 6. LDouble Heat Sink

Head

- 1. Life Support
- Sensors
- Cockpit 3. FCM Suite 4.
- Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine 1-3 4 Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Double Heat Sink
 - 6. Double Heat Sink
 - Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O



Right Arm(CASE)

- 1. Shoulder Upper Arm Actuator
- Gauss Rifle
- 1-3 4 Gauss Rifle
 - Gauss Rifle 5
 - Gauss Rifle
 - Gauss Rifle
 - _Gauss Rifle
- 3. ER Large Laser
- 4-6 4. Ammo (Gauss) 8
 - - 5. Ammo (Gauss) 8
 - 6. Roll Again

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink Double Heat Sink
 - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Streak SRM 4
- 2. Medium Pulse Laser
- 3. Ammo (Streak SRM 4) 25 4-6
 - 4. Roll Again
 - Roll Again
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator Double Heat Sink
- 5. 6. LDouble Heat Sink

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30*

29

28

27

26

25

24

23

22,

21

20

19

18

17

16

9

8*

7

6

5*

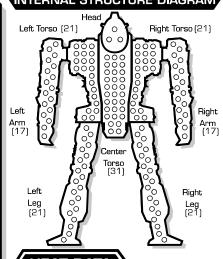
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DATA

15 18 (36) 14* Heat Effects Level* Double 13' 30 Shutdown 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 00 -5 Movement Points 25 10* +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14

+2 Modifier to Fire 13 10 –2 Movement Points +1 Modifier to Fire 8 -1 Movement Points

'MECH RECORD SHEET

MECH DATA

Type: Tomahawk A

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Civil War Running:

Weapons & Equipment Inventory	hexes)
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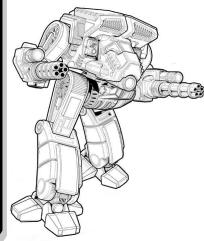
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 (DĒ)	_	2	4	6
3	Medium Pulse Laser	RT	4	7 [P]	_	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12
1	ER Large Laser	LT	12	10 [DE]	_	8	15	25
1	Streak SRM 6	LT	4	2/Msl 1 [M,C]	-	4	8	12
1	Ultra AC/20	RA	7	20/Sht [DB,R/C]	-	4	8	12
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	-	4	8	12

BV: 2,762

WARRIOR DATA

Name: Gι

unnery Skill: _	- '	Pilot	ing a	OKIII:		
Hits Taken	1					
nsciousness# (3	5	7	10	11	Dead



00 00 000 Center Left: Δrm Right Arm (34)(34)(46) Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 0 000 000 Left 0 Right 0 Torso Rear Torso Rear

armor Diagram

Right Torso

Heat

Scale

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

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- Ultra AC/20
- 1-3 ₄ Ultra AC/20
 - Ultra AC/20 5.
 - Ultra AC/20
 - Ultra AC/20
 - 2. Ultra AC/20
- Ultra AC/20 3. 4-6
- 4. LUltra AC/20 5 Ammo (Ultra AC/20) 5
 - Roll Again

Left Torso(CASE)

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

 - 1. Streak SRM 6 2. LStreak SRM 6
- 3. ER Large Laser
- 4-6 4. Ammo (Streak SRM 6) 15
 - 5. Ammo (Ultra AC/20) 5
 - 6. Ammo (Ultra AC/20) 5

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Double Heat Sink
- 6. LDouble Heat Sink

Head

- 1. Life Support Sensors
- Cockpit
- 3. ER Small Laser 4.
- Sensors
- Life Support 6.

Center Torso

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

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

 - 6. Double Heat Sink

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm(CASE)

- 1. Shoulder
- _Upper Arm Actuator
- Ultra AC/20 1-3 3 Ultra AC/20
 - Ultra AC/20 5
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 4-6 3. LUltra AC/20
 - 5. Ammo (Ultra AC/20) 5
 - 6. Roll Again

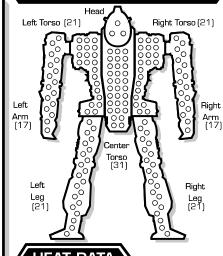
Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink Double Heat Sink
 - 5. Streak SRM 6
 - 6. LStreak SRM 6
 - 1. Medium Pulse Laser
- Medium Pulse Laser 2.
- Medium Pulse Laser 4-6
 - 4. Ammo (Ultra AC/20) 5
 - Ammo (Ultra AC/20) 5
 - 6. Roll Again

Right Leg

- Foot Actuator
- 6. LDouble Heat Sink

INTERNAL STRUCTURE DIAGRAM



DATA

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

+1 Modifier to Fire

-1 Movement Points

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 5. Double Heat Sink

'MECH RECORD SHEET

'MECH DATA

Type: Tomahawk B

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Civil War Running: 5

Weapons & Equipment Inventory (hexes)

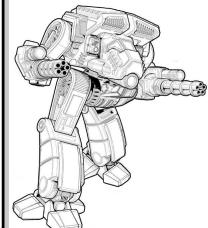
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	_	4	8	12
3	ER Medium Laser	RT	5	7 [ĎÉ]	_	5	10	15
1	Medium Pulse Laser	RT	4	7 [P]	_	4	8	12
3	ER Medium Laser	LT	5	7 [DÉ]	_	5	10	15
1	LRM 10	LT	4	1/Msl	_	7	14	21
				[M,C,S]				
1	Medium Pulse Laser	LT	4	7 [P]	_	4	8	12
1	ER Large Laser	RA	12	10 (DÉ)	_	8	15	25
1	ER PPČ	RA	15	15 (DE)	_	7	14	23
1	Medium Pulse Laser	RA	4	7 [P] 1	_	4	8	12
1	ER Large Laser	LA	12	10 (DE)	_	8	15	25
1	ER PPČ	LA	15	15 ÎDEÎ	_	7	14	23
1	Medium Pulse Laser	LA	4	7 [P] 1	-	4	8	12

BV: 3,323

WARRIOR DATA

Name: ony Skill-

ounnery okiii:	_ '	Piloting Skill:				
Hits Taken						
onsciousness#	3	5	7	10	11	Dead



00 00 000 Center Left Arm Right Arm Torso (34)(34)[46]Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 000 000 Left 0 Right 0 Torso Rear Torso Rear

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Double Heat Sink
- 1-3 4 Double Heat Sink
- 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. FER PPC
- 4-6 4 LER PPC
 - 5. ER Large Laser
 - 6. Medium Pulse Laser

Left Torso(CASE)

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

 - 1. Medium Pulse Laser 2. FR Medium Laser
- 3. ER Medium Laser 4-6
 - 4. ER Medium Laser
 - 5. LRM 10
 - 6. Ammo (LRM 10) 12

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Double Heat Sink
- 6. LDouble Heat Sink

Head

- 1. Life Support Sensors
- Cockpit
- 3. Medium Pulse Laser 4.
- Sensors
- 6. Life Support

Center Torso

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

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

Sensor Hits OO Life Support O



Right Arm

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

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
 - Double Heat Sink
 - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - Double Heat Sink
 - 2. Double Heat Sink
- 3. Medium Pulse Laser 4-6
 - 4. ER Medium Laser
 - ER Medium Laser
 - 6. ER Medium Laser

Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Double Heat Sink
- 6. LDouble Heat Sink

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30*

29

28*

27

26

25

24 23

22,

21

20

19

18

17

16

15

14*

13'

12

11

10*

9

8* 7

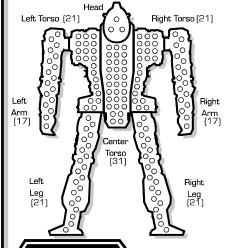
6

5*

4

3

2



700-	ATT PATTAL	
Heat Level*	Effects	26 (52) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	000
25	-5 Movement Points	000
24	+4 Modifier to Fire	ÕÕÕ
23	Ammo Exp. avoid on 6+	000
22	Shutdown, avoid on 8+	000
20	4 Movement Points	ÕÕÕ
19	Ammo Exp. avoid on 4+	AAAA
18	Shutdown, avoid on 6+	\times
17	+3 Modifier to Fire	$\mathcal{S}\mathcal{S}$
15	–3 Movement Points	QQ
14	Shutdown, avoid on 4+	00
13	+2 Modifier to Fire	00
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

'MECH RECORD SHEET

'MECH DATA

Type: Tomahawk C

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Civil War Running:

Weapons	&	Equipment	Inventor	У	(hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 (DĒ)	_	2	4	6
1	ATM 12 Standard Extended-Range High-Explosive ATM 12	RT	8	[M,C,S] 2/Msl 1/Msl 3/Msl [M,C,S]	4 4 -	593	10 18 6	15 27 9
2 2	Standard Extended-Range High-Explosive Large Pulse Laser Large Pulse Laser	RA I A	10	2/Msl 1/Msl 3/Msl 10 [P] 10 [P]	4 4 - -	59366	10 18 6 14 14	15 27 9 20 20
2	Large Puise Laser	LA	IU	TO [P]	_	О	14	20

BV: 2,985

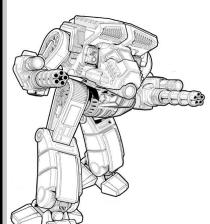
WARRIOR DATA

Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5

7 10 11 Dead



0 00 00 000 500 Center Left Arm Right Arm (34)(34)[46]Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 0 000 000 Left 0 Right

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Double Heat Sink
- 1-3 4 Double Heat Sink
- 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. Large Pulse Laser 4-6 4. Large Pulse Laser
- 5. Large Pulse Laser
 - 6. Large Pulse Laser

Left Torso(CASE)

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- - 5. FATM 12
 - 6. ATM 12
 - ATM 12
 - 2. ATM 12
- 3. LATM 12 4-6
 - 4. Ammo (ATM 12) 5
 - 5. Ammo (ATM 12) 5
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Double Heat Sink
- 6. LDouble Heat Sink

Head

- 1. Life Support
- Sensors
- Cockpit 3. ER Small Laser 4.
- Sensors
- 6. Life Support

Center Torso

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

Sensor Hits OO Life Support O

Damage Transfer Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Double Heat Sink 1-3 4 Double Heat Sink
- Double Heat Sink 5.
 - 6. LDouble Heat Sink
- 1. Double Heat Sink
- 2. LDouble Heat Sink
- 3. Large Pulse Laser 4-6 4 Large Pulse Laser
 - Large Pulse Laser

 - 6. Large Pulse Laser

Right Torso(CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- Double Heat Sink 1-3³₄
- _Double Heat Sink
- 5. FATM 12
 - 6. ATM 12
 - ATM 12
 - 2. **ATM 12**
- 3.LATM 12 4-6
- 4. Ammo (ATM 12) 5
 - 5. Ammo (ATM 12) 5
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 5. Double Heat Sink
- 6. LDouble Heat Sink

INTERNAL STRUCTURE DIAGRAM

0

Torso Rear

Heat

Scale

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*

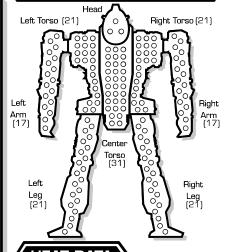
4

3

2

1

Torso Rear



DATA 23 (46) Heat Effects Level* Double

30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 000 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+

Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+

+3 Modifier to Fire -3 Movement Points

Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

10 –2 Movement Points +1 Modifier to Fire 8 -1 Movement Points ŌŌ

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'MECH RECORD SHEET

'MECH DATA

Type: Tomahawk II Prime

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Dark Age Running: 5

Weapons & Equipment Inventory (hexes)

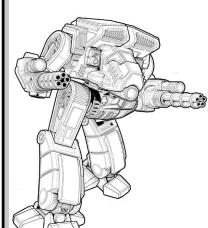
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	_	8	15	25
1	Medium Pulse Laser	RT	4	7 [P] [*]	_	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	_	4	8	12
1	ER Large Laser	RA	12	10 (DÉ)	_	8	15	25
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
1	ER Large Laser	LA	12	10 [DE]	_	8	15	25
1	HAG/30	LA	6	30 [C,F,X]	2	8	16	24

WARRIOR DATA

Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5



0 7 10 11 Dead 00 00 000 ŎO. Center Left Arm Right Arm Torso (34)(34)(46)Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 0

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- HAG/30 1-3 ₄ HAG/30

BV: 3,334

- HAG/30 5.
 - HAG/30
 - HAG/30
- 2. HAG/30
- HAG/30 3. 4-6
- 4. LHAG/30
 - 5. ER Large Laser
 - 6. CASE II

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
 - - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Medium Pulse Laser
 - 2. Ammo (HAG 30) 4
- Ammo (HAG 30) 4 4-6
 - 4. Ammo (HAG 30) 4
 - 5. Ammo (HAG 30) 4
 - 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Endo-Composite
- Endo-Composite 6.

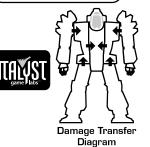
Head

- 1. Life Support
- Sensors
- 3.

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

 - 2. XL Fusion Engine
 - - 6. Double Heat Sink

Gyro Hits OO Sensor Hits OO



Right Arm

HAG/30

HAG/30

HAG/30

HAG/30

HAG/30

HAG/30

HAG/30

LHAG/30

6. CASE II

5. ER Large Laser

1-3 ₄

4-6 ₄

5

Upper Arm Actuator

- 1. Shoulder
- Cockpit
- ER Large Laser 4.
- Sensors
- 6. Life Support

Center Torso

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

Engine Hits OOO Life Support O

- Right Torso 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
- Double Heat Sink
- 5. Double Heat Sink
- 6. LDouble Heat Sink
- 1. Medium Pulse Laser
- 2. Ammo (HAG 30) 4 3. Ammo (HAG 30) 4 4-6
 - 4. Ammo (HAG 30) 4
 - Ammo (HAG 30) 4
 - 6. Roll Again

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Endo-Composite
- Endo-Composite 6.

INTERNAL STRUCTURE DIAGRAM

000

Left

Torso Rear

0 0

0

0

000

Right

Torso Rear

Heat

Scale

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*

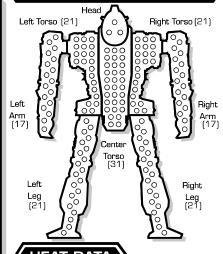
4

3

2

1

0



DATA

17 (34) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 00 -5 Movement Points 25 0000000 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

10 –2 Movement Points +1 Modifier to Fire 8

'MECH RECORD SHEET

MECH DATA

Type: Tomahawk II A

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Running: Era: Dark Age 5

Weapons	2	Equipment	Inventory	(hexes)
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Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12		_	8	15	25
1	Large Pulse Laser	RT	10		_	6	14	20
1	Medium Pulse Laser	RT	4	7 [P]	_	4	8	12
1	Large Pulse Laser	LT	10		_	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	_	4	8	12
2	AP Gauss Rifle	RA	1	3 [DB,AI,X]	_	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	-	6	12	18
2	AP Gauss Rifle	LA	1	[DB,AI,X]	-	3	6	9
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	_	6	12	18

BV:	2,697

WARRIOR DATA

Consciousness# 3

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5

5

7 10 11 Dead

0 00 00 000 000 Center Left Arm Right Arm Torso (34)(34)[46]Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 0 000 000 Left 0 Right 0

ARMOR DIAGRAM

Head (9)

Right Torso (32)

Torso Rear

Heat

Scale

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

0

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- LB 10-X AC З. 1-3
- 4. LB 10-X AC
 - LB 10-X AC 5.
 - LB 10-X AC
 - 1. LLB 10-X AC
 - 2. AP Gauss Rifle
- 3. AP Gauss Rifle 4-6
 - 4. Ammo (LB-10X) 10 5. Ammo (LB-10X Cluster) 10
 - CASE II

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. Large Pulse Laser 4-6 4. Large Pulse Laser

 - 5. Medium Pulse Laser
 - 6. Ammo (AP Gauss) 40

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Endo-Composite
- Endo-Composite 6.

Head

- 1. Life Support
- Sensors
- Cockpit 3. ER Large Laser 4.
- Sensors
- 6. Life Support

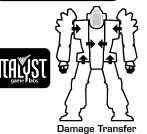
Center Torso

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

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

Engine Hits OOO Gyro Hits OO Sensor Hits OO

Life Support O



Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator LB 10-X AC
- 1-3 ₄
- LB 10-X AC
 - LB 10-X AC 5
 - LB 10-X AC
 - 1.LLB 10-X AC
 - 2. AP Gauss Rifle
- 3. AP Gauss Rifle 4-6
- 4. Ammo (LB-10X) 10
 - 5. Ammo (LB-10X Cluster) 10
 - CASE II

Right Torso

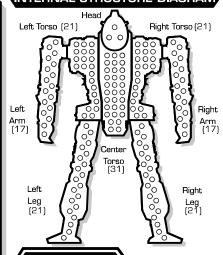
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
- Double Heat Sink
- 5. Double Heat Sink
- 6. LDouble Heat Sink
- Double Heat Sink
- 2. Louble Heat Sink
- Large Pulse Laser 4-6
 - 4. Large Pulse Laser
 - Medium Pulse Laser
 - 6. Ammo (AP Gauss) 40

Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Endo-Composite 5.
- **Endo-Composite** 6.

INTERNAL STRUCTURE DIAGRAM

Torso Rear



DATA

leat evel*	Effects	19 (38) Double
308654320987543085	Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points	0000000000

'MECH RECORD SHEET

'MECH DATA

Type: Tomahawk II C

Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Dark Age Running:

Weapons & E	quipment Inver	ntory (hexe:	s)
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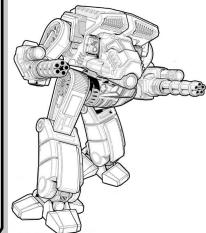
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10 [P]	_	6	14	20
1	Large Pulse Laser	RT	10	10 [P]	_	6	14	20
1	LRM 15	RT	5	1 / Msl [M,C,S]	_	7	14	21
1	Large Pulse Laser	LT	10	10 [P]	_	6	14	20
1	LRM 15	LT	5	1 / Msl [M,C,S]	_	7	14	21
2	LRM 15	RA	5	1/Msl [M,C,S]	-	7	14	21
2	LRM 15	LA	5	1/Msl [M,C,S]	-	7	14	21

BV: 2,938

WARRIOR DATA

Name:

unnery Skill: Piloting Skill:						
-						
Hits Taken	1	2	3	4	5	6
onsciousness#	3	5	7	10	11	Dead



0 00 00 000 00 Center Left Arm Right Arm (34)(34)[46]Left Right Lea Lea Center (41) (41) Torso Rear(15) 0 0 0 000 000 0 0 0 0 0 0 0 0 000 000 Left 0 Right 0 Torso Rear Torso Rear

ARMOR DIAGRAM

Head (9)

Right Torso

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. [LRM 15
- 1-3 4 LIRM 15 5. FLRM 15
 - 6. LLRM 15
 - Ammo (LRM 15) 8
 - 2. Ammo (LRM 15) 8
- 3. Ammo (LRM 15) 8 4-6
- 4. Ammo (LRM 15) 8
 - 5. Ammo (LRM 15) 8
 - CASE II

Left Torso

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

 - 1. Double Heat Sink
 - 2. LDouble Heat Sink 3. Large Pulse Laser
- 4-6 4. Large Pulse Laser
 - 5. FLRM 15

 - 6. L_{LRM} 15

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Endo-Composite
- Endo-Composite 6.

Head

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

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 4 XL Fusion Engine
 - 5. Large Pulse Laser
 - 6. Large Pulse Laser
 - Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support O

Damage Transfer

Diagram

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3 LRM 15
- 5. LRM 15
- 6.LLRM 15
- 1. Ammo (LRM 15) 8
 - 2. Ammo (LRM 15) 8
- 3. Ammo (LRM 15) 8 4-6
 - 4. Ammo (LRM 15) 8
 - 5. Ammo (LRM 15) 8
 - 6. CASE II

- Right Torso 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
- 5. Double Heat Sink 6. LDouble Heat Sink
 - Double Heat Sink
- 2. Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- 5. LRM 15
- 6. LRM 15

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator Endo-Composite 5.
- Endo-Composite 6.

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

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

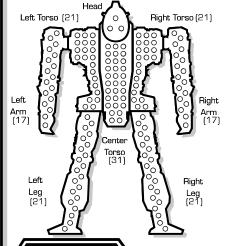
5*

4

3

2

1



	AT DATA \	
	AI DAIA	
eat		18 (36)
evel*	Effects	Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
00	Chutalaura arraid an 10.	

- Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+
- -4 Movement Points 20 Ammo Exp. avoid on 4+
- -3 Movement Points
- +2 Modifier to Fire 13 10
- +1 Modifier to Fire 8

'MECH RECORD SHEET

'MECH DATA

Type: Tomahawk II B

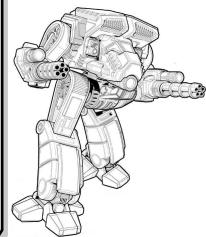
Movement Points: Tonnage: 100 Walking: Tech Base: Clan Era: Dark Age Running: 5

Jumping:

Weapons & Equipment Inventory (hexes)

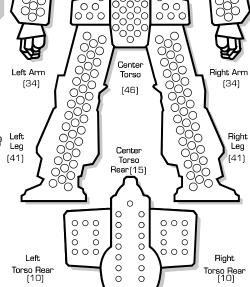
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	_	_	_	_
1	ER Medium Laser	CT	5	7 (DE)	_	5	10	15
1	ER Large Laser	RT	12	10 [DÉ]	_	8	15	25
1	ER Large Laser	LT	12	10 ÎDEÎ	_	8	15	25
1	ER Large Pulse Laser	RA	13	10 [P]	_	7	15	23
1	Streak LRM 15	RA	5	1 / Msl [M,C]	-	7	14	21
1	ER Large Pulse Laser	LA	13	10 (P)	_	7	15	23
1	Streak LRM 15	LA	5	1/Msi [M,C]	-	7	14	21

BV: 3,513



WARRIOR DATA

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



armor Diagram

Right Torso

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator
- Double Heat Sink
- 1-3 4. Double Heat Sink
 - Streak LRM 15 5.
 - Streak LRM 15
 - Streak I RM 15
 - 2. FER Large Pulse Laser
- ER Large Pulse Laser 3. 4-6
- 4. LER Large Pulse Laser
 - 5. Ammo (Streak LRM 15) 8
 - 6. Ammo (Streak LRM 15) 8

Left Torso

- 1 XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. LDouble Heat Sink
 - 1. Double Heat Sink
 - 2. LDouble Heat Sink
- 3. Double Heat Sink 4-6 4. Double Heat Sink
 - - 5. Jump Jet
 - 6. ER Large Laser

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator 3.
- Foot Actuator
- 5. Endo-Composite
- Endo-Composite 6.

Head

- 1. Life Support
- Sensors 2.
- Cockpit 3.
- Laser AMS 4. Sensors
- Life Support 6.

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Gyro
 - 5. Gyro
 - 6.
 - Gyro
 - 1. Gyro
 - XL Fusion Engine
- XL Fusion Engine 4-6
 - 4. XL Fusion Engine
 - 5. Jump Jet
 - 6. ER Medium Laser

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support O



Right Arm(CASE)

- 1. Shoulder
- Upper Arm Actuator Double Heat Sink
- 1-3 3 Double Heat Sink
- Streak LRM 15
 - 5
 - Streak LRM 15
 - 1. LStreak LRM 15
 - 2. ER Large Pulse Laser
- ER Large Pulse Laser 3.
- 4-6 4 ER Large Pulse Laser
 - 5. Ammo (Streak LRM 15) 8

6. Ammo (Streak LRM 15) 8

Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Double Heat Sink
- Double Heat Sink
- 5. Double Heat Sink
 - 6. LDouble Heat Sink
- Double Heat Sink
- 2. Double Heat Sink
- Double Heat Sink 4-6 4. Louble Heat Sink
 - Jump Jet
 - 6. ER Large Laser

Right Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Endo-Composite
- Endo-Composite 6.

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

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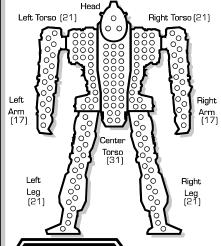
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DATA 22 (44) Heat Effects Level* Double 30 Shutdown Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+

000 -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 00

-4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire

-3 Movement Points Shutdown, avoid on 4+ 14

+2 Modifier to Fire 13 10 –2 Movement Points +1 Modifier to Fire 8