

# BATTLETECH™



EXPERIMENTAL™  
TECHNICAL  
READOUT:

X

T

R

O

LIAO



# INTRODUCTION

INCOMING  
MESSAGE

SEND

SAVE

CANCEL

DELETE

As I'm sure his Celestial Wisdom realizes the deflagration of the conflict with the Word of Blake is not cause enough for us to lessen our search for more advanced weaponry to defend the Confederation. In concert with the Capellan Science Foundation and the Ministry of the Military we have identified a number of project foci that should bear plentiful fruit to the Capellan Confederation Armed Forces.

Our development of the plasma rifle provided us with a powerful new weapon which we put to good use during the Federated Suns' unprovoked attack on our worlds, and when combined with the BattleMech Taser offered our forces a significant advantage. It is this advantage our program seeks to continually revive, and now that the shadow lances are an undeniable asset it is time to shift our focus.

The Jihad ushered in an orgy of weapons development and, although Stone and his cronies would wish otherwise, the Maskirovka has gained a considerable trove of technology which is even now being experimented upon at BattleMech and vehicle manufacturers across the Confederation. New types of armor, new types of structure, even newly-enhanced engines are being applied to prototypes on Grand Base, Sian, Capella, and Victoria, and thanks to the Strategios' prescience in constructing a full-scale experimentation division on Victoria after the damage suffered several years ago—our most recent successes have come from there.

One flaw we must be aware of in our tactics and our design philosophies is the newest-toy phenomenon: each of the major militaries in the Inner Sphere has become overrun with new technologies in very narrow areas. Our development of stealth armor led to nearly every class of 'Mech produced in the Confederation being redesigned to take advantage of it. The Davions have retrofitted their rotary autocannons onto almost every chassis they field; the Steiners, heavy Gauss rifles and light fusion engines, and the remnants of the Free Worlds League are overrun with extended-range lasers and more kinds of missile ammunitions than one has time to count.

In partnership with the CSF, Ceres Metals facilities across the Confederation, but headquartered in the main office on Capella, began in 3076 far-reaching research and development projects in all aspects of military technology. Although funding is beginning to be drawn away from the project to support the burgeoning hostilities along the Tikonov border, many impressive prototypes and design projects have appeared and are listed here. It is our belief that through experimentation we may uncover advances unknown to the Confederation's enemies, and so we beg the Chancellor to continue funding our programs.

Most humbly and respectfully,  
Dr. Veronica Baxter, Capellan Science Foundation, 3079

# INTRODUCTION

INCOMING  
MESSAGE

SEND

SAVE

CANCEL

DELETE

## HOW TO USE THIS BOOK

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

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

**Project Development:** Herbert A. Beas II

**Development Assistance:** Randall N. Bills and Jason Schmetzer

**BattleTech Line Developer:** Herbert A. Beas II

**BattleTech Assistant Line Developer:** Ben H. Rome

**Primary Writing:** Jason Schmetzer

**Writing Assistance:** Herbert A. Beas II

### Production Staff

*Cover Design and Layout:* Matt Heerdt

*Evolved Faction Logos Design:* Jason Vargas

*Original Illustrations:*

Doug Chaffee

Brent Evans

Chris Lewis

Jim Nelson

Justin Nelson

**Factchecking/Playtesting:** Joel Bancroft-Connors, Roland

"ColBosch" Boshnack, Joshua "NCKestrel" Franklin, William "Mad Capellan" Gauthier, Keith "Xotl" Hann, Johannes "jymset" Heidler, Daniel "DarkISI" Isberner, Chris "Alexander Knight" Marti, Luke "Jellico" Robertson, Chris "Chunga" Smith, Peter Smith, Chris Wheeler, Patrick Wynne.

**Record Sheets:** "BV Smasha!" Sebastian Brocks, Christopher "Chunga" Smith, "Techno Wizard" Jason Tighe

**Special Thanks:** Jason would like to thank Herb, for having a sense of humor.

**CATALYST**  
game labs™

Under License From

**TOPPS**

©2010 The Topps Company, Inc. All Rights Reserved. *Experimental Technical Readout: Liao*, *Classic BattleTech*, *BattleTech*, *BattleMech*, 'Mech and the Topps logo are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

CAT35XT003



# RVN-3X RAVEN X

**Field Testing Summation:** Prototype RVN Refit

**Producer/Site:** Hellespont Industrials, Sian

**Supervising Technician:** Abel Mencius

**Project Start Date:** 3078

**Non-Production Equipment Analysis:**

Composite Structure  
Apollo Fire Control System  
Bloodhound Active Probe  
Angel ECM Suite  
Medium X-Pulse Lasers  
Laser Anti-Missile System

## Overview

In the 3020s the *Raven* was a source of great pride for the Capellan Confederation. One of the few new BattleMech designs since the fall of the Star League to reach standard production, it was a jewel in the Confederation's crown even if it was saddled with substandard technology. It wasn't until the CSF was able to unlock the secrets of the Helm memory core that the *Raven* was given the technology it needed to compete on the battlefield, but those secrets also rejuvenated the entire warmaking industry of the Successor States. Since the 3050s several upgrades have been performed on the base *Raven* chassis, but in 3078 Hellespont Industrials revealed a new prototype *Raven* that mounted the most advanced equipment yet found on any battlefield.

Built on a cutting-edge composite frame and using an extralight gyro to free mass, the *Raven X* is powered by an extralight fusion engine and continues the *Raven-class'* long tradition of battlefield electronic warfare. Outwardly the *Raven X* is similar to the stock -3L model made famous on the battlefields of the Liberation of 3057, but the insides are revamped as far above the 3050 model as it was above the 3025.

An Angel ECM replaces the older Guardian model, while a more powerful Bloodhound active probe replaces the Beagle. The standard medium lasers of the -3L are upgraded to medium x-pulse lasers, and a prototype laser anti-missile system provides solid antimissile defense. The real treat of the *Raven's* arsenal, however, is a large twenty-tube medium range missile launcher mated to a stolen Apollo fire controls system. Given the *Raven X's* fragility, Hellespont designers wanted to make sure it could engage any enemy discovered from a distance and still have time to escape.

Although the specifications of the *Raven X* are impressive, Strategios planners have discovered in simulation that the BattleMech is just as susceptible to damage as the 3025 model. Its build offsets its increases in productivity and potential: the extralight engine is thinly armored, as is the soft composite structure. Most damning is the *Raven's* speed, which hasn't increased since 3025, and is now almost slow compared to other states' reconnaissance BattleMechs. It seems unlikely that the Strategios will approve the *Raven X* for anything more than demonstration purposes.

Type: **Raven X**

Technology Base: Inner Sphere (Experimental)

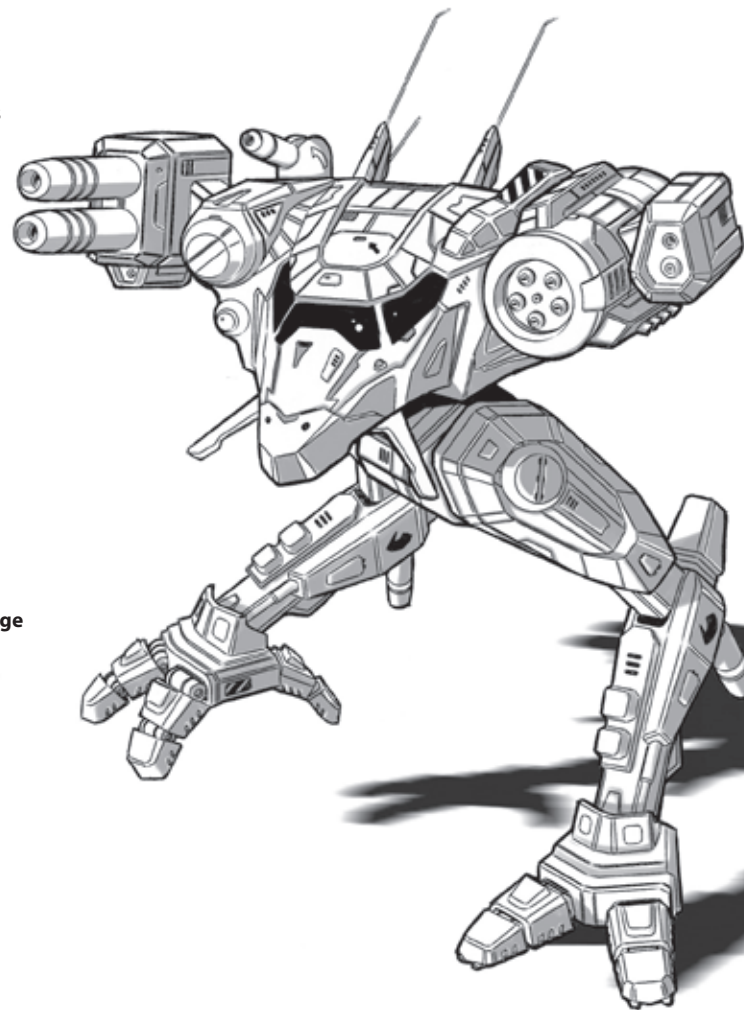
Tonnage: 35

Battle Value: 1,050

## Equipment

Internal Structure:	Composite	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Ferro):	89	5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	13
Center Torso (rear)		3
R/L Torso	8	13
R/L Torso (rear)		3
R/L Arm	6	8
R/L Leg	8	8

Weapons and Ammo	Location	Critical	Tonnage
2 Medium X-Pulse Lasers	RA	2	4
Laser Anti-Missile System	RT	2	1.5
Angel ECM Suite	RT	2	2
Bloodhound Active Probe	RT	3	2
MRM 20	LT	3	7
Apollo FCS	LT	1	1
Ammo (MRM) 12	LT	1	1
CASE	LT	1	.5



EXPERIMENTAL



# VND-3LD VINDICATOR DAO

**Field Testing Summation:** Custom VND Hybrid Refit

**Producer/Site:** None

**Supervising Technician:** Dao

**Project Start Date:** 3078

**Non-Production Equipment Analysis:**

Clan Endo Steel Structure  
Clan Ferro-Fibrous Armor  
Clan Double Heat Sinks  
Actuator Enhancement System  
Supercharger  
Clan ER PPC  
Laser Anti-Missile System  
BattleMech Taser

## Overview

The anger amongst Capellan citizens after the withdrawal and destruction of the Word of Blake is at levels unseen since the Andurien invasion of the 3030s, and this atmosphere has bred a massive pool of funds and people seeking restitution and vengeance wherever they can. In the remnants of the Liao Commonality especially, a horde of bounty hunters have appeared, taking contracts to right old wrongs and settle old scores and profit in the doing. One of them, a former Capellan national who goes by no other name than Dao, pilots a customized *Vindicator* claimed from a renegade MechWarrior. He is good enough at his job—and prolific enough in taking contracts—that he's managed to outfit his *Vindicator* specially for his purposes. The Maskirovka was able to copy the maintenance logs for this powerful 'Mech and extrapolated its design parameters.

Although appearing much like a conventional VND-3L *Vindicator*, Dao's machine is anything but. He's taken full advantage of the appearance of Clan technology in the area and had his BattleMech completely rebuilt. Dao's *Vindicator* uses Clan double heat sinks, endo steel internal structure, and ferro-fibrous armor in addition to several weapons. This makes it extremely hard to kill, and his most recent upgrade further strengthened its near-invulnerability. Stripping parts from a graveyard of Federated Suns BattleMechs, Dao replaced his engine with a compact fusion engine and his gyro with a compact gyro—making the actual target area of his *Vindicator* much smaller. Penetrating weapons fire in the *Vindicator's* torso is much less likely to strike valuable components, making his 'Mech appear unkillable.

Since many of his contracts are wanted-alive bounties, Dao's *Vindicator* carries a BattleMech Taser in its left arm, which he uses to shut down enemy BattleMechs and vehicles so he can capture their pilots. If the Taser fails to cripple his enemy the PPC inside the *Vindicator's* right battlefist is a Clan-made weapon, half-again as powerful as comparable Inner Sphere weapons—and Dao doesn't miss. It was only in the last month that we managed to confirm actuator enhancement systems on both the *Vindicator's* arms—making his aim that much more deadly.

Despite its average speed Dao's *Vindicator* is an excellent hunter-killer BattleMech. He retained its jump jets for dealing with terrain obstacles and has installed a supercharger for burst speed,

often using this unexpected velocity to get near enough to use his Taser. A laser anti-missile system mounted where a standard *Vindicator* carries a medium laser provides close-in defense. Although he has refused all offers of purchase for his 'Mech, the Capellan Science Foundation urges the Chancellor to require the Maskirovka to acquire this 'Mech for disassembly and examination.

Type: **Vindicator Dao**

Technology Base: Mixed (Experimental)

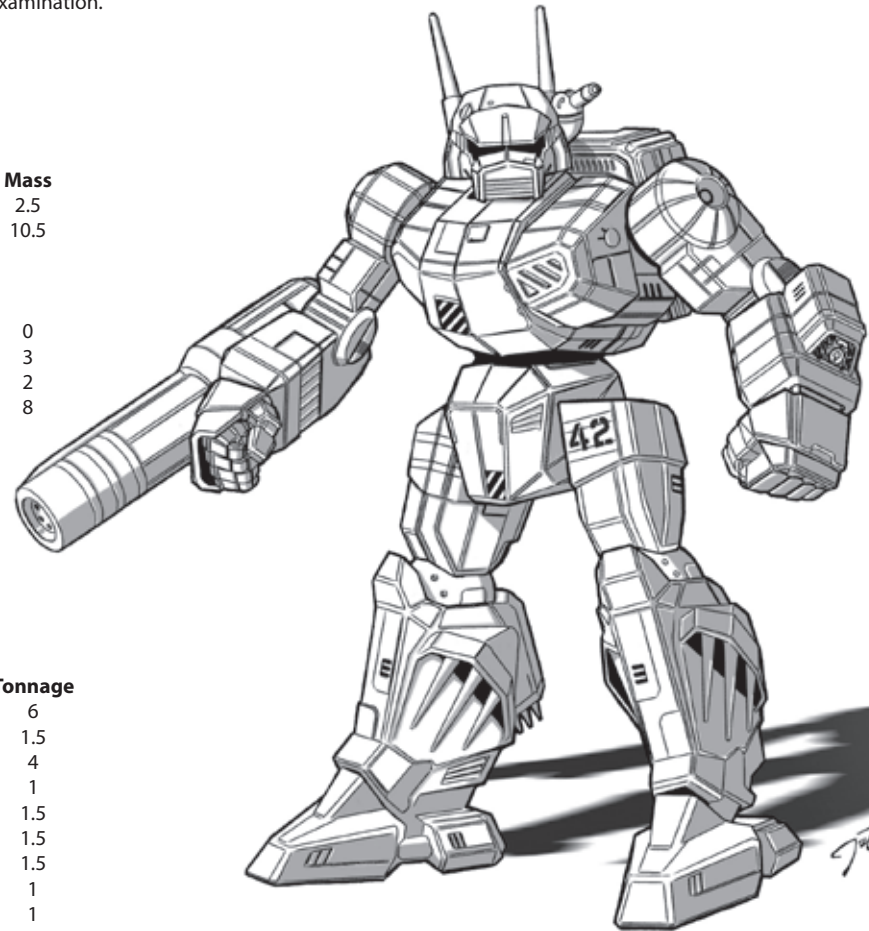
Tonnage: 45

Battle Value: 1,814

## Equipment

Internal Structure:	Endo Steel (C)	Mass	2.5
Engine:	180 Compact		10.5
Walking MP:	4		
Running MP:	6 [8]		
Jumping MP:	4		
Heat Sinks (Clan):	10 [20]		0
Gyro (Compact):			3
Cockpit (Small):			2
Armor Factor (Ferro (C)):	153		8
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	14	22	
Center Torso (rear)		6	
R/L Torso	11	18	
R/L Torso (rear)		4	
R/L Arm	7	14	
R/L Leg	11	22	

Weapons and Ammo	Location	Critical	Tonnage
ER PPC (C)	RA	2	6
Actuator-Enhancement Sys.	RA	2	1.5
Taser (BattleMech)	LA	3	4
Ammo (Taser) 5	LA	1	1
Actuator-Enhancement Sys.	LA	2	1.5
Supercharger	CT	1	1.5
Laser Anti-Missile System	H	2	1.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



EXPERIMENTAL

# TSG-9DDC TI TS'ANG DDC

**Field Testing Summation:** Custom TSG Experimental Refit

**Producer/Site:** None

**Supervising Technician:** Senior Technician Hua Wan

**Project Start Date:** 3076

## Non-Production Equipment Analysis:

Supercharger

BattleMech Lance

Small X-Pulse Lasers

## Overview

The warriors of House Dai Da Chi epitomize the warrior ethos of the Confederation. Totally devoted to the Chancellor and his will for the Confederation they choose to show that devotion through excellence in combat above all other areas. They are known as the elite warriors of the CCAF, and as such they receive the best in equipment and support from the Ministry of the Military. Recently, several warriors of the House have taken advantage of the surplus of technology and upgraded their 'Mechs to more accurately reflect their talents.

The *Ti Ts'ang* has been a wildly successful BattleMech in the Capellan Armed Forces and served valiantly throughout the Jihad. Always popular with the Warrior Houses, three Dai Da Chi warriors have deemed them too uncertain for honorable warriors and adapted them to be more in line with their style of combat. Already a fast 'Mech, the Dai Da Chi *Ti Ts'angs* now have a supercharger to make them even faster. Eschewing comfort for utility, the cockpits have been replaced with smaller, lighter models to make room for the supercharger.

The weaponry of the *Ti Ts'ang*—especially the hatchet—has always emphasized up-close fighting styles, but the Dai Da Chis consider the hatchet too blunt an instrument for their taste. Seeing reports of the BattleMech lance from the games on Solaris and Westerhand, they instructed the Dai Da Chi armorers to mount lances in place of their hatchets. Warriors who triumph using weapons that require more skill earn more honor in the eyes of the Warrior House MechWarriors, and the lance has proven to be one of the most difficult weapons for a MechWarrior to master.

Two more additions improve the Dai Da Chi's accuracy: first, the extended-range small lasers have been replaced with small X-pulse lasers. Second, a three-ton targeting computer, based on captured Davion designs, ties all the laser weaponry together to make the *Ti Ts'angs* more accurate, and the heat generated by all the lasers will quickly activate the 'Mechs' triple-strength myomer. All in all, the MechWarriors of House Dai Da Chi have created fearsome combat units uniquely tailored to their talents.

Type: **Ti Ts'ang DDC**

Technology Base: Inner Sphere (Experimental)

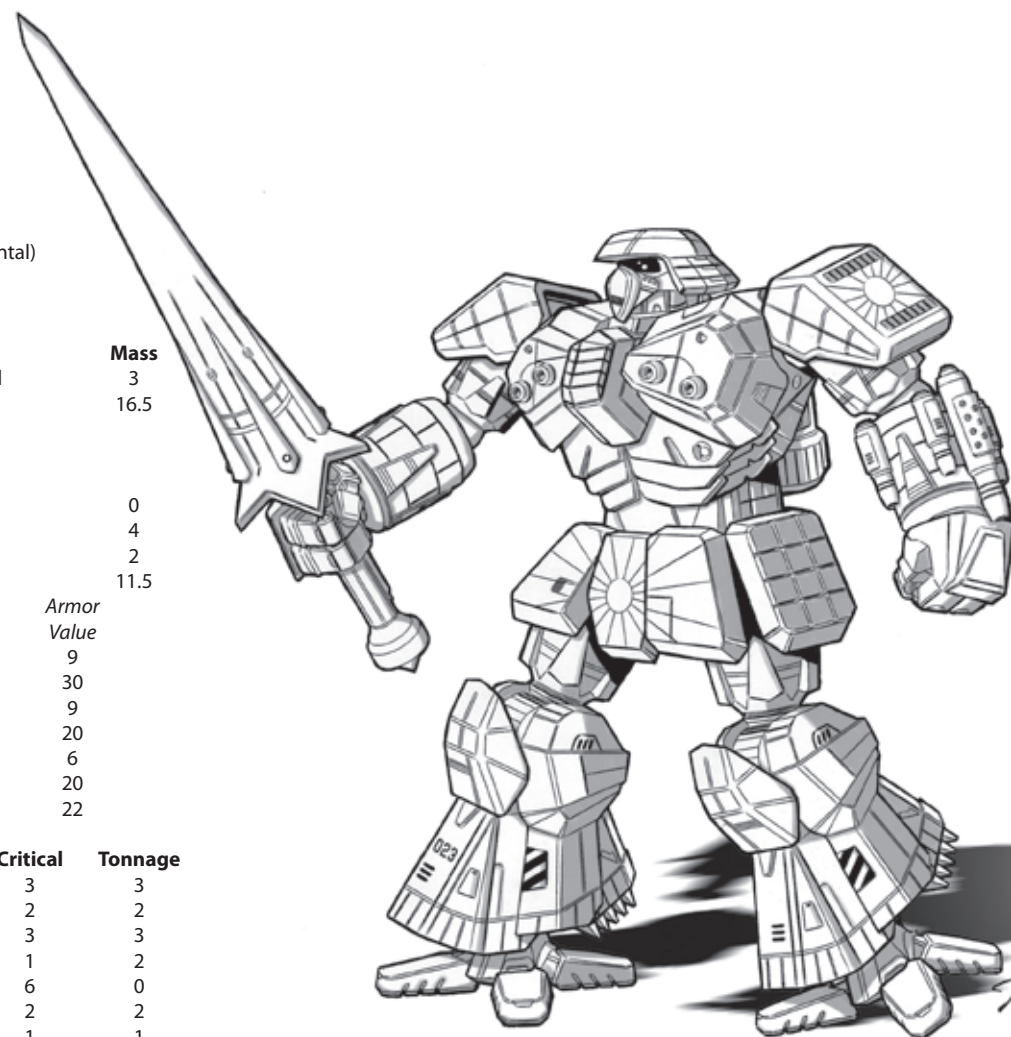
Tonnage: 60

Battle Value: 1,984

## Equipment

Internal Structure:	Endo Steel	Mass
Engine:	360 XL	3
Walking MP:	6 (7)	16.5
Running MP:	9 (14)	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit (Small):		2
Armor Factor:	184	11.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	14	22

Weapons and Ammo	Location	Critical	Tonnage
Lance	RA	3	3
2 ER Medium Lasers	RT	2	2
Targeting Computer	RT	3	3
Supercharger	CT	1	2
Triple-Strength Myomer	CT/RA	6	0
2 ER Medium Lasers	LT	2	2
ER Medium Laser	LA	1	1
4 Small X-Pulse Lasers	LA	4	4
Jump Jets	RL	2	2
Jump Jet	RT	1	1
Jump Jet	LT	1	1
Jump Jets	LL	2	2



EXPERIMENTAL



# PLG-4X PILLAGER ANVIL

**Field Testing Summation:** Prototype PLG Refit

**Producer/Site:** HildCo Interplanetary, St. Ives

**Supervising Technician:** Enoch Hartstrait

**Project Start Date:** 3077

**Non-Production Equipment Analysis:**

Artillery Cannons  
Laser Anti-Missile System  
Coolant Pods

## Overview

St. Ives is a world that often suffered during the Succession Wars, and the tribulations of its short-lived primacy in the St. Ives Compact and the predations of the Jihad did little to break this trend. During the last Word of Blake attack millions of citizens were killed before the Confederation Armed Forces drove the invaders off-planet, and the vital factories of HildCo Interplanetary were severely damaged. HildCo's board of directors immediately began rebuilding with assistance from the state, but were determined not to let the same thing happen again. Programs were begun to fortify the factories even more, and improve the HildCo corporate defense force.

The *Pillager* is one of the most imposing BattleMechs on the field, but even a company of those massive BattleMechs couldn't keep the Word of Blake out. One of the HildCo managers finally voiced a thought many had already had: walls and turrets can deter, but only a wall of fire can keep the enemy from crossing them. To that end, the HildCo design team created two demonstration prototypes of a new-model *Pillager* designed for static defense: the *Pillager Anvil*.

All of the *Pillager's* weaponry—even its trademark Gauss rifles—have been removed and the 'Mech's entire torso reworked. Indeed, there is little to distinguish the 'Mech's arms from its torsos: two huge Long Tom artillery cannons replaced the Gauss rifles, which has turned the *Pillager* into little more than a walking double-turret. The sacrifice of several tons of armor still left plenty, and a laser anti-missile system embedded alongside the small cockpit will protect the *Pillager Anvils* from incoming missiles without the worry of ammunition depletion. As they're intended solely for static defense inside a perimeter, no secondary weapons were added—just generous ammunition storage.

The two artillery cannons generate more heat—when fired in tandem—than even the *Pillager's* fourteen double heat sinks can compensate for, which is why two experimental coolant pods are embedded in the 'Mech's chest. These pods will allow the 'Mech to quickly recover and continue its bombardment, and it's deemed unlikely that an enemy will survive the awesome level of firepower the *Pillager Anvil* can put out long enough to exhaust the coolant pods.

The two prototypes are currently being evaluated by the HildCo test team before being presented to the Strategios for possible sale, but it seems unlikely the CCAF will choose to purchase the *Pillager Anvil*—current Capellan defensive doctrine calls for a more mobile forward defense than the 'Mech is built for.

Type: **Pillager Anvil**

Technology Base: Inner Sphere (Experimental)

Tonnage: 100

Battle Value: 1,927

## Equipment

Internal Structure:

Engine: 300 Light

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro:

Cockpit (Small):

Armor Factor: 272

Internal  
Structure

Head 3

Center Torso 31

Center Torso (rear) 10

R/L Torso 21

R/L Torso (rear) 8

R/L Arm 17

R/L Leg 21

## Mass

10

14.5

4

3

2

17

Armor  
Value

9

41

10

30

8

30

18

## Weapons and Ammo

### Location

### Critical

### Tonnage

Long Tom Artillery Cannon

RT/RA

10/5

20

Ammo (Long Tom) 5

RA

1

1

Ammo (Long Tom) 10

RL

2

2

Laser AMS

H

2

1.5

2 Coolant Pods

CT

2

2

Long Tom Artillery Cannon

LT/LA

10/5

20

Ammo (Long Tom) 5

LA

1

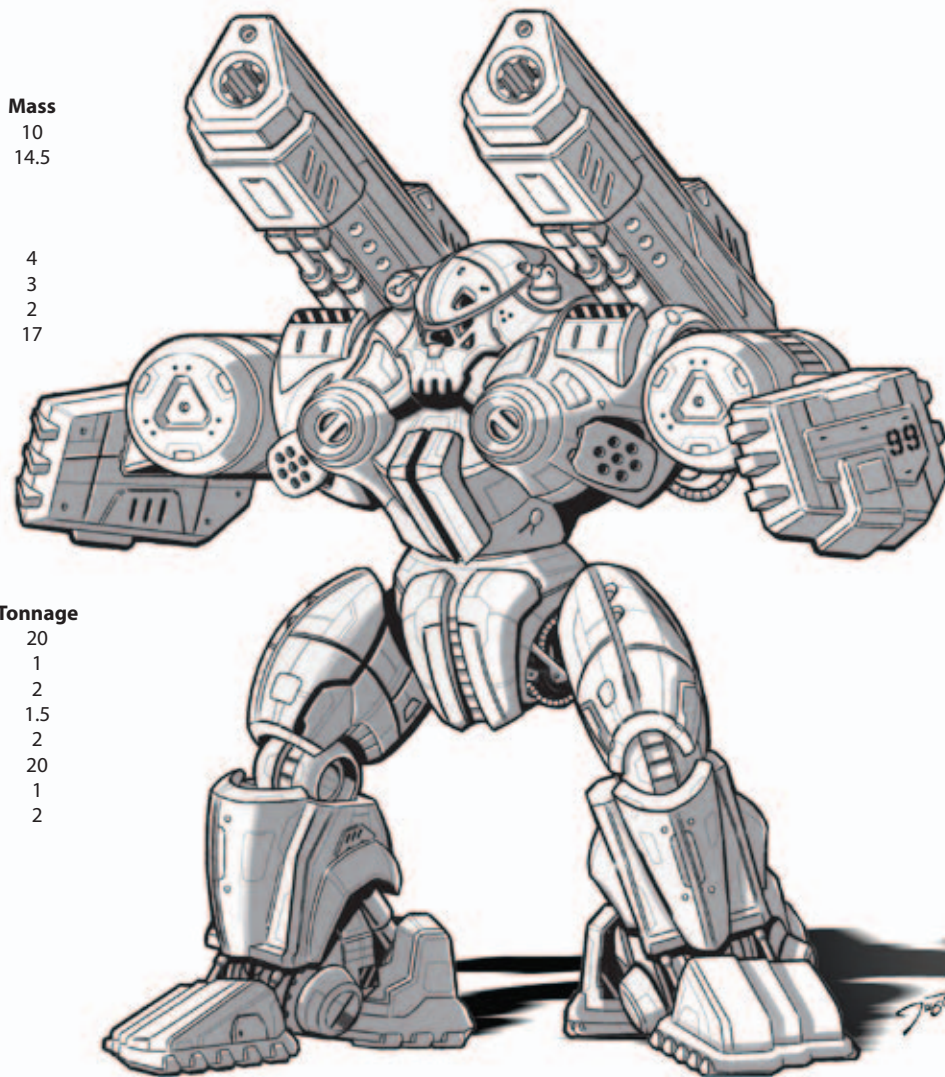
1

Ammo (Long Tom) 10

LL

2

2



EXPERIMENTAL

# DOL-1A DOLA

**Field Testing Summation:** Custom Prototype Chassis

**Producer/Site:** Shengli Arms, Victoria

**Supervising Technician:** Pers Hyams

**Project Start Date:** 3079

**Non-Production Equipment Analysis:**

'Mech Vibroblade

Angel ECM

## Overview

One of the tenets of *Xin Sheng* was the embodiment of the Capellan soldier as protector of the state, which succeeded immeasurably to increase the MechWarrior's already-established role as a neo-knight of the current age. When Shengli Arms was rebuilt after the Word of Blake attack, production design teams began designing a 'Mech intended to convey this image of protection as completely as possible, using the most advanced equipment and weaponry possible. The outcome of this project was a prototype that just recently began field-testing on Victoria—the *Dola*.

In ancient Terran mythology the *dola* are the protective spirits that embody human fate, an image that meshes very well with the traditional MechWarrior's role. Although only thirty tons in mass the *Dola* is capable of facing much heavier foes, thanks to its advanced maneuverability and weaponry. As fast on the ground or in the air as a *Marik Spider*, the *Dola* is designed to arrive rapidly and dispatch its enemies just as rapidly—a super-cavalry unit.

Built around a composite frame and an extralight gyro, with six tons of light ferro-fibrous armor protecting it and its pilot, the *Dola* is a hardy example of its weight class. Where it exceeds its weight class is in weaponry: Shengli designers mounted a prototype BattleMech-scale vibroblade on the right arm, one of the most powerful melee weapons a 'Mech can carry. Two extended-range medium lasers in the left arm provide respectable firepower at range, but all indications are that *Dola* pilots would prefer to close and hack their enemies to glowing bits with the hyper-vibrating blade. To help keep the *Dola* from being destroyed at range, an Angel ECM suite capable of defeating nearly every known battlefield targeting system is included.

Four prototypes are planned, although only one has yet moved under its own power. The other three are meant to experiment with other weapons configurations, although early indicators from test pilots are that the first option is the best option. In simulated combat the *Dola* has already been credited with kills on nearly every common Federated Suns BattleMech, including an *Axman* twice its mass. Whether the 'Mech could perform as well in live-fire tests remains to be seen, but the Strategios has already assigned three procurement officers to monitor the testing.

Type: **Dola**

Technology Base: Inner Sphere (Experimental)

Tonnage: 30

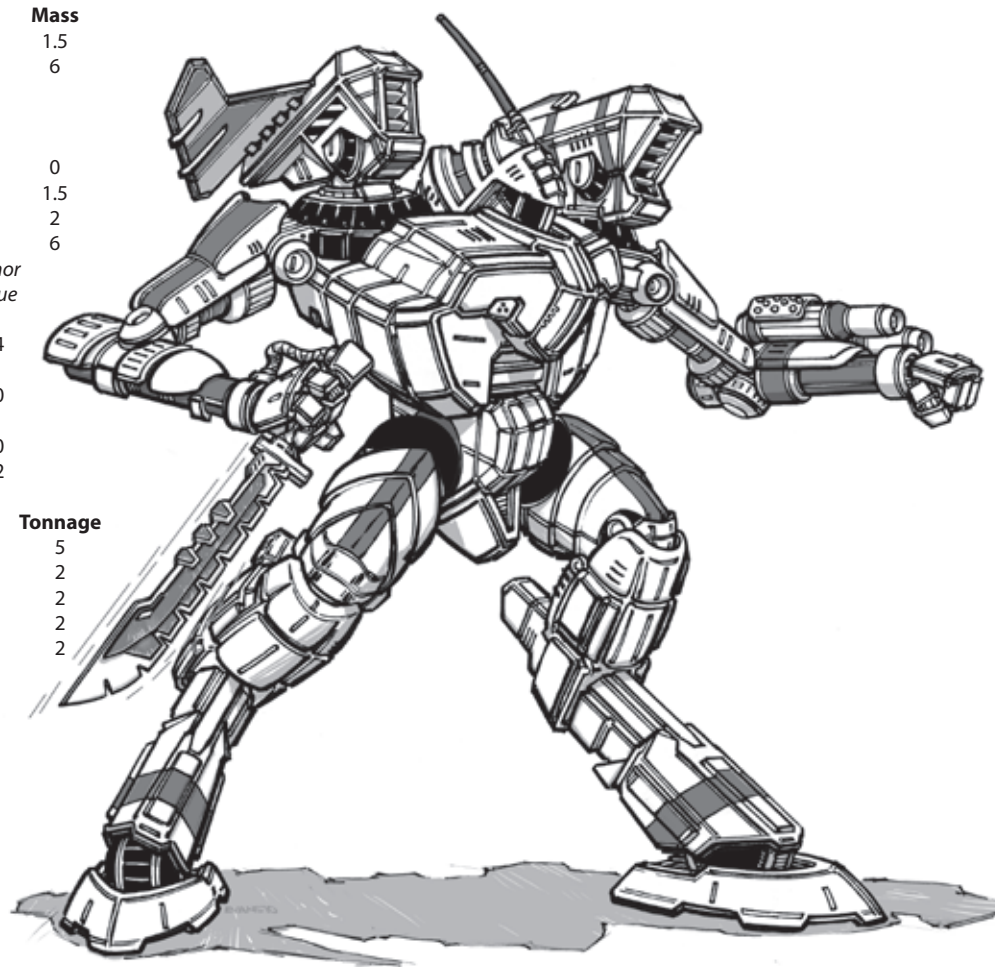
Battle Value: 936

## Equipment

Internal Structure:	Composite	Mass
Engine:	240 XL	1.5
Walking MP:	8	6
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor (Light Ferro):	101	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	14
Center Torso (rear)		6
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	12

## Weapons and Ammo

	Location	Critical	Tonnage
Medium Vibroblade	RA	2	5
Angel ECM Suite	H	2	2
2 ER Medium Lasers	LA	2	2
Jump Jets	RT	4	2
Jump Jets	LT	4	2



# EXPERIMENTAL



# SCORPION MINESWEEPER

**Field Testing Summation:** Custom Scorpion Hybrid Refit

**Producer/Site:** Aldis Industries, Betelgeuse

**Supervising Technician:** Farrad al-Shar

**Project Start Date:** 3078

**Non-Production Equipment Analysis:**

Modular Armor

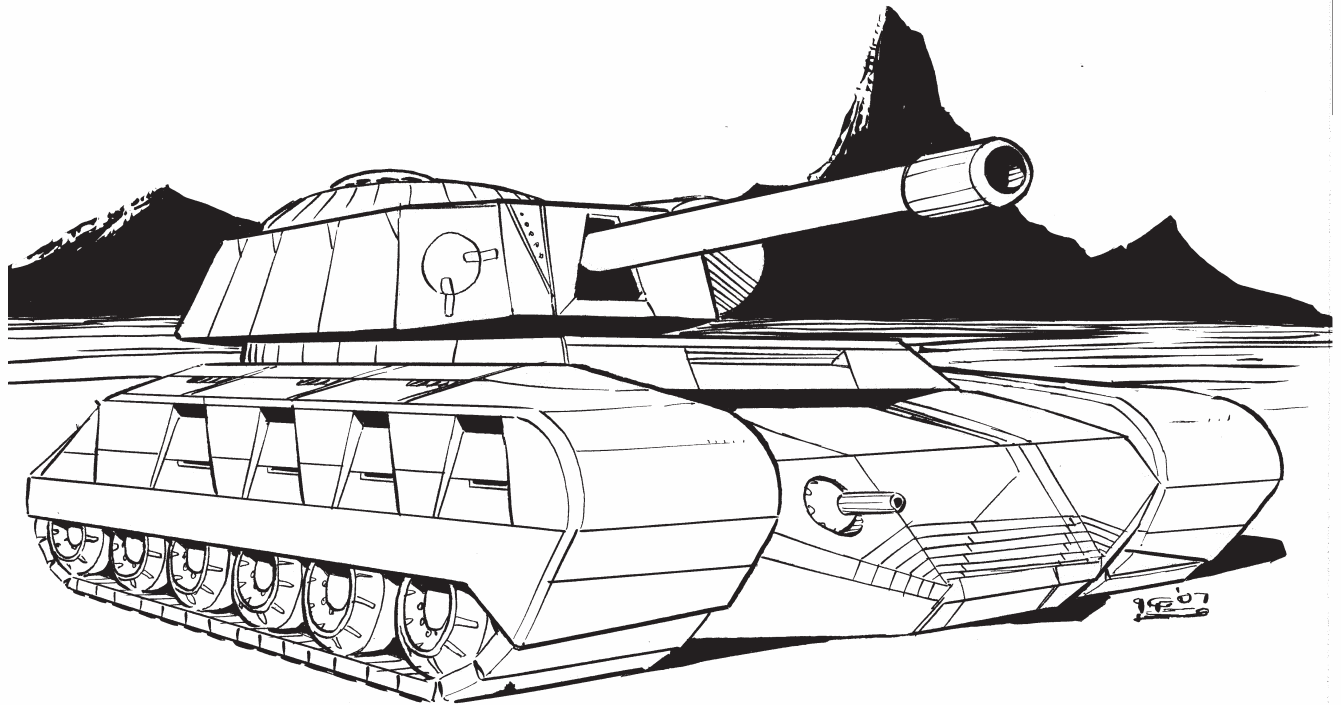
## Overview

Although we have made great strides in our understanding of the use of minefields, we would be doing Capellan citizens a disservice if we didn't also make comparable advances in how we deal with minefields after the battle is over. To that end, Aldis Industries recently offered a prototype Scorpion light tank to the Ministry of the Military for consideration. Although a number of non-combat minesweeping vehicles already exist, the use of an established combat vehicle might reduce the logistical cost of deploying mine-clearance vehicles to our worlds.

The minesweeper version of the Scorpion is noticeably different from the combat version; foremost among its differences is the lack of a turret or cannon. Aldis removed the turret entirely and replaced the cannon with two Magna five-tube long-range missile launchers. The three tons of ammunition storage for these weapons is divided into two distinct magazines, with one ton of standard missiles shared for defensive fire, and one ton of mine-clearance missiles dedicated to each launcher. The engineers left the anti-personnel Gatling gun as well.

Removal of the turret and cannon freed enough mass for the Scorpion Minesweeper to mount a minesweeper attachment on the front of the tank. This shield is further backed up by a replaceable section of modular armor mounted on the Scorpion's bow. Although the mass of the armor slows the tank down, no sane crew would want to speed through a minefield so it's unlikely that will be an issue. The additional armor, over and above the Scorpion's integral plating and the minesweeper's protection, offers significant protection to the citizens charged with clearing the minefield.

Aldis has produced four prototype vehicles that are currently undergoing testing with the Betelgeuse Home Guard; early reports are favorable, although the ongoing conflicts along the Tikonov border make it unlikely the Strategios will divert funds from needed combat vehicles to finance a second-line chassis. In testing, one of the crews actually drove the tank into a live minefield to demonstrate its endurance. The crews themselves are clamoring for the tank, but the crews don't control the budget.



Type: **Scorpion Minesweeper**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 25

Battle Value: 350

## Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

100

ICE

4 (3)

6 (5)

0

0

0

0

0

48

## Mass

2.5

6

0

1.5

0

0

0

3

Armor

Value

Front

R/L Side

Rear

16\*

11/11

10

\*Modular Armor provides an additional 10 points to this locations, decreases Cruise MP by 1, and applies a +1 Piloting Skill target modifier

## Weapons and Ammo

2 LRM 5

Ammo (LRM) 72

Machine Gun

Ammo (MG) 100

Minesweeper

Modular Armor

## Location

Front

Body

Front

Body

Front

Front

## Tonnage

4

3

.5

.5

3

1

EXPERIMENTAL

# REGULATOR ALAN

**Field Testing Summation:** Custom Regulator Refit

**Producer/Site:** None

**Supervising Technician:** Alan Novak

**Project Start Date:** 3077

**Non-Production Equipment Analysis:**

Silver Bullet Gauss Rifle

Vehicular Stealth Armor

## Overview

A mercenary group recently on Poznan had in their possession a customized Regulator hovertank that came to the Maskirovka's attention, and we have included their findings in this report as a possible avenue to explore with future Regulator production. Only a single instance of the this conversion is known to exist, but the trickle-down of the Word of Blake's extravagant technology rewards will certainly mean more and more of these kinds of vehicles will appear.

In hindsight it's not as significant a discovery as some may think: we have been experimenting with stealth armor-equipped Regulators since we put the Lite Stealth into full production, but it's startling to realize that a simple mercenary company can put together the technical knowledge necessary to engineer such significant changes. Replacing the Regulator's usual armor with stealth armor makes for a very difficult to hit fast-cavalry unit, even if the addition of the integral Guardian ECM suite did necessitate the removal of some of its protection. The armor, however, is not the truly startling part of Alan Novak's Regulator. It's armament is even more surprising.

Somewhere on the battlefields of the former Chaos March he and his crew located a serviceable "silver bullet" Gauss rifle. Our own technicians are only now beginning to bring our prototypes on line, yet these mercenaries have somehow acquired one and found the means to supply it with ammunition. The Maskirovka observation team that recorded the modified Regulator in action opined that they must have located a lost Word of Blake supply cache, which is a likely expostulation.

In combat this Regulator performed very well, working with the mercenary's cavalry platoon to raid a Stone-aligned repair facility. Novak's Regulator quickly outpaced its Condor escorts and laid down deadly fire from its silver bullet Gauss rifle. In short order Novak had crippled a Liberator *Valkyrie* and damaged two Myrmidon medium tanks before breaking off and allowing the lighter-armed Condors to close and destroy them. The mercenary company's trailing elements—a pair of medium BattleMechs and nineteen flatbed trucks—quickly sacked the repair facility and made off with quite a bit of loot.

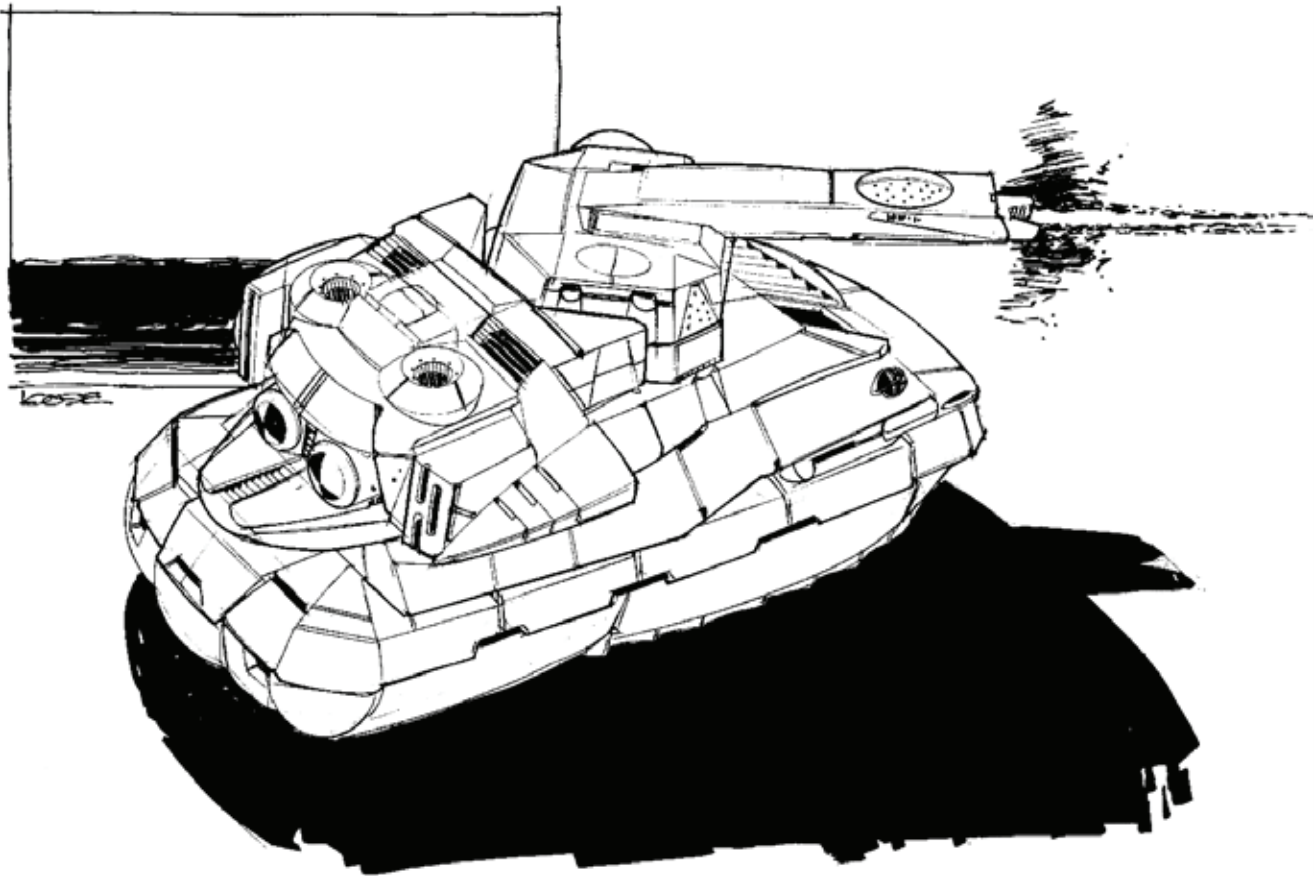
Type: **Regulator Alan**

Technology Base: Inner Sphere (Experimental)

Movement Type: Hover

Tonnage: 45

Battle Value: 896



Equipment		Mass	Armor		
Internal Structure:		4.5	Value		
Engine:	170	9	Front	20	
Type:	Fusion		R/L Side	11/11	
Cruising MP:	9		Rear	10	
Flank MP:	14		Turret	20	
Heat Sinks:	10	0			
Control Equipment:		2.5	Weapons and Ammo	Location	Tonnage
Lift Equipment:		4.5	Silver Bullet Gauss Rifle	Turret	15
Power Amplifier:		0	Ammo (SB Gauss) 16	Body	2
Turret Equipment:		1.5	Guardian ECM Suite	Body	1.5
Armor Factor (Stealth):	72	4.5			

EXPERIMENTAL



# PO HEAVY TANK (HV)

**Field Testing Summation:** Custom Po Hybrid Refit

**Producer/Site:** Ceres Metals, Menke

**Supervising Technician:** Arlen Petra

**Project Start Date:** 3077

**Non-Production Equipment Analysis:**

Hyper Velocity Autocannon  
Hardened Armor

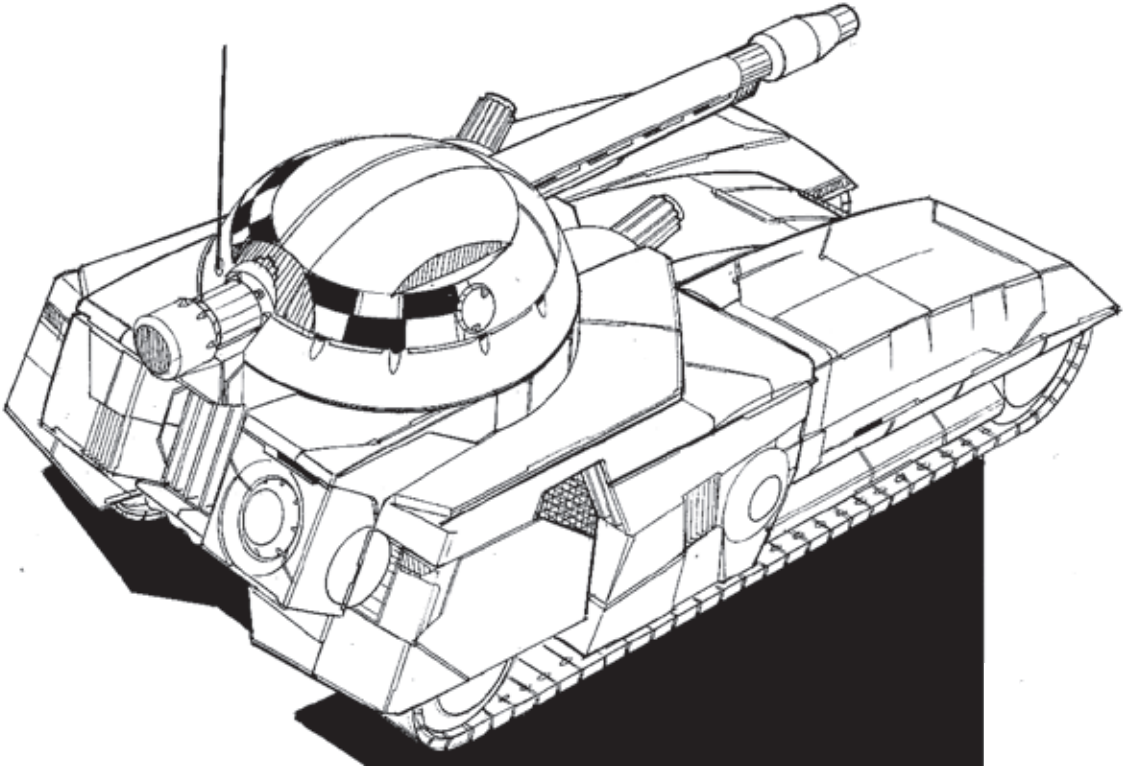
## Overview

The Po is a mainstay of Home Guard, militia, and mercenary formations across the nearer Inner Sphere and enjoys strong export sales to our former Trinity allies, the Magistracy of Canopus and Taurian Concordat. In fact, the Concordat has been purchasing so many chasses that Taurian engineers have been regularly visiting Ceres Arms' Menke facility to take technical training classes. One of those visiting engineers described a field-expedient repair made by Concordat technician on the Federated Suns front. The Ceres designers were so impressed that they extended the engineer's stay for six months while they tinkered with a promising new configuration based on his descriptions.

The prototype Po is expected off the line in two months, and early simulations are quite promising. The basic autocannon is replaced with an advanced hyper-velocity model, providing quite a bit more bang for the Po's buck. The heavy smoke generated by the HV cannon's firing is a natural obstacle—already Strategios planners are experimenting with tactics based on faster cavalry forces bursting through this smoke screen to rapidly attack. The anti-personnel machine gun is replaced by a six-tube Streak short-range missile launcher, which still defends against infantry attacks and provides a more serious deterrent to enemy armored units.

Since the tank had to be redesigned to house a fusion engine, the Ceres engineers took the opportunity to field-test a new method of armor construction based on samples provided by the Maskirovka. The hyper-velocity autocannon-armed Po is also protected by experimental hardened armor; the HV cannon is enough of an investment that the developers wanted the strongest possible protection, and the dense plating of the hardened armor is extremely tough, if mass-intensive.

Dr. Petra has remained in the Confederation despite requests from Vandenburg Mechanized Industries to return to New Vandenburg, stating his intention to see the new Po in field-testing on Menke. Several purchasing officers from McCarron's Armored Cavalry have also expressed interest in reviewing the trial results, but Ceres has stated it will not offer the new variant for sale until it is proven a viable combat unit.



Type: **Po Heavy Tank (HV)**  
Technology Base: Inner Sphere (Experimental)  
Movement Type: Tracked  
Tonnage: 60  
Battle Value: 870

Equipment		Mass
Internal Structure:		6
Engine:	240	17.5
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Hardened):	84	10.5

	Armor Value
Front	20
R/L Side	16/16
Rear	15
Turret	17

Weapons and Ammo	Location	Tonnage
Hyper Velocity AC/10	Turret	14
Ammo (HVAC) 16	Body	2
Streak SRM 6	Front	4.5
Ammo (Streak) 15	Body	1

EXPERIMENTAL

# TR-13X TRANSIT GLARE

**Field Testing Summation:** Prototype TR Airframe Refit

**Producer/Site:** Ceres Metals, Capella

**Supervising Technician:** Hao Wan

**Project Start Date:** 3077

**Non-Production Equipment Analysis:**

- Improved Heavy Gauss Rifle
- Laser-Reflective Armor

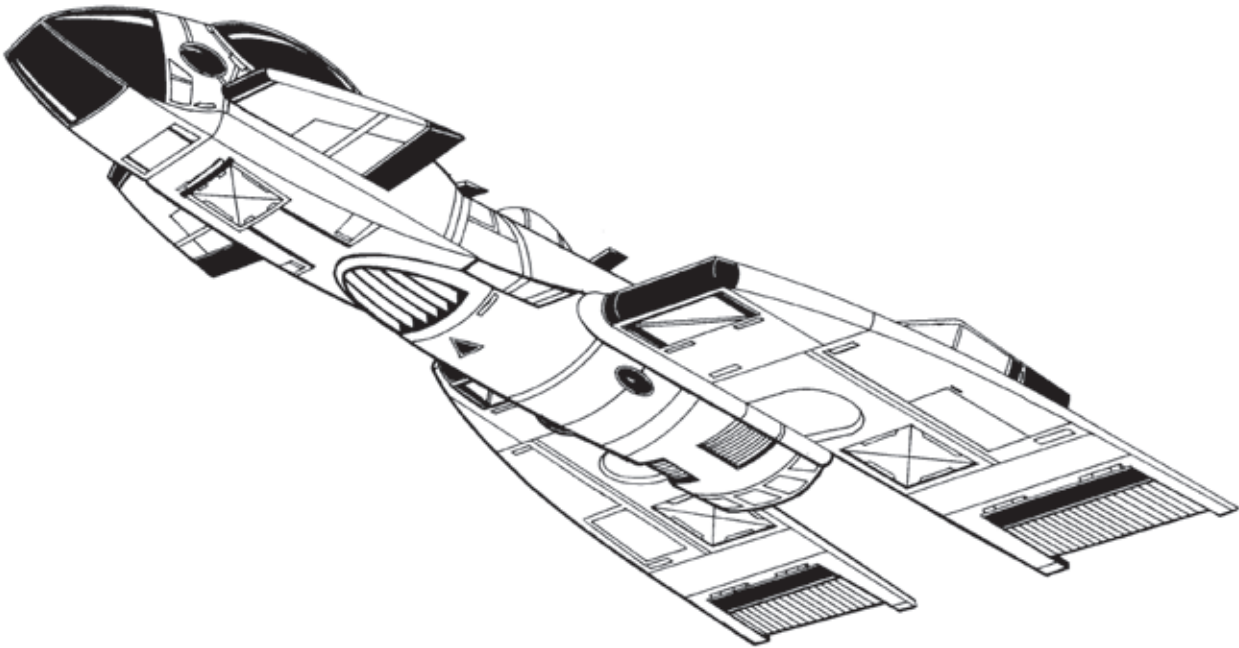
## Overview

The Davion invasion of the Confederation just after the start of the Word of Blake's Jihad—dubbed Operation Sovereign Justice—illustrated the difference in design philosophies between the standard medium aerospace fighters of the Confederation and the Federated Suns. The *Transit* is an attack craft, built to quickly punish its enemies and retire for rearmament, a role which it excels at. Few craft can stand the punishment of the massive Tomodzuru autocannon. The Davions' *Corsair*, in comparison, is a longer-ranged craft with laser weaponry designed for staying power and freedom from logistical tails. While one craft is not necessarily superior than the other, part of a massive R&D campaign at Ceres Metals on Capella devoted itself to making the *Transit* more capable against the *Corsair*.

The first issue identified was range: the large lasers which the *Corsair* depends on can outreach the big Tomodzuru significantly, making *Transit* pilots focus on evasion during their closing attack. In keeping with the design philosophy of the *Transit*, Ceres designers replaced the autocannon with an improved heavy Gauss rifle captured from Lyrans terrorists near Liao. This weapon, with a longer reach than the Tomodzuru and comparable damage, makes the *Transit* a greater danger at range. The supporting medium lasers are replaced with the commonly available Diverse Optics extended-range models and the heat sinks upgraded to double-strength.

Secondly, since the most common *Corsair* variants in service are all laser-armed, Ceres outfitted their *Transit* prototype with experimental laser-reflective armor, specially designed to defeat laser attacks. Strategios purchasers who've attended the performance trials are quite impressed with the armor, noting that it would stand equally well against the *Stingray* fighter of the former Free Worlds League, who since that realm's dissolution have become aggressively unpredictable along our border.

Despite the early buzz Ceres Metals is not expanding their production quite yet—troubles with getting the laser-reflective armor into standard production are holding things up, according to Maskirovka reports from inside the factory. It is unknown if the prototype program can survive long enough for the armor issues to be worked out, and attempts to reverse engineer the improved heavy Gauss rifle have thus far failed. Funding is getting tight, even on Capella, given the hostilities with Devlin Stone's forces near Tikonov.



Type: **TR-13X Transit Glare**  
Technology Base: Inner Sphere (Experimental)  
Tonnage: 50  
Battle Value: 1,683

Equipment		Mass
Engine:	200 XL	4.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	6	0
Heat Sinks:	10 [20]	0
Fuel: 400		5
Cockpit:		3
Armor Factor (Glazed):	168	10.5
	Armor Value	
Nose	65	
Wings	35/35	
Aft	33	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss	Nose	20	2	22	22	22	—
Ammo (iHeavy Gauss) 12	—	3					
2 ER Medium Lasers	Nose	2	5	5	5	—	—
ER Medium Laser	Left Wing	1	5	5	5	—	—
ER Medium Laser	Right Wing	1	5	5	5	—	—



# CMT-3TV TROIKA VIKTOR

**Field Testing Summation:** Custom *Troika* Hybrid Refit

**Producer/Site:** None

**Supervising Technician:** Viktor Janko

**Project Start Date:** 3074

**Non-Production Equipment Analysis:**

Clan Streak LRM 20

Clan ER PPC

Clan ER Medium Pulse Laser

## Overview

Since the capture of Terra more and more Clansmen have been spotted fighting under Devlin Stone's banner on the worlds around Terra. One facet of this trend has been allowing the Confederation Armed Forces to finally capture some of the still-scarce Clan technology other realms have been taking for granted, and much of it has been diverted to the Capellan Science Foundation for research and reverse-engineering. Much of it, but not all of it. Some is retained for use, such as the weaponry mounted on pilot Viktor Janko's *Troika* aerospace fighter on Tikonov.

Part of a convoy defense squadron that regularly skirmishes with Stone's aerospace forces as the Confederation attempts to return to the worlds stolen from us by the Word of Blake, he has used salvaged weaponry to make his *Troika* easily the equal of two other fighters. A hyper-accurate Clan-made Streak long-range missile system replaces the standard rack; the extended-range PPCs are pulled and replaced with Clan equivalent models. Finally, two valuable extended-range medium pulse lasers—irreproducible with present Confederation technology—replace the supplemental lasers. Maskirovka analysts have been screaming for the Strategios to order Janko to release those weapons to the Capellan Science Foundation, but his capture of a former Nova Cat transport and subsequent release of six large-class weapons has quieted them.

Janko's fighter has earned quite a reputation in the still-smarting Liao Commonality, where several popular newscasts have dramatized his quest to free the occupied Capellan words still under Stone's thumb. In one recent action, he was credited with killing three Liberator *Lightning* aerospace fighters in action over St. Andre. His *Troika* was damaged but he limped back to the carrier DropShip before his squadmates drove off the other three *Lightnings* pursuing him. Upon his return to Confederation space the Chancellor decreed him a Hero of the Confederation and offered him a *Barduc* title, which Janko politely refused. "I am too much a service to the Confederation to retire to a nobleman's duties," he reportedly told the Chancellor's envoy. "Please thank the Celestial Wisdom, and ask him to remember his offer when we've freed our captured citizens from Stone's occupiers."

Type: **CMT-3TV Troika Viktor**  
Technology Base: Mixed (Experimental)  
Tonnage: 65  
Battle Value: 2,975

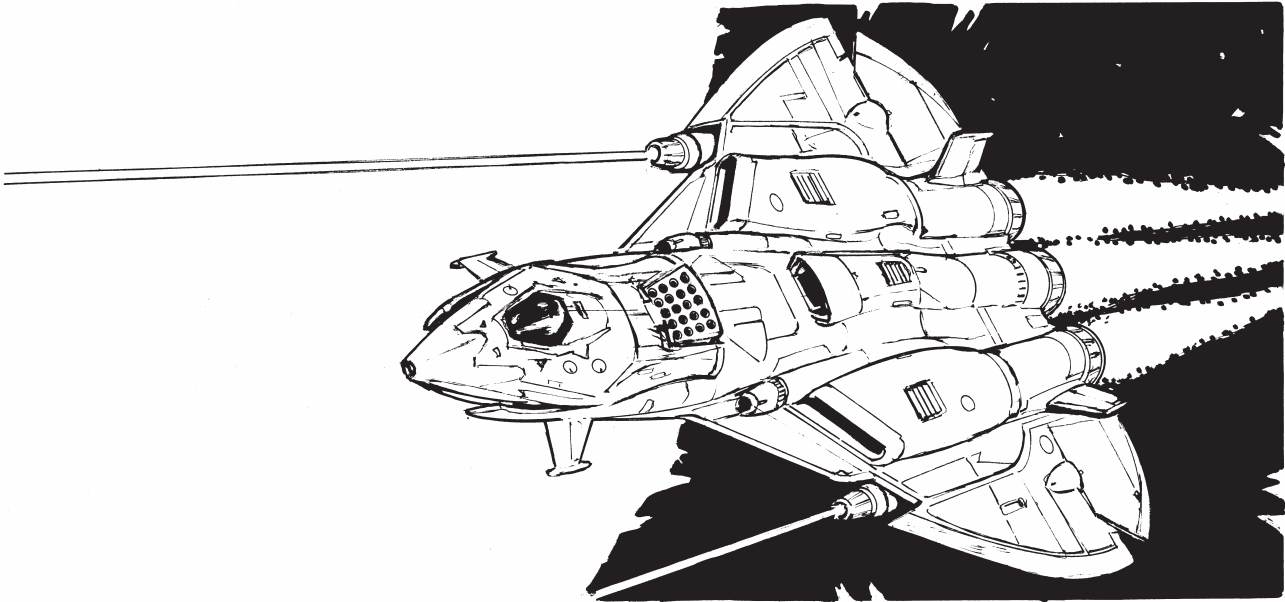
## Equipment

Engine: 260 XL  
Safe Thrust: 6  
Maximum Thrust: 9  
Structural Integrity: 6  
Heat Sinks: 17 [34]  
Fuel: 480  
Cockpit:  
Armor Factor (Ferro): 232

## Mass

7  
  
  
  
  
  
  
  
  
13

Nose  
Wings 55/55  
Aft 48



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Streak LRM 20 (C)	Nose	10	6	20	20	20	—
Ammo (Streak) 18 (C)	—	3					
ER PPC (C)	Right Wing	6	15	15	15	15	—
ER Med. Pulse Laser (C)	Right Wing	2	6	7	7	—	—
ER PPC (C)	Left Wing	6	15	15	15	15	—
ER Med. Pulse Laser (C)	Left Wing	2	6	7	7	—	—

EXPERIMENTAL

# LUNG WANG PREDATOR

**Field Testing Summation:** Custom *Lung Wang* Refit

**Producer/Site:** Rashpur-Owens, Capella

**Supervising Technician:** Evan Theobold

**Project Start Date:** 3076

**Non-Production Equipment Analysis:**

Mobile HPG

Extended LRMs

## Overview

The Word of Blake attack on the Capellan throneworld of Sian showed that even the most sacred Capellan worlds are not immune from attack, and since then the Confederation Armed Forces have done their best to make the homeworlds of the Confederation as impregnable as possible. Despite the Blakists' defeat, the Confederation is still beset on all side by enemies. No one in the Confederation took the threat to the citizenry more seriously than the engineers at Rashpur-Owens over Capella, who can still look down on the planet and see the scars of the Confederation's founding, when Franco Liao annihilated Capella Prime and its Davion occupiers rather than submit to Reynard Davion.

The *Lung Wang*-class DropShip has been an unqualified success since the first vessel launched. A solid workhorse vessel, equally at home as an assault ship, escort vessel, or even 'Mech carrier, *Lung Wangs* are among the most coveted vessels in the Capellan Navy, second only to the massive *Feng Huang* cruisers in prestige. However, when faced with the WarShips and Pocket WarShips of the Word of Blake, even the *Lung Wangs* fared poorly. RO engineers took much of the weaponry salvaged from the defeated Blakist and turned to the drawing board. Once they were ready, they requested the most decorated *Lung Wang* in the Capellan Navy be recalled for trials.

CCS *Predator* fought with distinction throughout the Jihad, facing Blakist Pocket WarShips on several occasions and destroying two *Union*-class Pocket WarShips on her own. After eighteen months in the graving docks at RO's new high technology annex, *Predator* slipped her moorings and proceeded to Capella's sparse asteroid belt to test her new weaponry.

The Blakists demonstrated clearly the power of capital weaponry applied to DropShip combat, but the prohibitive production and financial costs of capital missiles makes them available only to the Confederation's WarShips. Instead, a trio of sub-capital lasers replaced much of *Predator's* nose weapons in three single-laser bays. These weapons, although not significantly dangerous to larger WarShips, are near-annihilators of enemy aerospace craft. When joined with a triple-battery of extended long-range missile launchers, they give *Predator* a standoff bombardment range few orbital craft can match.

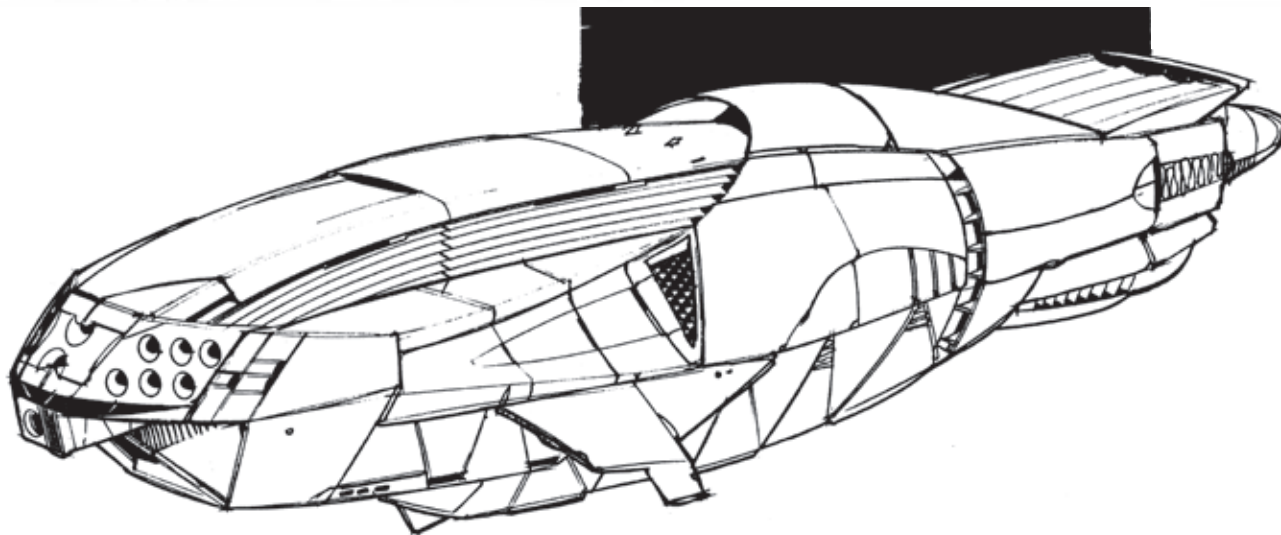
Furthermore, given the suddenness of many Blakist attacks, the Capellans placed one of the few mobile hyperpulse generators they have captured from the Word aboard *Predator*, making faster-than-light detection and early warning a possibility no matter how far out-system it patrols. The Capellan Navy has already stated *Predator's* next duty station is Capella, and it actively watching to see how the modified *Lung Wang* performs.

## Lung Wang Predator-Class DropShip

**Type:** Military Spheroid

**Use:** Assault DropShip

**Tech:** Inner Sphere (Experimental)



**Introduced:** 3077

**Mass:** 2,600 tons

**Battle Value:** 7,937

## Dimensions

**Length:** 57 meters

**Width:** 54 meters

**Height:** 47 meters

**Fuel:** 75 tons (3,000 points)

**Tons/Burn-day:** 1.84

**Safe Thrust:** 5

**Maximum Thrust:** 8

**Heat Sinks:** 100 [200]

**Structural Integrity:** 15

## Armor

**Nose:** 220

**Sides:** 190

**Aft:** 190

## Cargo

Bay 1: Fighters (2)

2 Doors

Bay 2: Infantry (2 foot platoons)

1 Door

Bay 3: Cargo (18.5 tons)

1 Door

**Life Boats:** 0

**Escape Pods:** 2

**Crew:** 4 officers, 4 enlisted/non-rated, 10 gunners, 60 bay personnel, 10 HPG operators

**Ammunition:** 60 rounds ELRM 20 ammunition (15 tons), 40 rounds LB 10-X ammunition (4 tons), 12 rounds LRM 20 ammunition (2 tons), 15 rounds SRM 6 ammunition (1 ton).

**Notes:** Equipped with 46 tons of standard armor, and mobile HPG system (50 tons).

Weapons:	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
<b>Arc (Heat) Type</b>						
<b>Nose (171 Heat)</b>						
1 SCL/3	32	3/30	3/30	—	—	Capital Laser
1 SCL/3	32	3/30	3/30	—	—	Capital Laser
1 SCL/3	32	3/30	3/30	—	—	Capital Laser
3 ELRM 20s (60 rounds)	36	4 (36)	4 (36)	4 (36)	4 (36)	LRM
2 Large Pulse Lasers	24	2 (24)	2 (18)	—	—	Pulse
Medium Pulse Laser						
<b>FL/FR (39 Heat)</b>						
LB 10-X AC (20 rounds)	2	1 (6)	1 (6)	—	—	LB-X Autocannon
ER Large Laser	18	2 (18)	1 (8)	1 (8)	—	Laser
2 Medium Lasers						
ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC
Medium Pulse Laser	4	1 (6)	—	—	—	Pulse
<b>Aft (38 Heat)</b>						
ER Large Laser	18	2 (18)	1 (8)	1 (8)	—	Laser
2 Medium Lasers						
LRM 20 + Artemis IV (12 rounds)	6	2 (16)	2 (16)	2 (16)	—	LRM
SRM 6 + Artemis IV (15 rounds)	4	1 (10)	—	—	—	SRM



# FA SHIH 2

**Field Testing Summation:** Custom Fa Shih Hybrid Refit

**Producer/Site:** Ceres Metals, Capella

**Supervising Technician:** Ogden Isray

**Project Start Date:** 3078

**Non-Production Equipment Analysis:**

Battle Armor Myomer Booster (Clan)

## Overview

The Fa Shih has become synonymous with Capellan infantry combat teams and built a deserved reputation for excellence on the battlefield. Produced at maximum capacity since its inception, the mine-laying battlesuits have been somewhat eclipsed by the multi-purpose Ying Long (Trinity) battlesuit, but the Fa Shih's utility means that it will never be completely replaced. In an effort to close the gap between the Ying Long and the Fa Shih, Ceres Metals engineers have used captured technology to create a demonstration team of Fa Shih battlesuits.

One of the few benefits to the appearance of Clan troops along the Tikonov and former Liao Commonality borders has been the acquisition of Clan technology. One of those troves of technology yielded a supply of experimental Clan battle armor myomer boosters—a sort of myomer acceleration signal circuitry for battlesuits. Ceres engineers, seeing a chance to showcase the Fa Shih, quickly adapted it to the Fa Shih.

The adaptation was not without cost; the new Fa Shih's armor protection is cut almost in half and it loses the anti-personnel weapon mount. This loss is offset, however, by the increase in ground speed and general strength. The new myomer-equipped Fa Shih is just as fast on the ground as it is in jump, making it one of the most maneuverable battle suits in the Inner Sphere. It retains its magnetic clamps and minelaying equipment, which makes its emplacement of tactical minefields even more prodigious.

In simulation the Ceres Arms demonstration team has also showed an increase in anti-BattleMech attack power, using their enhanced strength to tear even greater swaths of armor free with each grasp. Strategios evaluators have already indicated their preference for this version of the Fa Shih, but unless Ceres can reverse-engineer the myomer booster technology, or devise some means of trade with the Clans to acquire more, the four suits currently on Capella will be the only examples. Ceres Metals had already made a sizable donation to the Capellan Science Foundation earmarked for myomer booster research, but early reports have the researchers more or less throwing up their hands in disgust.

Type: **Fa Shih 2**

Manufacturer: Ceres Metals

Primary Factory: Capella

**Tech Base:** Mixed (Experimental)

**Chassis Type:** Humanoid

**Weight Class:** Medium

**Maximum Weight:** 1,000 kg

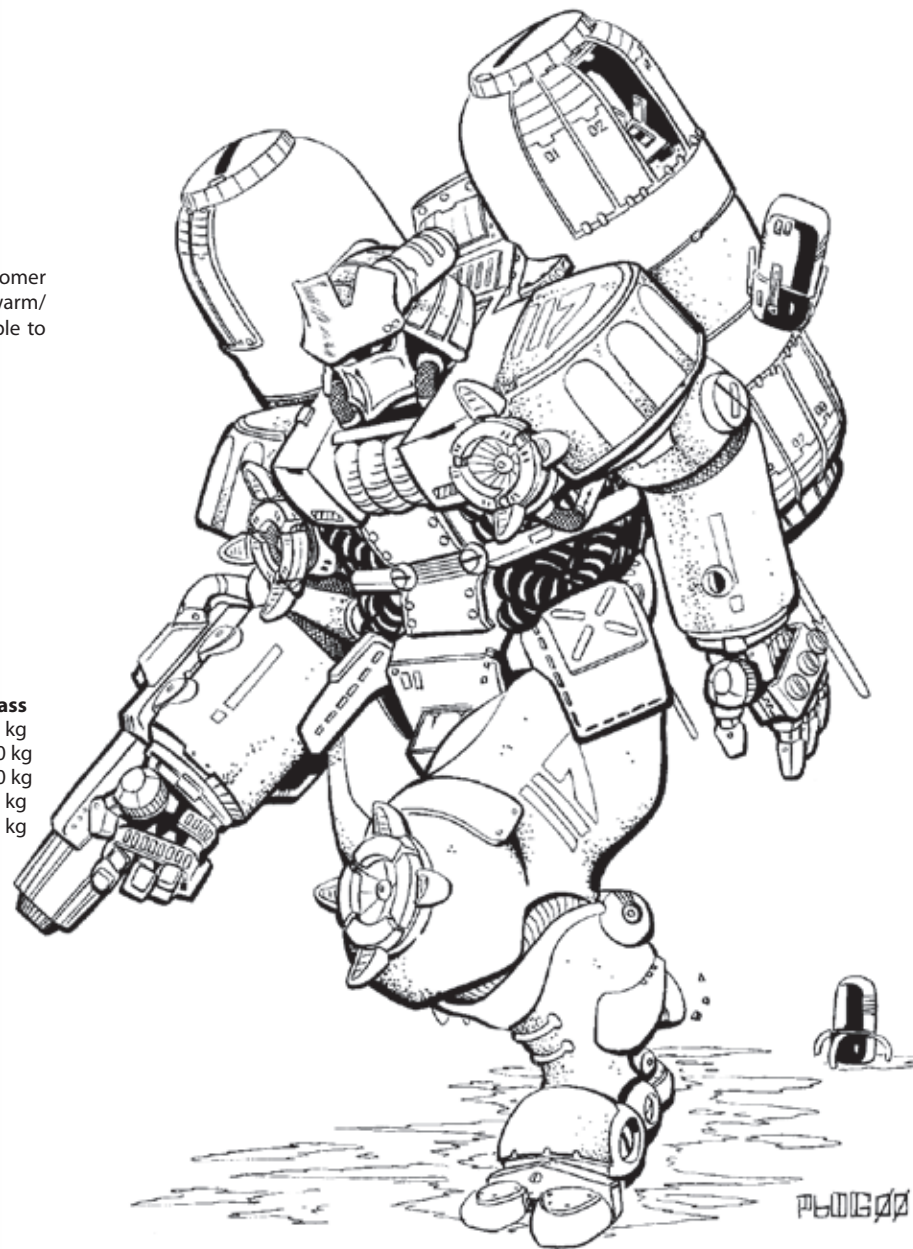
**Battle Value:** 23

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

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

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Basic w/ Mine Clearance	15 kg
Left Arm:	Basic w/ Mine Clearance	15 kg
Armor:	Standard	200 kg
	Armor Value: 4 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Machine Gun (50 shots)	RA	1	100 kg
Battle Armor Myomer Booster (C)	LA	3	250 kg
Mine Dispenser	Body	2	50 kg
Magnetic Clamps	Body	2	30 kg



EXPERIMENTAL

# YING LONG BC<sup>3</sup>

## Field Testing Summation:

Experimental Trinity (Ying Long) Prototype Refit

**Producer/Site:** Ceres Metals, Capella

**Supervising Technician:** Ogden Isray

**Project Start Date:** 3078

**Non-Production Equipment Analysis:**

Battle Armor C<sup>3</sup>

## Overview

Despite the effort put into the Fa Shih, a separate design division experimented with several suits of Ying Long battle armor to see if its effectiveness could be increased as well. Production of the Ying Long (or Trinity, as it's known to the rest of the Inner Sphere) has, in sheer numbers, eclipsed the Fa Shih but few count that as negative toward the specialized Fa Shih; the Ying Long is built for more general missions.

During the Jihad it was repeatedly demonstrated that the Word of Blake's ease with communications—from interstellar to intercounty—gave them a sizable advantage over all of their enemies, so the Ceres teams attempted to create a Trinity variant that could operate with battlefield companies to increase their communication. While the battle armor-scale command, control, and communications system lacks the dedicated master system of 'Mech-scale units it does greatly increase the accuracy and communication of the squad mounting it.

The mass of the BC<sup>3</sup> systems required the Ying Long's weaponry to be downgraded to a King David light Gauss rifle weapon, built from plans stolen from Andurien in 3077. The lighter weaponry means the squad is less dangerous individually, but the added accuracy from the BC<sup>3</sup> more than offsets this in simulation. Currently an armored infantry team from Warrior House Dai Da Chi is on their way to the Tikonov border to field-test the system in combat conditions—we look forward to their reports.

Despite the more impressive results in the Fa Shih tests, the CSF is actually more interested in the Ying Long project. BC<sup>3</sup> is a technology within the scale of Confederation manufacturers, and if this technology can be harnessed to our will it may provide a decisive edge over the hodgepodge troops of Devlin Stone.

Type: **Ying Long BC<sup>3</sup>**

**Manufacturer:** Ceres Metals

**Primary Factory:** Capella

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

**Chassis Type:** Humanoid

**Weight Class:** Medium

**Maximum Weight:** 1,000 kg

**Battle Value:** 33

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

**Notes:** None

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	Battle Claw	15 kg
Armor:	Mimetic	7 200 kg
Armor Value: 7 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	Body	1 (1)	10 kg
David Lt. Gauss Rifle (15 shots)	Body	1	100 kg
Battle Armor C <sup>3</sup> System	Body	1	250 kg



EXPERIMENTAL



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raven X RVN-3X

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

(Experimental)

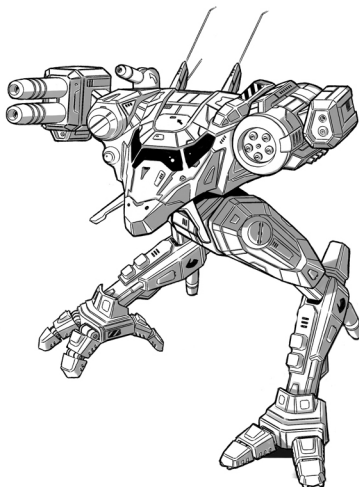
Era: Jihad

### WARRIOR DATA

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

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

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



### Weapons & Equipment Inventory

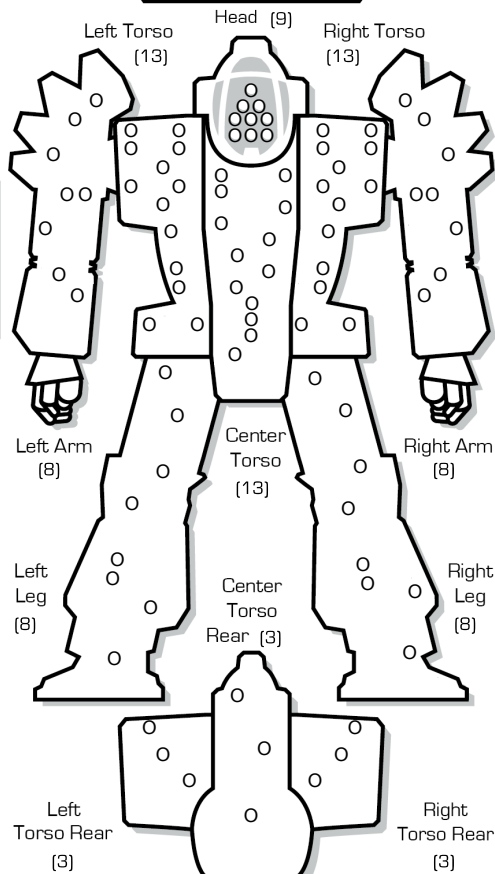
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	Laser AMS	RT	7	—	—	—	—	—
1	MRM 20	LT	6	1/Msl	—	3	8	15
	w/Apollo FCS			[M,C]				
2	Medium X-Pulse Laser	RA	6	6[P]	—	3	6	9

Cost:

BV: 1,050

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- MRM 20
- MRM 20
- MRM 20
- MRM Apollo FCS
- Ammo [MRM 20] 12
- CASE

#### Left Leg

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

#### Head

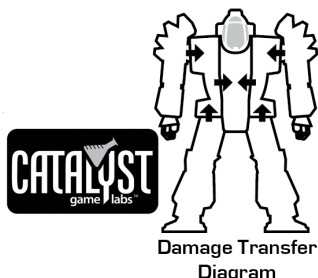
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

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

#### Right Torso

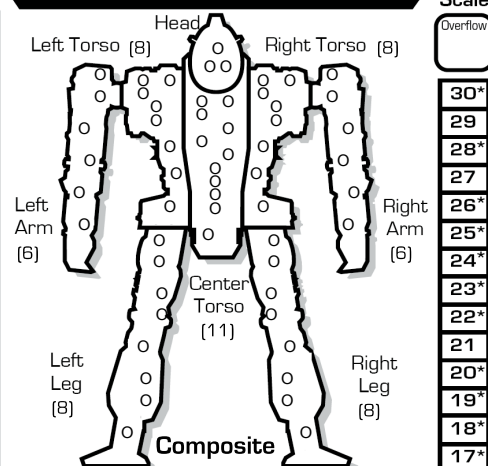
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Laser AMS
- Laser AMS
- Bloodhound Active Probe

- Bloodhound Active Probe
- Bloodhound Active Probe
- Angel ECM Suite
- Angel ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Vindicator Dao

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 4

Tonnage: 45

Tech Base: Mixed Tech (I.S.)

(Experimental)

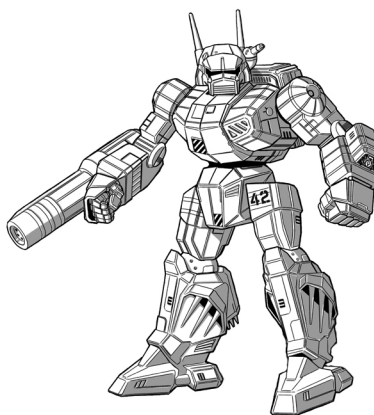
Era: Jihad

### WARRIOR DATA

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

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

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



### Weapons & Equipment Inventory

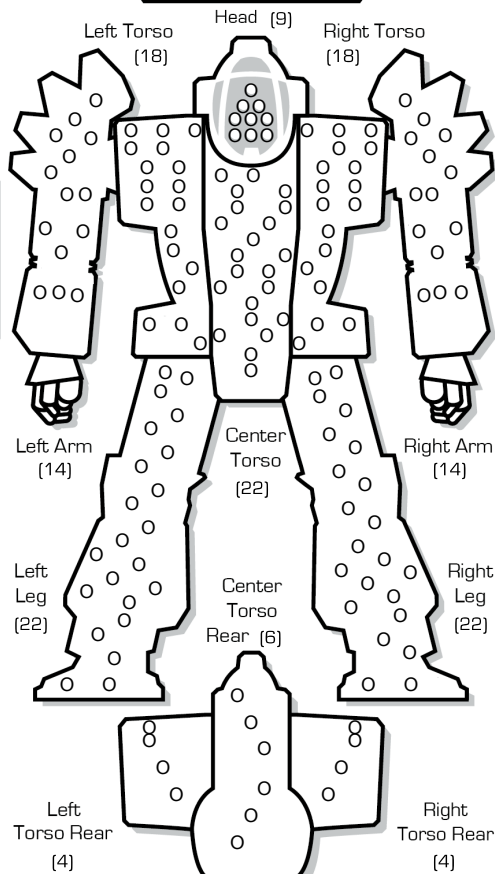
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	7	—	—	—	—	—
1	AES	RA	—	[E]	—	—	—	—
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23
1	AES	LA	—	[E]	—	—	—	—
1	Mech Taser	LA	6	1	—	1	2	4
				[DB,S,X]				

Cost:

BV: 1,814

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Mech Taser
- Mech Taser

1-3

- Mech Taser
- Ammo (Taser) 5
- AES
- AES
- Roll Again
- Roll Again

4-6

#### Left Torso

- Endo Steel (Clan)
- Endo Steel (Clan)
- Endo Steel (Clan)
- Endo Steel (Clan)
- Endo Steel (Clan)
- Endo Steel (Clan)

1-3

- Endo Steel (Clan)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Laser AMS
- Laser AMS

1-3

#### Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Compact Gyro
- Compact Gyro
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Supercharger

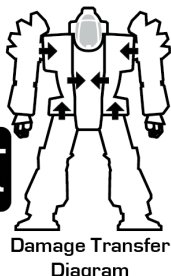
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC (Clan)
- ER PPC (Clan)

1-3

- AES
- AES
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ferro-Fibrous (Clan)
- Ferro-Fibrous (Clan)
- Ferro-Fibrous (Clan)
- Ferro-Fibrous (Clan)
- Ferro-Fibrous (Clan)
- Ferro-Fibrous (Clan)

1-3

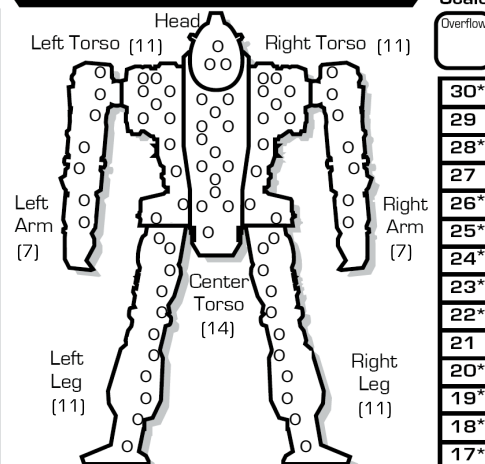
- Ferro-Fibrous (Clan)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Ti Ts'ang DDC**

Movement Points:

Walking: 6 [7]

Running: 12 [11]

Jumping: 6

Tonnage: 60

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

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

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

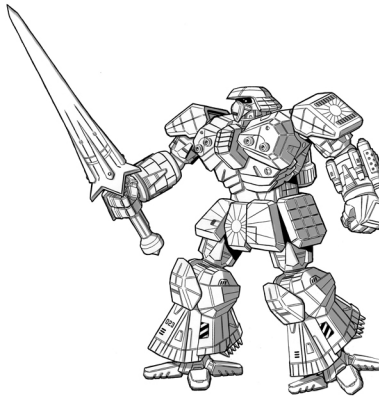
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

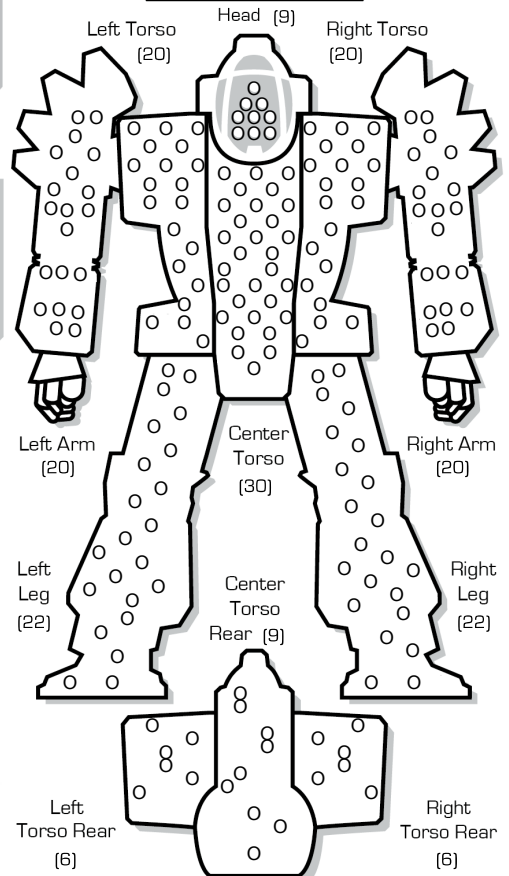
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Lance	RA	—	12	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
4	Small X-Pulse Laser	LA	3	3 [P]	—	2	4	5

Cost:

BV: 1,984



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Small X-Pulse Laser
- Small X-Pulse Laser

1-3

- Small X-Pulse Laser
- Small X-Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Endo Steel

1-3

#### Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Supercharger
- Triple-Strength Myomer

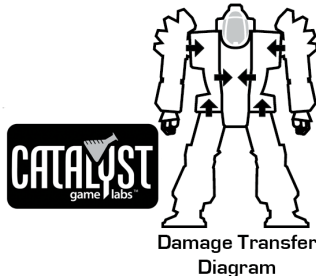
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

1-3

- Lance
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

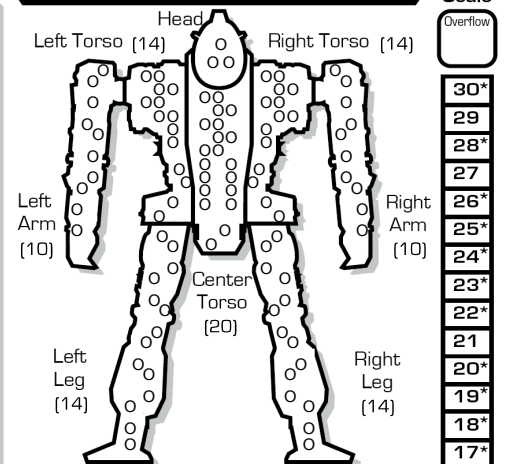
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pillager Anvil

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

(Experimental)

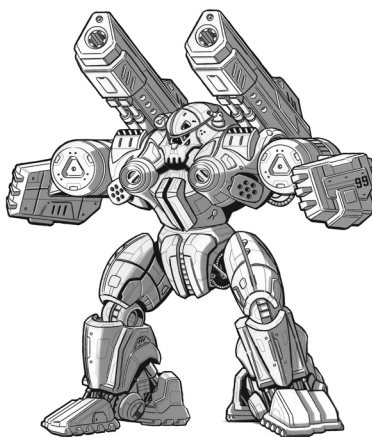
Era: Jihad

### WARRIOR DATA

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

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

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



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	7	—	—	—	—	—
1	Long Tom Cannon	RT/RA	20	20 [DB,AE]	4	6	13	20
1	Long Tom Cannon	LT/LA	20	20 [DB,AE]	4	6	13	20

Cost:

BV: 1,927

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Laser AMS
- Laser AMS

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Center Torso

- 1-3 Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Ammo (Long Tom Cannon) 5
- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 5 Gyro
- Gyro

4-6

- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Ammo (Long Tom Cannon) 5

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Coolant Pod
- Coolant Pod

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon

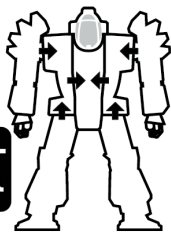
1-3

- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon
- Long Tom Cannon

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Long Tom Cannon) 5
- Ammo (Long Tom Cannon) 5

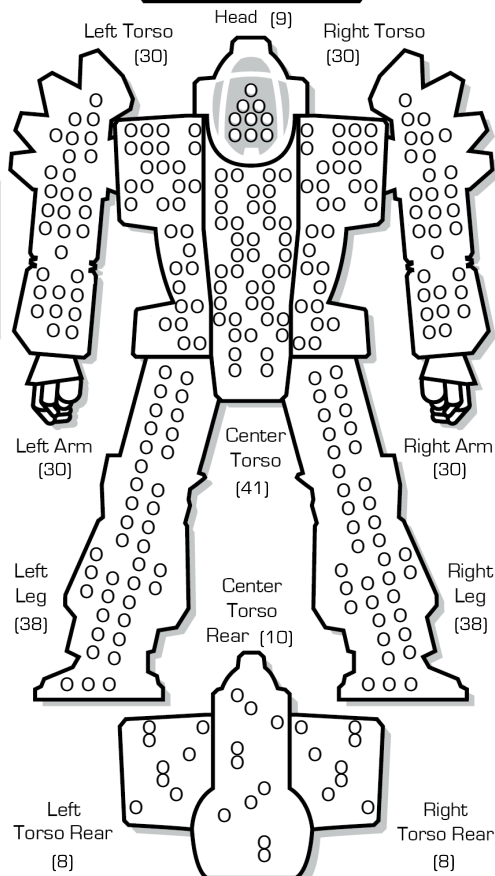


Damage Transfer Diagram

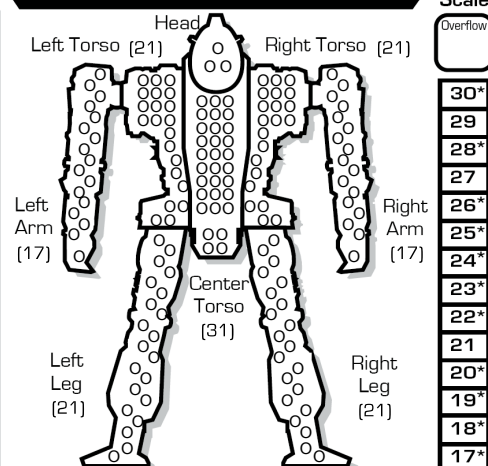
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Long Tom Cannon) 5
- Ammo (Long Tom Cannon) 5

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Dola DOL-1A

Movement Points:

Walking: 8  
Running: 12  
Jumping: 8

Tonnage: 30

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

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

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

Hits Taken  
Consciousness#

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

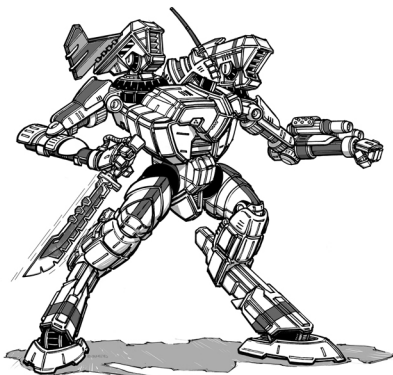
### Weapons & Equipment Inventory

(hexes)

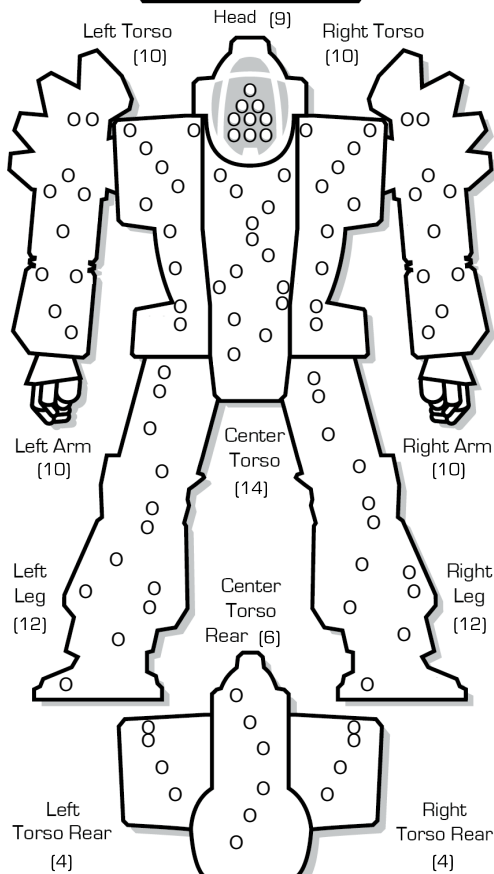
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Medium Vibroblade	RA	5	10	—	—	—	—
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost:

BV: 936



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

4-6

- Jump Jet
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Angel ECM Suite
- Angel ECM Suite

1-3

4-6

#### Center Torso

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

- XL Gyro
- XL Gyro
- XL Gyro

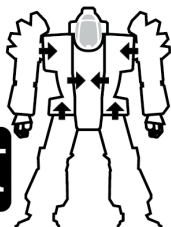
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Vibroblade
- Medium Vibroblade

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

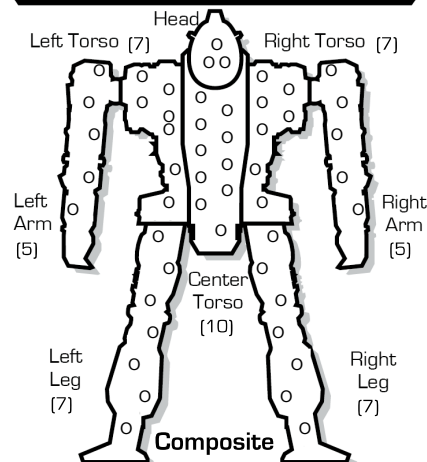
4-6

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30\*

29

28\*

27

26\*

25\*

24\*

23\*

22\*

21

20\*

19\*

18\*

17\*

16

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0

### HEAT DATA

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

# BATTLETECH™

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Scorpion Minesweeper

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: I.C.E.

Tonnage: 25

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

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

Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits

**+1 +2 +3** **D**

Motive System Hits

**+1 +2 +3**

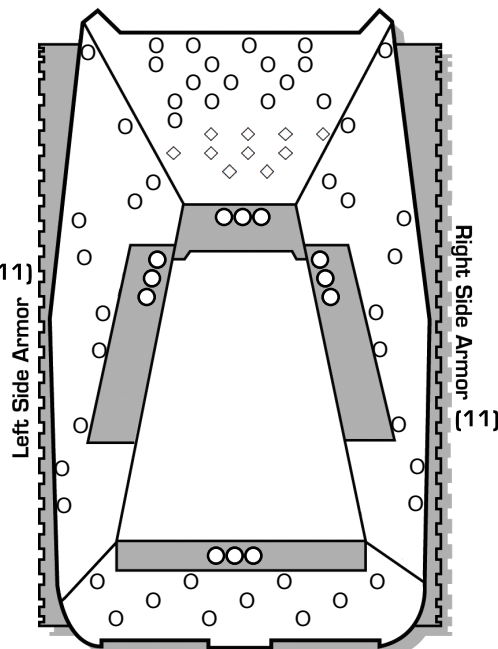
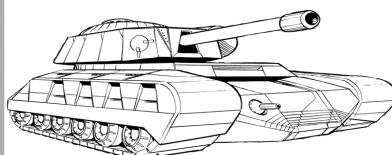
Stabilizers

Front ☐

Left ☐

Right ☐

Rear ☐



Ammo: (LRM 5) 72, (Machine Gun) 100

Cost:

BV: 350

Rear Armor (10)



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (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 side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

### Vehicle Type Modifiers:

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

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.



# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Regulator Alan

Movement Points:

Cruising: 9

Flank: 14

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 45

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

### CREW DATA

Crew: \_\_\_\_\_

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

Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits

**+1 +2 +3** **D**

Motive System Hits

**+1 +2 +3**

Stabilizers

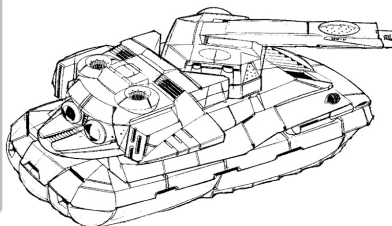
Front ☐

Left ☐

Right ☐

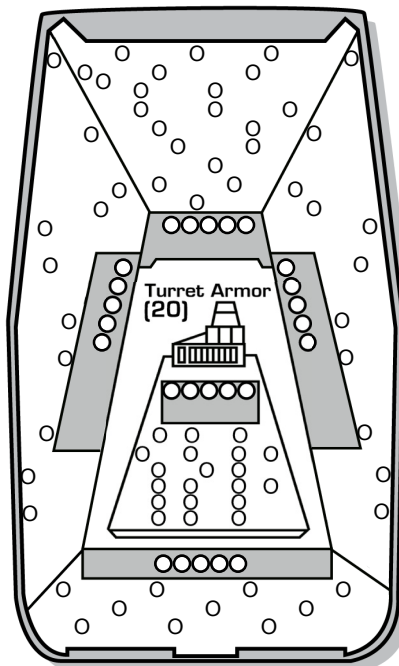
Rear ☐

Turret ☐



### ARMOR DIAGRAM

Stealth  
Front Armor  
(20)



Right Side Armor  
(11)

Left Side Armor  
(11)

Rear Armor  
(10)



Ammo: [Silver Bullet] 16

Cost:

BV: 896

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (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 side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

### Vehicle Type Modifiers:

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

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Po Heavy Tank HVAC

Movement Points: **Tonnage:** 60  
**Cruising:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 (Experimental)  
**Movement Type:** Tracked **Era:** Jihad  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	FR	2/Mel [M,C]	—	3	6	9
1	Hyper Velocity Auto Cannon/10	T	10 [DB]	—	6	12	20

Ammo: [HVAC/10] 16, [Streak SRM 6] 15

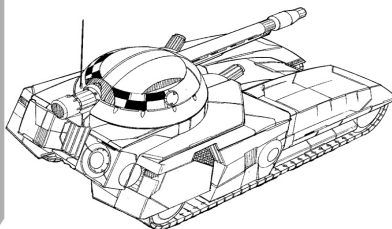
Cost: BV: 870

### CREW DATA

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

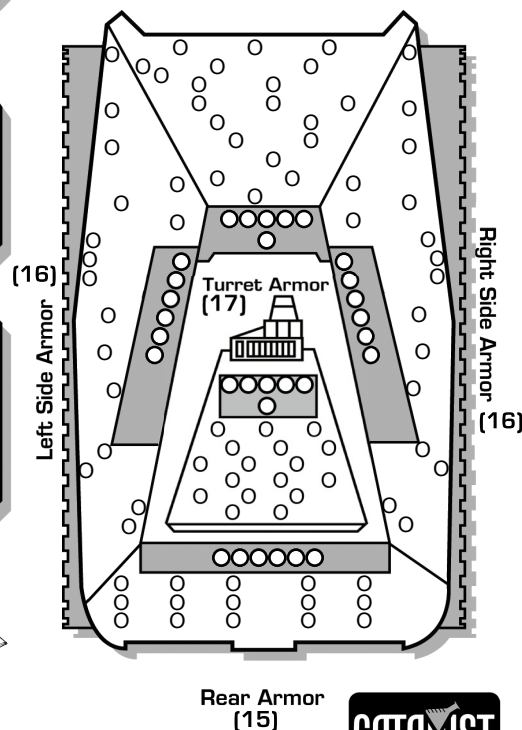
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Hardened  
Front Armor  
(20)



Rear Armor  
(15)



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.  
 Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

## GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

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

### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

### Vehicle Type Modifiers:

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

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

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.  
 Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.



# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Transit TR-13X Glare

Thrust: Tonnage: 50  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 (Experimental)  
 Era: Jihad

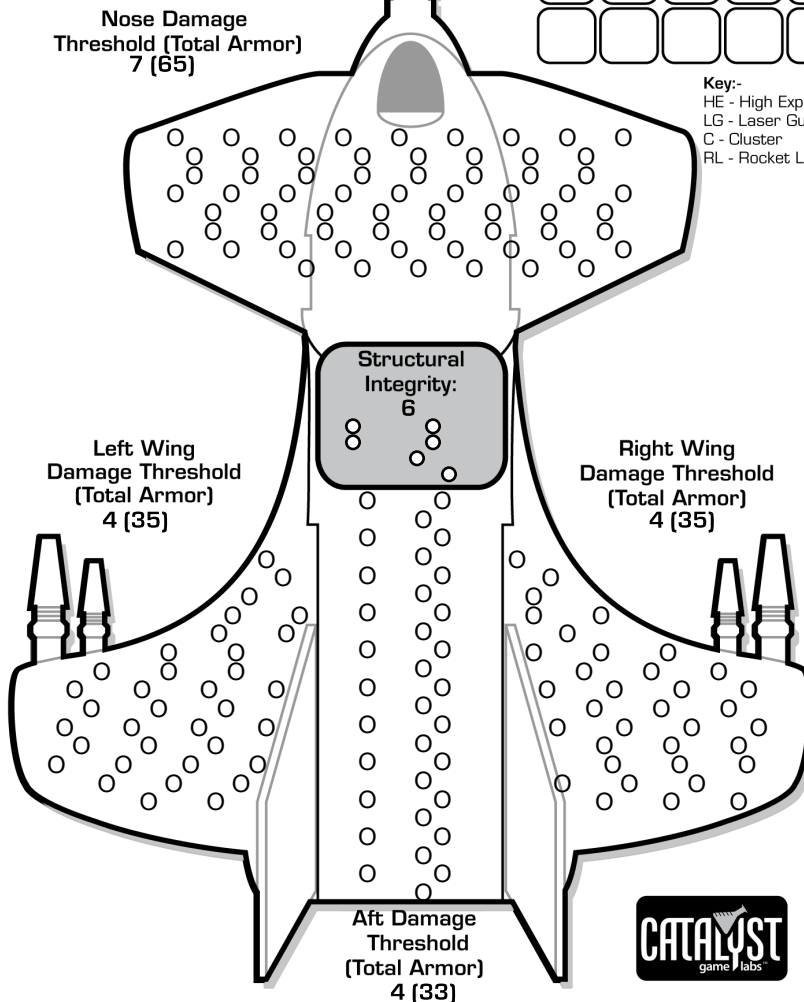
### Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	ER Medium Laser [DE]	N	5	5	5	—	—
1	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	—
1	ER Medium Laser [DE]	LW	5	5	5	—	—
1	ER Medium Laser [DE]	RW	5	5	5	—	—

Ammo: [Heavy Gauss] 12  
 Fuel: 400 Points

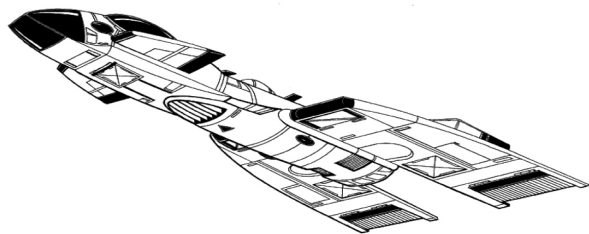
Cost: BV: 1,683

### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS


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



### CRITICAL DAMAGE

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

### PILOT DATA

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

### VELOCITY RECORD

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

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

### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Troika CMT-3TV Viktor

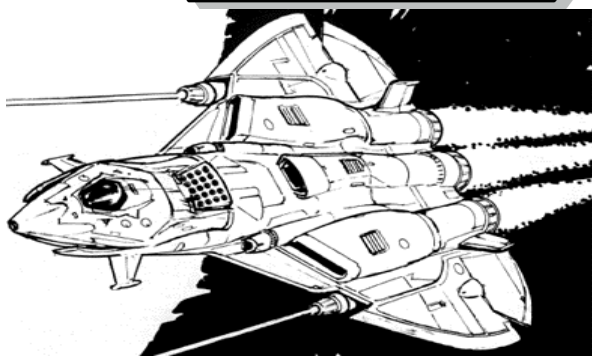
Thrust: Tonnage: 65  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 (Experimental)  
 Era: Jihad

### Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Streak LRM 20 [Clan]	N	6	20	20	20	—
1	ER PPC [Clan] [DE]	LW	15	15	15	15	—
1	Medium Pulse Laser [Clan]	LW	4	7	7	—	—
1	ER PPC [Clan] [DE]	RW	15	15	15	15	—
1	Medium Pulse Laser [Clan]	RW	4	7	7	—	—

Ammo: [Streak LRM 20] 18  
 Fuel: 480 Points

Cost: BV:2,972



### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 8 (74)

Left Wing  
 Damage Threshold  
 (Total Armor)  
 6 (55)

Structural  
 Integrity:  
 6

Right Wing  
 Damage Threshold  
 (Total Armor)  
 6 (55)

Aft Damage  
 Threshold  
 (Total Armor)  
 5 (48)

### EXTERNAL STORES/BOMBS


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

### CRITICAL DAMAGE

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

### PILOT DATA

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 (34)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

### VELOCITY RECORD

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

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

Heat Scale

Overflow

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

CATALYST  
 game labs



# BATTLETECH



Nose Damage  
Threshold  
(Total Armor)  
22 (220)

## ARMOR DIAGRAM

Standard Scale

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: Lung Wang "Predator"

Name: Tonnage: 2600  
Thrust: Tech Base: Inner Sphere  
Safe Thrust: 5 (Experimental)  
Maximum Thrust: 8 Era: Jihad  
Fighters/Small Craft: 2 / 0 Launch Rate: 4 / 0

### Weapons & Equipment Inventory

Capital Scale				(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
1 Sub-Capital Laser 3	N	32	3	3	—	—	
1 Sub-Capital Laser 3	N	32	3	3	—	—	
1 Sub-Capital Laser 3	N	32	3	3	—	—	
Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
3 Extended LRM 20	N	30	3 (36)	3 (36)	3 (36)	—	
[60 mis]							
2 Large Pulse Laser	N	20	1 (18)	1 (18)	—	—	
1 Medium Pulse Laser	N	4	0 (6)	—	—	—	
1 ER PPC	FL/FR	15	1 (10)	1 (10)	1 (10)	—	
1 LB 10-X AC	FL/FR	2	1 (10)	1 (10)	—	—	
[20 rnds]							
1 ER Large Laser	FL/FR	12	0 (8)	0 (8)	0 (8)	—	
2 Medium Laser	FL/FR	6	1 (10)	—	—	—	
1 Medium Pulse Laser	FL/FR	4	0 (6)	—	—	—	
1 ER Large Laser	A	12	0 (8)	0 (8)	0 (8)	—	
2 Medium Laser	A	6	1 (10)	—	—	—	
1 LRM 20	A	6	1 (12)	1 (12)	1 (12)	—	
[12 mis]							
w/Artemis IV FCS							
1 SRM 6	A	4	0 (8)	—	—	—	
[15 mis]							
w/Artemis IV FCS							

Notes:  
Mobile HPG  
Cargo:  
Aerospace Fighter - 2 units(2 doors)  
Infantry - 2 platoons(1 doors)  
Cargo Space - 15.50 tons(1 doors)

Cost: BV: 7,731

Left Damage  
Threshold  
(Total Armor)  
19 (190)

Right Damage  
Threshold  
(Total Armor)  
19 (190)

Structural Integrity: 15

Aft Damage  
Threshold  
(Total Armor)  
19 (190)



### CREW DATA

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

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

Crew: 78 Marines: 0  
Passengers: 0 Battle Armor: 0  
Other: 10 Life Boats/Escapes Pods: 0/4

### CRITICAL DAMAGE

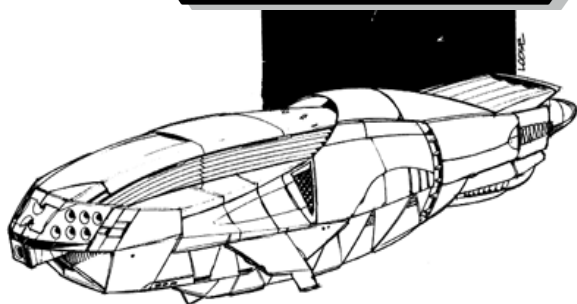
Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### HEAT DATA

Heat Sinks: 100 (200) Double  
Heat Generation Per Arc  
Nose: 150 Aft: 28  
Fore-Left: 39 Aft-Left: 0  
Fore-Right: 39 Aft-Right: 0



# BATTLETECH



## BATTLE ARMOR RECORD SHEET (Experimental)

### BATTLE ARMOR: SQUAD/POINT 1

Type: Fa Shih 2 [MG]

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 3

Jump: 3

Weapons & Equip.

BA Myomer Booster (Clan)

Basic Manipulator (w/ Mine Clearance) [2]

Machine Gun

Magnetic Clamps

Mine (Body)

Ammo 00/00/00/00

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

2 [DB.S] — 1 2 3

[E] — — — —

[E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 146/28

### BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih 2 [MG]

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 3

Jump: 3

Weapons & Equip.

BA Myomer Booster (Clan)

Basic Manipulator (w/ Mine Clearance) [2]

Machine Gun

Magnetic Clamps

Mine (Body)

Ammo 00/00/00/00

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

2 [DB.S] — 1 2 3

[E] — — — —

[E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 146/28

### BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih 2 [MG]

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 3

Jump: 3

Weapons & Equip.

BA Myomer Booster (Clan)

Basic Manipulator (w/ Mine Clearance) [2]

Machine Gun

Magnetic Clamps

Mine (Body)

Ammo 00/00/00/00

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

2 [DB.S] — 1 2 3

[E] — — — —

[E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 146/28

### BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih 2 [MG]

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 3

Jump: 3

Weapons & Equip.

BA Myomer Booster (Clan)

Basic Manipulator (w/ Mine Clearance) [2]

Machine Gun

Magnetic Clamps

Mine (Body)

Ammo 00/00/00/00

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

2 [DB.S] — 1 2 3

[E] — — — —

[E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 146/28

### BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih 2 [MG]

Era: Jihad

Gunnery Skill:

Anti-Mech Skill:

Ground MP: 3

Jump: 3

Weapons & Equip.

BA Myomer Booster (Clan)

Basic Manipulator (w/ Mine Clearance) [2]

Machine Gun

Magnetic Clamps

Mine (Body)

Ammo 00/00/00/00

Dmg Min Sht Med Lng

[E] — — — —

[E] — — — —

2 [DB.S] — 1 2 3

[E] — — — —

[E] — — — —

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

Cost:

BV: 146/28

### LEG ATTACKS TABLE

BATTLE ARMOR  
TROOPERS ACTIVE

4-6  
3  
2  
1

BASE TO-HIT  
MODIFIER

0  
+2  
+5  
+7

### SWARM ATTACKS TABLE

BATTLE ARMOR  
TROOPERS ACTIVE

4-6  
1-3

BASE TO-HIT  
MODIFIER

+2  
+5

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



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



# BATTLETECH™



## BATTLE ARMOR RECORD SHEET (Experimental)

### BATTLE ARMOR: SQUAD/POINT 1

Type: Ying Long BC3 [David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Battle Claw (2) [E] — — — —

David Light Gauss Rifle 1 [DB,S] — 3 5 8

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 200/39

### BATTLE ARMOR: SQUAD/POINT 2

Type: Ying Long BC3 [David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Battle Claw (2) [E] — — — —

David Light Gauss Rifle 1 [DB,S] — 3 5 8

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 200/39

### BATTLE ARMOR: SQUAD/POINT 3

Type: Ying Long BC3 [David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Battle Claw (2) [E] — — — —

David Light Gauss Rifle 1 [DB,S] — 3 5 8

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 200/39

### BATTLE ARMOR: SQUAD/POINT 4

Type: Ying Long BC3 [David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Battle Claw (2) [E] — — — —

David Light Gauss Rifle 1 [DB,S] — 3 5 8

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 200/39

### BATTLE ARMOR: SQUAD/POINT 5

Type: Ying Long BC3 [David] Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

Battle Claw (2) [E] — — — —

David Light Gauss Rifle 1 [DB,S] — 3 5 8

Armor: Mimetic Armor (+3/+2/+1)

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 200/39

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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



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