

BATTLETECH™



EXPERIMENTAL™
TECHNICAL
READOUT:

X

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PRIMITIVES
VOL. 5

INTRODUCTION

INCOMING
MESSAGE

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As it seems our latest age of Sphere-wide conflict is drawing to a close, it is perhaps fitting that the following represents our fifth—and final—volume of historical readouts covering the combat technology of the original Age of War. As is only natural for so brief a series, it is impossible to detail all of the various 'Mechs, vehicles, and variants that emerged across human-occupied space as the Terran Alliance fell and its far-flung colonies began to coalesce into the realms we know of today. Thus, this collection has focused primarily on the machines that had the greatest significance to the military development of these nascent combatants, with an emphasis on the years surrounding the dawn of the BattleMech age.

In this volume, we cover a final batch of the original prototype BattleMechs conceived by the major states of the Inner Sphere. This list not only includes the geneses of the iconic *Archer*, *Orion*, and *Wolverine*, but also the *Ymir* and the *Phoenix*—the first “home-grown” machines built respectively by the Lyran Commonwealth and the Rim Worlds Republic. Also featured is the *Trooper*, the progenitor of the *Flea*.

As in our past volumes, we have collected information on a wide variety of other battlefield units as well. This list includes the Dunning, an early mobile headquarters vehicle designed to serve the then-newly formed Terran Hegemony, and the Asher hover scout, an example of contemporary recon vehicles. Also covered are samples of the earliest BattleMech recovery vehicles, and typical Age of War-era self-propelled artillery vehicles. Rounding out our list are the Lyran Commonwealth's Colt medium fighter, which played a key role in unifying the realm that would one day be ruled by House Steiner, as well as the pre-Hegemony *Saturn* patrol ship and the *Leviathan*-class JumpShip.

While the 'Mechs, vehicles, and aerospace craft featured in these five volumes are referred to today as “Primitive”, they collectively played key roles in forging the Inner Sphere that we recognize today. For some, the progress of technology sounded the knell of their eventual abandonment, but for others, scientific advancement breathed into them a lifespan stretching centuries into the future.

—Dr. Saga Brest, 11 January 3081

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Primitives, Volume 5* provide players with a sampling of designs from the period of time covered by the Age of War and the rise of the First Star League. While the focus of the designs featured in this book is historical, many of the designs have modern counterparts detailed in other Technical Readouts.

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 primitive nature of these designs also utilized the RetroTech construction rules found in *Interstellar Operations*, supplemented by the Experimental-level rules presented in *Tactical Operations*.

Developer's Addendum

Astute readers may notice that several of the designs that will appear in this and other volumes of the *XTR: Primitives* mini-series have appeared in previous *Record Sheets* books such as *Record Sheets: 3075*. This redundancy is intentional, both as a means of correcting minor errors in the original Primitive units' stats (where conflict arises, the *Primitives XTRs* supersede) and as a means of providing a clearer and more focused treatment of the primitive machines that were contemporaries during the Age of War.

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Special Thanks from Chris: ...to Argon, the most noble of gasses (well, one of them).

Special Thanks from Herb: To the fact-checkers, who really went the extra light-year on this one

TP-1R TROOPER

Field Testing Summation: Original *Trooper* Primitive Chassis

Producer/Site: Toddlette Industries, Ariel

Supervising Engineer: Colonel J. Marcus Llewelyn-Jaymes

Prototype Introduction Date: 2475

Non-Production Equipment Analysis:

- Primitive Armor
- Primitive Cockpit
- Primitive Engine

Overview

While the Free Worlds League government awarded Corean Enterprises the contract to design and build the realm's first home-grown BattleMech (the *Icarus*), dozens of manufacturers throughout the League fought bitterly for their own share of this bold new defense market. Among these competitors was Toddlette Industries, a mid-sized supplier of WorkMechs and industrial robots. Despite the company's relative obscurity, Toddlette jumped to the forefront of the new BattleMech arms race when they recruited retired Colonel J. Marcus Llewelyn-Jaymes as their Chief Engineer. Formerly the Associate Chief Armorer for the FWLM, Llewelyn-Jaymes brought with him not only an extensive background in BattleMech research and development, but also countless professional and personal contacts within the League's military, government and private sector. By the end of 2469—just one year after his retirement from the service—Llewelyn-Jaymes and his hand-picked design team at Toddlette Industries began to work on something they knew the FWLM would soon be clamoring for: a dedicated reconnaissance BattleMech.

Toddlette's first BattleMech, code-named *Trooper*, was a highly maneuverable, lightweight biped capable of maintaining ground speeds of nearly 100 kph. Utilizing the same basic chassis as many of Toddlette's larger WorkMechs, the machine's structure looked rather simplistic at a glance. Its power plant, gyroscope, cockpit and other critical systems were all housed in a simple "armored box" structure, mounted atop a reinforced and armored version of the same "bird-walker" legs that had become an icon of Toddlette's top-selling LoaderMechs. Given its intended role as a dedicated scout (and assumed secondary roles as a patrol unit or fast-reaction cavalry), the *Trooper* eschewed fully articulated arms and instead carried its limited armaments within simple, turret-style, side-mounted pods that could be serviced or replaced far more easily. With so much of its tonnage devoted to its engine, control systems, and vital structures, its weaponry consisted of paired small lasers in its left arm pod, with a machine gun in the right and a "chin-mounted" flamethrower in the centerline. While all of these weapons could potentially devastate smaller armored vehicles and infantry, their limited range and hitting power against other BattleMechs served to discourage pilots from directly engaging such opposition.

Thanks to Llewelyn-Jaymes' contacts within the federal military and government circles (and possibly some bribes to key politicians and decision makers, if contemporary rumors are to be believed), the FWLM accepted delivery of the first *Troopers* in 2475. Though lauded by technicians and logisticians as incredibly easy to maintain, the *Trooper* quickly earned a poor reputation among its operators. Like

the WorkMechs it was based off of, the *Trooper* had no dedicated ejection system; pilots had to manually climb out of a disabled *Trooper*. Furthermore, its legs proved ill-suited to the rigors of heavy combat, as proven in numerous failed trials before the FWLM's Minister of Defense. Nevertheless, the League's Chief Armorer and Quartermaster General continued to purchase *Troopers* year after year, ultimately selecting it to be the very first FWLM BattleMech upgraded with "modern" technologies in 2501, rechristening the 'Mech in the process. The upgraded machine—dubbed the FLE-4 *Flea*—remained in production throughout the Star League era, with factory lines established on five worlds after Terran-based Earthwerks Incorporated purchased Toddlette Industries in 2581.

Type: **Trooper**

Technology Base: Inner Sphere (Primitive)

Tonnage: 20

Equipment

Internal Structure:

Engine:

Walking MP:	6
Running MP:	9
Jumping MP:	0

Heat Sinks:

10

Gyro:

Cockpit (Primitive):

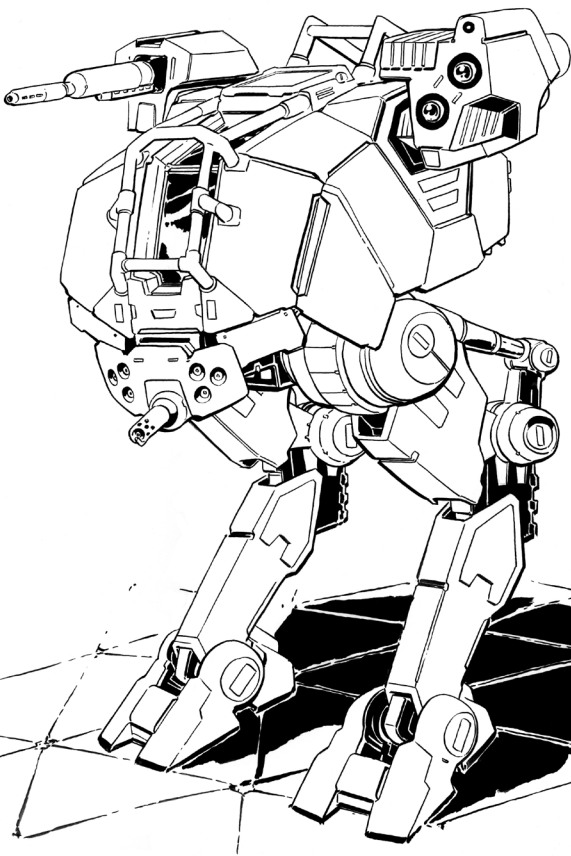
Armor Factor (Primitive):

	Internal Structure	Armor Value
Head	3	5
Center Torso	6	5
Center Torso (rear)		2
R/L Torso	5	3
R/L Torso (rear)		1
R/L Arm	3	3
R/L Leg	4	3

Weapons and Ammo

	Location	Critical	Tonnage
Machine Gun	RA	1	.5
Ammo (MG) 100	RT	1	.5
Flamer	CT	1	1
2 Small Lasers	LA	2	1

Notes: Features the following Design Quirks: Bad Reputation, Easy to Maintain, Exposed Actuators, Improved Life Support, Modular Weapons, Obsolete (2405), No Arms, No Ejection System, Weak Legs.



EXPERIMENTAL

PX-1R PHOENIX

Field Testing Summation: Original *Phoenix* Primitive Chassis

Producer/Site: Krauss Heavy Industries, Wotan

Supervising Engineer: Jack Krauss, Jr.

Prototype Introduction Date: 2474

Non-Production Equipment Analysis:

Primitive Armor
Primitive Cockpit
Primitive Engine
Prototype Jump Jets

Overview

In 2455, House Steiner's Operation PROMETHEUS made it possible for the Lyran Commonwealth to be the first realm outside of the Terran Hegemony to possess BattleMech technology—but that distinction would be short-lived. Before the Lyrans could capitalize on this advantage, the Federated Suns and the Draconis Combine each managed to steal the same technical capabilities from them by 2461. Realizing that the proliferation of the BattleMech would soon spread all across the Inner Sphere, Archon Alistair Marsden Steiner took the surprising step of *selling* this new technology to his Periphery neighbors in the Rim Worlds Republic.

Given the ties between the Terran Hegemony and Terens Amaris, the Republic's newest First Consul, the Archon knew it was only a matter of time before BattleMechs turned up on the coreward borders anyway. What he was less certain about was whether those troops would be Republican or Hegemony. By effectively gifting the technology to the Rim Worlds before the Hegemony did so, Steiner hoped to cement an alliance—or at least a renewed non-aggression pact—with Amaris. After a series of secret negotiations, the deal was struck, and by 2465, the Republic had manufactured its first run of *Mackie* clones.

While the Republic perfected the *Mackie*, however, designing and building wholly new BattleMechs proved a distinct challenge to the Republic's industries. Republic companies developed a few experimental 'Mech designs in the late 2460s, but none of these proved out until Krauss Heavy Industries of Wotan rolled out the *Phoenix*.

The *Phoenix* was one of several designs nearing prototype stage in 2470 when AsRoc, the Republic's intelligence agency, managed to secure samples and specs of the jump jet technology the Terran Hegemony had begun installing on their *Wasp* scout 'Mechs. Eager to capitalize on this technological boon, Amaris directed Krauss Heavy Industries to integrate it into their machine for immediate testing. The result was a mad scramble to redesign a machine that was already functionally complete.

Originally intended to serve as a mobile front-line "trooper" BattleMech capable of engaging enemy 'Mechs and armor at all ranges, the *Phoenix* prototype carried a PPC and a pair of four-tube SRM launchers. In the effort to reconfigure it as a jump-capable 'Mech, the launchers were downgraded to paired twin-tube SRMs to free up the necessary mass (though the 'Mech also received a slight bump in armor protection in the process). But scraping up the necessary mass was only the beginning; Krauss' engineers experienced many of the same problems with the jump jets themselves as their Hegemony counterparts had on the earlier *Wasp*—only moreso. As a result, it took the company nearly four years to get the Republic's first jump-capable prototype off the ground (and five more before said prototype was declared ready for production).

Despite every assurance that this *Phoenix* was ready for service, reports from the field told a very different story. Firing its particle cannon evidently caused so much electronics interference that some pilots came to refer to the machine as the "Sparkly Bird". But even those disruptions paled when compared to the problems caused by using its jump jets. Even with extensive training, many pilots found it difficult to keep the *Phoenix* stable through a jump, and the stresses of "properly" landing a fifty-ton machine often resulted in fractured or shattered leg and torso structural components. First Consul Amaris, pursuing a policy of "quality over quantity" when it came to new defense projects, insisted that Krauss focus its resources into perfecting the *Phoenix* at the expense of nearly every other military contract on its list. After almost a dozen refits, overhauls and upgrades, the *Phoenix*'s main problems were eliminated by the final decade of the twenty-fifth century—thirteen years before it would be "modernized" for the new century.

Type: **Phoenix**

Technology Base: Inner Sphere (Primitive)

Tonnage: 50

Equipment

Internal Structure:

Engine:

240 Primitive

Walking MP:

4

Running MP:

6

Jumping MP:

3

Heat Sinks:

12

Gyro:

2

Cockpit (Primitive):

3

Armor Factor (Primitive):

5

Mass

5

11.5

Head

3

9

Center Torso

16

18

Center Torso (rear)

7

7

R/L Torso

12

14

R/L Torso (rear)

5

5

R/L Arm

8

12

R/L Leg

12

16

Weapons and Ammo

Location

Critical

Tonnage

PPC

RA

3

7

2 SRM 2

LT

2

2

Ammo (SRM) 50

LT

1

1

Prototype Jump Jet

RT

1

.5

Prototype Jump Jet

CT

1

.5

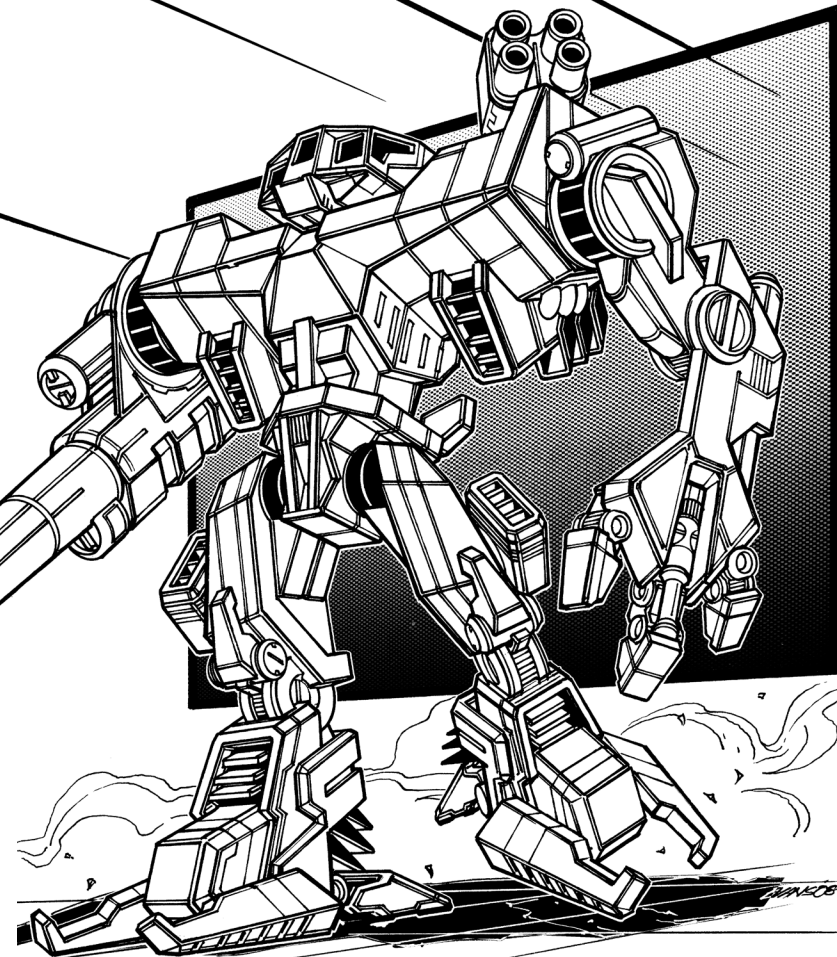
Prototype Jump Jet

LT

1

.5

Notes: Features the following Design Quirks: EM Interference, Obsolete (2525), Poor Workmanship, Weak Legs.



EXPERIMENTAL

WVR-1R WOLVERINE

Field Testing Summation: Original *Wolverine* Primitive Chassis

Producer/Site: Norse BattleMech Works, Marduk

Supervising Engineer: Russell Bell

Prototype Introduction Date: 2471

Non-Production Equipment Analysis:

- Primitive Armor
- Primitive Cockpit
- Primitive Engine
- Prototype Jump Jets

Overview

After fielding its own versions of the *Mackie*, and following that up with the *Battleaxe*—both massive behemoths with little in the way of maneuverability or speed—the Federated Suns began looking for a front-line 'Mech that both had the ability to keep up with its forward advance and could also outmaneuver enemy BattleMechs. The debut of the Hegemony's *Griffin* and *Shadow Hawk* gave the Davions a template they could model their ideal cavalry 'Mech from.

Despite some fierce competition from companies based in Richard Varnay's Capellan March, Norse BattleMech Works of Marduk won the AFFS contract to produce the medium strike 'Mech that would become known as the *Wolverine*. Norse's business coup owed as much credit to the massive industrial co-op the company had organized to support its operations on Marduk as it did the tacit support it won from then-First Prince Ellen Davion, who likely enjoyed the opportunity to tweak Prince Varnay's overly ambitious nose.

Using both the *Griffin* and the *Shadow Hawk* as inspiration, the *Wolverine*'s designers opted for maneuverability first and foremost, followed by a balanced weapons load that could give their machine comparable offensive reach and close-in firepower without straining its heat exchange systems. The 'Mech's primary weapon—an experimental, short-barreled, class-5 autocannon—was given a generous two-ton magazine for extended battlefield duration, while a medium laser provided coverage for the “weak zone” sixty meters inside the main gun's reach.

Acknowledging that this made for a BattleMech more lightly armed overall than either of its chosen competitors, Norse BattleMech Works made provisions to allow for the inclusion of a PPC (and additional heat sinks) in place of the autocannon once sub-contractors could provide a suitable model. Unfortunately, the first such PPC secured for the test frame overheated, caused significant EM interference and proved a wholly inaccurate weapon. This failure prompted the AFFS High Command to urge the company to stick with the more accurate autocannon they had already developed.

Rather than scramble at the last minute for alternative weapon loads, Norse engineers built the *Wolverine* with a heavy level of armor protection. Much of this armor was focused on the machine's legs and arms, with special care taken to install extra plating around the main joints for added defense against shrapnel and detritus. The final result was a 'Mech that possessed not only a more stable, cooler-running firing platform, but could also weather severe punishment while still out-jumping its Hegemony forebears.

Ironically, it would be Prince Varnay who received the first four production-grade WVR-1R *Wolverines* in 2471—the first of which he would personally pilot for the rest of his career before leaving it to

his son and heir. The infamous “Varnay-1R” as it was known, would continue to pass through an unbroken succession of Varnay Princes until finally ending up in Capellan hands (allegedly confiscated by the Confederation in payment for its protection of Roger Varnay and his mother following their defeat in the Davion Civil War).

Despite its rocky beginnings, the *Wolverine* would become a standard AFFS medium BattleMech for centuries, and in turn served as the template for the Hegemony's upgrades for both the *Griffin* and *Shadow Hawk*, both of which evolved to match the *Wolverine*'s fifty-five ton standard. Although Norse BattleMech Works would introduce a more potent variant in 2490 (the WVR-3R shown at right, traded in three tons of armor and a ton of autocannon rounds for the addition of a shoulder-mounted six-pack SRM launcher), this iconic machine would not be fully upgraded to modern standards until Kallon Industries bought the rights to the chassis from NBW, and introduced the WVR-6R model in 2575.

Type: **Wolverine**
Technology Base: Inner Sphere (Primitive)
Tonnage: 55

Equipment

Internal Structure:

Engine: 265 Primitive

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 10

Gyro:

Cockpit (Primitive):

Armor Factor (Primitive):

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	28
Center Torso (rear)		6
R/L Torso	13	15
R/L Torso (rear)		5
R/L Arm	9	14
R/L Leg	13	22

Weapons and Ammo

	Location	Critical	Tonnage
AC/5	RA	4	8
Ammo (AC) 40	RA	2	2
Medium Laser	H	1	1
Prototype Jump Jets	RL	2	1
Prototype Jump Jets	LL	2	1

Notes: Features the following Design Quirks: Jettison-Capable Weapon (AC/5), Obsolete (2500), Protected Actuators, Stable.

Mass

5.5

14

0

3

5

14.5



EXPERIMENTAL

ARC-1A ARCHER

Field Testing Summation: Original *Archer* Primitive Chassis

Producer/Site: Earthwerks Incorporated, Terra

Supervising Engineer: Linn Tommi

Prototype Introduction Date: 2458

Non-Production Equipment Analysis:

Primitive Armor
Primitive Cockpit
Primitive Engine

Overview

After the success of the *Mackie*, *Banshee* and the *Kyudo* BattleMechs, the Terran Hegemony continued to expand both its BattleMech forces and their combat doctrines. While all three of their established 'Mechs were capable in their roles, none were able to provide direct fire support against enemy forces at range—a weakness the Hegemony's enemies desperately took advantage of to counter Terra's growing BattleMech hordes. In response, the HAF began soliciting for proposals that would produce some of the most iconic and longest-serving BattleMechs in history.

Earthwerks Incorporated of Terra began laying the groundwork for expanding into BattleMech construction long before the HAF request for proposals, recruiting personnel from Hegemony Weapons Research on New Earth as well as former HAF MechWarriors, technicians and especially general officers with extensive political connections. When the RFP for a "heavy fire support BattleMech" came in late 2449, Earthwerks responded with a proposal for a 'Mech that would eventually become the standard by which all other similar designs would be judged—the *Archer*.

Despite its head start on development, Earthwerks' initial concepts were far from the ideal. The first few years of design work were dominated by petty squabbles and ideological battles between the company's engineers and both the MechWarriors and field technicians brought in to consult with them. In this war between the theoretical and the practical, the HAF's requirements were often forgotten—and yet, by 2454, the complex engineering marvel initially proposed to the Hegemony had been transformed into the blocky form still familiar today. Gone were the complicated, hard-to-repair stabilization equipment and advanced, computer-slaved sensors array, all intended to make the *Archer* the most accurate BattleMech in existence. In their place was a sturdy and heavily armored frame, housing a pair of twenty-tube long-range missile launchers within its torsos. Though the *Archer* carried limited ammunition stores, its four tons were considered sufficient for most assignments, while reloading was made an easy process with the inclusion of large armored access panels at the 'Mech's rear. One medium-class laser, mounted on each of the *Archer*'s fully articulated arms, provided for close-in defensive fire, though firing both the missiles and the lasers produced far more excess heat than the machine could safely handle—qualities shared by the *Archer* even today.

The HAF made the *Archer* its standard fire-support BattleMech, assigning whole lances to most battalions. Praised for its reliability and ease of maintenance, the ARC-1A remained the Hegemony standard for more than a decade and a half before technological progress enabled

Earthwerks to produce the more efficient ARC-2R model, which debuted in 2475. Earthwerks of Terra continued to manufacture the *Archer* for the HAF, but after the formation of the SLDF less than a century later, expanded orders (especially during the Reunification War) forced the company to sub-contract production out to other manufacturers. The result was a machine that became so ubiquitous that the very first fire support BattleMech ever designed still serves in today's armies, six centuries after its inception.

Type: **Archer**

Technology Base: Inner Sphere (Primitive)

Tonnage: 70

Equipment

Internal Structure:

Engine: 255 Primitive

Walking MP: 3
Running MP: 5
Jumping MP: 0

Heat Sinks: 10

Gyro: 3

Cockpit (Primitive): 5

Armor Factor (Primitive): 16

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		6
R/L Arm	11	15
R/L Leg	15	20

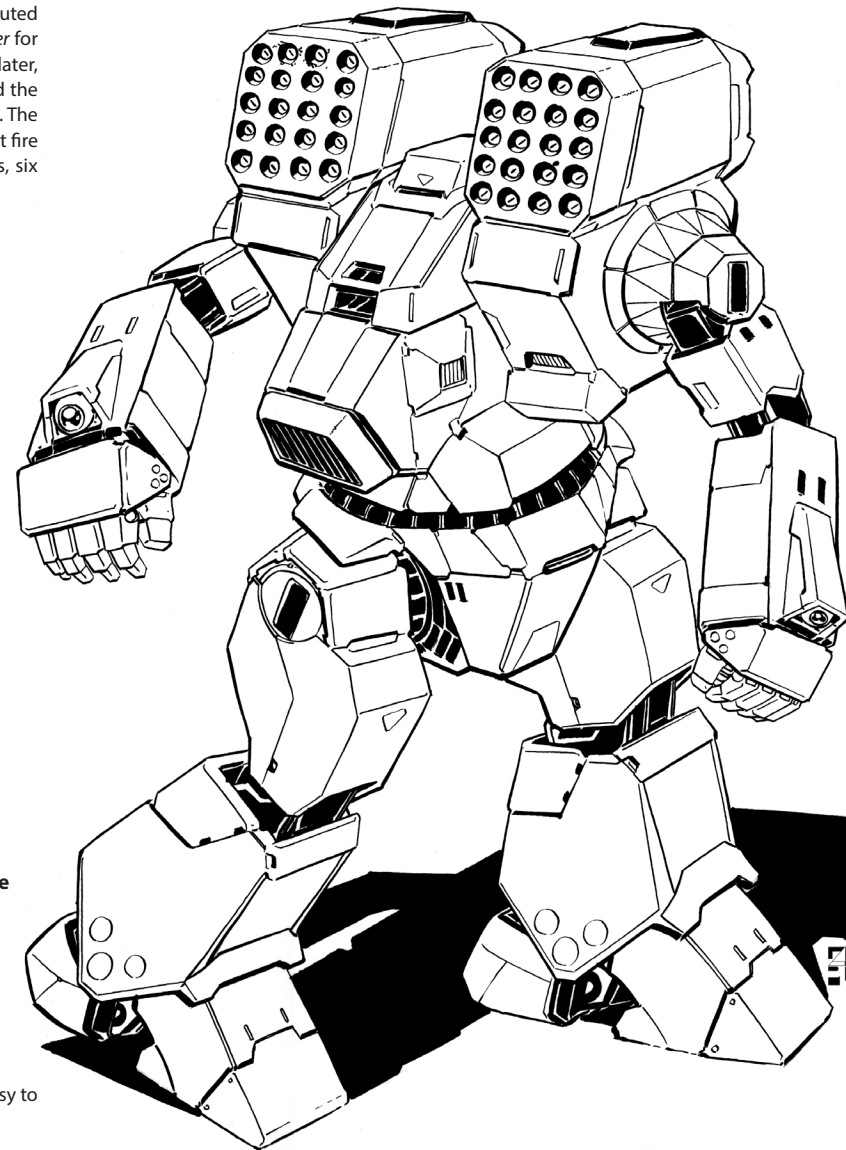
Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
LRM 20	RT	5	10
Ammo (LRM) 12	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Difficult Ejection, Easy to Maintain, Extended Torso Twist, Obsolete (2485), Stable.

Mass

7
13

0
3
5
16



EXPERIMENTAL

ON1-H ORION

Field Testing Summation: Original *Orion* Primitive Chassis

Producer/Site: General Mechanics, Mars

Supervising Engineer: Cedric Roberts

Prototype Introduction Date: 2456

Non-Production Equipment Analysis:

Primitive Armor
Primitive Cockpit
Primitive Engine
Prototype AC/10

Overview

Recognizing, in the wake of the Lyran Commonwealth's Operation PROMETHEUS, that it would not long be the sole exclusive user of the BattleMech, the Terran Hegemony was looking to significantly expand the capabilities of its 'Mech corps. Before copies of their hulking *Mackie* appeared along every border, it became the goal of the HAF to devise machines ideally tailored to their various anticipated combat roles. The military leadership thus entertained a number of competing proposals for new designs simultaneously, with each aimed at a different battlefield niche. The *Archer* became the HAF's fire support 'Mech, while the *Griffin* became its primary cavalry unit. Meanwhile, General Mechanics of Mars began work on the machine destined to become the Hegemony's premier heavy attack BattleMech: the *Orion*.

GM debuted its original ON1-C *Orion* prototype in 2453 to an interested, but ultimately dismissive, HAF. Although the seventy-five ton BattleMech met the High Command's speed and armor requirements, its firepower—consisting of a single medium autocannon, an SRM quad-rack, and pair of medium lasers—were far too lackluster for a front-line war machine. General Mechanics returned to the drawing board, ultimately settling upon a smaller, less powerful engine to free up enough mass for additional weaponry. The HAF didn't approve the *Orion*, however, until General Mechanics' third prototype—the ON1-H, which incorporated the Hegemony's newly developed class-10 heavy autocannon.

Although this final prototype version of the *Orion* could only claim a top speed equal to that of the heavier *Mackie* and *Banshee* BattleMechs, the inclusion of the heavy autocannon gave it a powerful punch. Two five-tube long-range missile launchers added some ability to strike enemies at range, while the two medium lasers and four-tube SRM rack all combined to give it a far more powerful alpha strike capability than either of its heavier cousins. Of course, waste heat would quickly build up to crippling levels for any MechWarrior that continued to press the attack with every weapon at his or her disposal, but this was largely seen as a problem competent MechWarriors could easily avoid.

The HAF pushed General Mechanics hard to produce as many *Orions* as it could, assigning them to its BattleMech regiments in whole companies at a time, supplementing their growing ranks of *Mackies*, *Banshees*, and eventually *Archers* and *Griffins*. Less than fifteen years after the ON1-H's debut, General Mechanics partnered with Hegemony Weapons Research and more than a dozen other companies to produce upgrade kits for several of its machines (eventually including the *Orion*) while the companies themselves underwent the retooling and upgrading that would eventually produce the standards of modernization that would define BattleMech technology for centuries.

Type: **Orion**

Technology Base: Inner Sphere (Primitive)

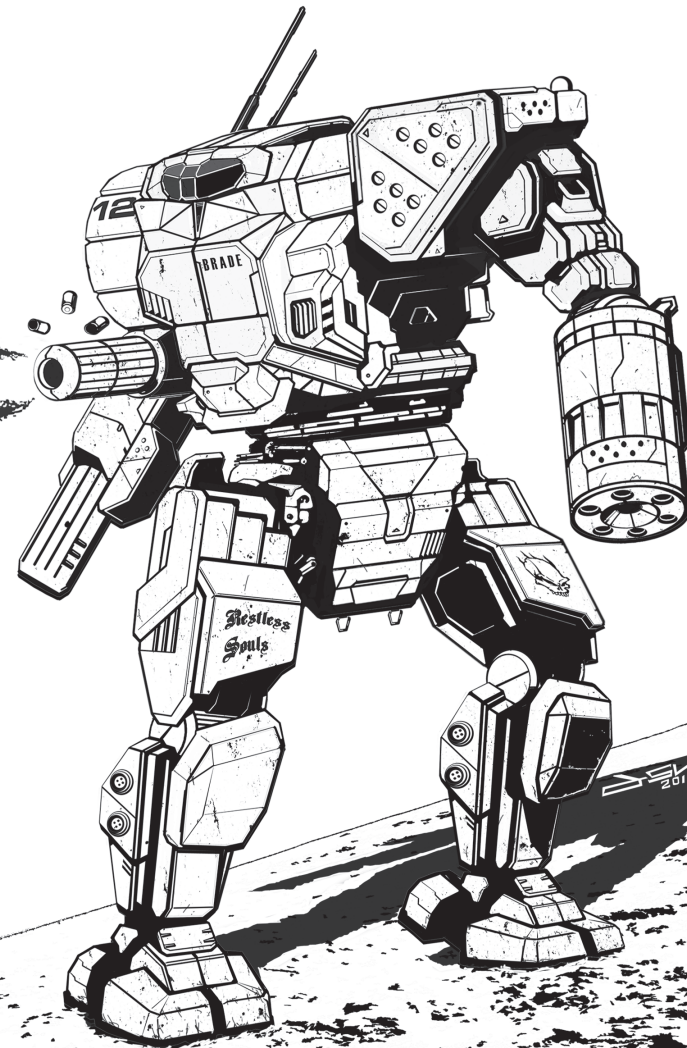
Tonnage: 75

Equipment

Equipment		Mass
Internal Structure:		7.5
Engine:	270 Primitive	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit (Primitive):		5
Armor Factor (Primitive):	225	21
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	21
R/L Leg	16	32

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Prototype AC/10	RT	7	12
Ammo (AC) 16	RT	2	2
2 LRM 5	LT	2	4
Ammo (LRM) 24	LT	1	1
Ammo (SRM) 25	LT	1	1
SRM 4	LA	1	2
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Ammunition Feed Problem (AC/10), Easy to Maintain, Obsolete (2525).



EXPERIMENTAL

BWP-X1 YMIR

Field Testing Summation: Original *Ymir* Primitive Chassis
Producer/Site: Coventry Defense Conglomerate, Coventry
Supervising Engineer: Luther D'Antangelo
Prototype Introduction Date: 2462
Non-Production Equipment Analysis:
 Primitive Armor
 Primitive Cockpit
 Primitive Engine

Overview

Operation PROMETHEUS gave the Lyran Commonwealth the technical specifications it needed to build the *Mackie*, but producing a copy of an existing 'Mech was just one hurdle—however significant—in advancing into the BattleMech era. Designing and mass-producing a wholly new BattleMech was the next, and would be the only way the Commonwealth could even hope to approach parity with the Terran Hegemony. Coventry Defense Conglomerate rose to this challenge with its first “bipedal weapons platform”, the BWP-X1 *Ymir*.

Given a commercial name inspired by the first of the frost giants in Norse mythology, the *Ymir* was developed by first taking the *Mackie*'s basic frame, shaving ten tons of mass from it, and refining its chassis into something sleeker. The result was a war machine that was more stable and easier to maneuver than the *Mackie* ever was. In an effort to further distinguish the 'Mech from its inspiration, CDC's engineers devised a unique angled body structure for the *Ymir*, within which they distributed the 'Mech's weapons and other systems as evenly as possible to help ensure its stability. While its armament drew on the *Mackie*'s arsenal as a template, pairing a class-5 autocannon with a large laser in opposite arms, the greater amount of overall tonnage available for weapons enabled the *Ymir*'s designers mounted a veritable hodge-podge of weapons to cover a wide range of battlefield conditions. Mounted in the right torso were ten LRM tubes, while eight SRM tubes were mounted in the left. Although larger, more integrated missile racks were an available, proven technology at the time, however, Coventry's engineers opted to mount the missile racks in smaller bundles, believing this approach would allow for superior maintenance and adaptability, while allowing the warrior pilot to fine tune his firing options as needed. A pair of right arm-mounted flamers, intended for anti-infantry and anti-vehicle point-defense, rounded out the *Ymir*'s arsenal, though overzealous safety concerns about tapping the engine directly for the plasma prompted CDC to employ fuel-fed flamethrowers on this prototype.

On paper, the *Ymir* possessed enough heat dissipation capacity to fire either its long-range or short-range weaponry in full barrages without issue. Unfortunately, problems with the prototype heat transfer systems meant the *Ymir* continually ran hot, and the 'Mech suffered even more problems with properly protecting and shielding its flamethrowers. Moreover, despite its sleeker and more stable chassis configuration, the *Ymir* proved no faster than its predecessor despite coming in ten tons lighter.

Because of its flaws, the LCAF initially passed on the *Ymir* as it was presented, and opted to keep the similar *Mackie* as its primary BattleMech until a suitable replacement could be found. Nonetheless,

the High Command continued to show enough interest in the *Ymir* to keep the project from being cancelled entirely. Coventry Defense thus built a handful of *Ymirs* under the LCAF's prototype contract, using them as test beds to develop greater insight into battlefield repair and support needs while working to further refine the design. A little more than ten years later, with the introduction of the superior 2B variant, the *Ymir* finally incorporated the technological advances it needed for LCAF acceptance and mass production began in earnest.

Type: **Ymir**

Technology Base: Inner Sphere (Primitive)

Tonnage: 90

Equipment

Internal Structure:

Engine: 325 Primitive

Walking MP: 3
 Running MP: 5
 Jumping MP: 0

Heat Sinks: 16

Gyro: 4

Cockpit (Primitive): 5

Armor Factor (Primitive): 166

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	23
Center Torso (rear)		8
R/L Torso	19	17
R/L Torso (rear)		6
R/L Arm	15	18
R/L Leg	19	22

Weapons and Ammo

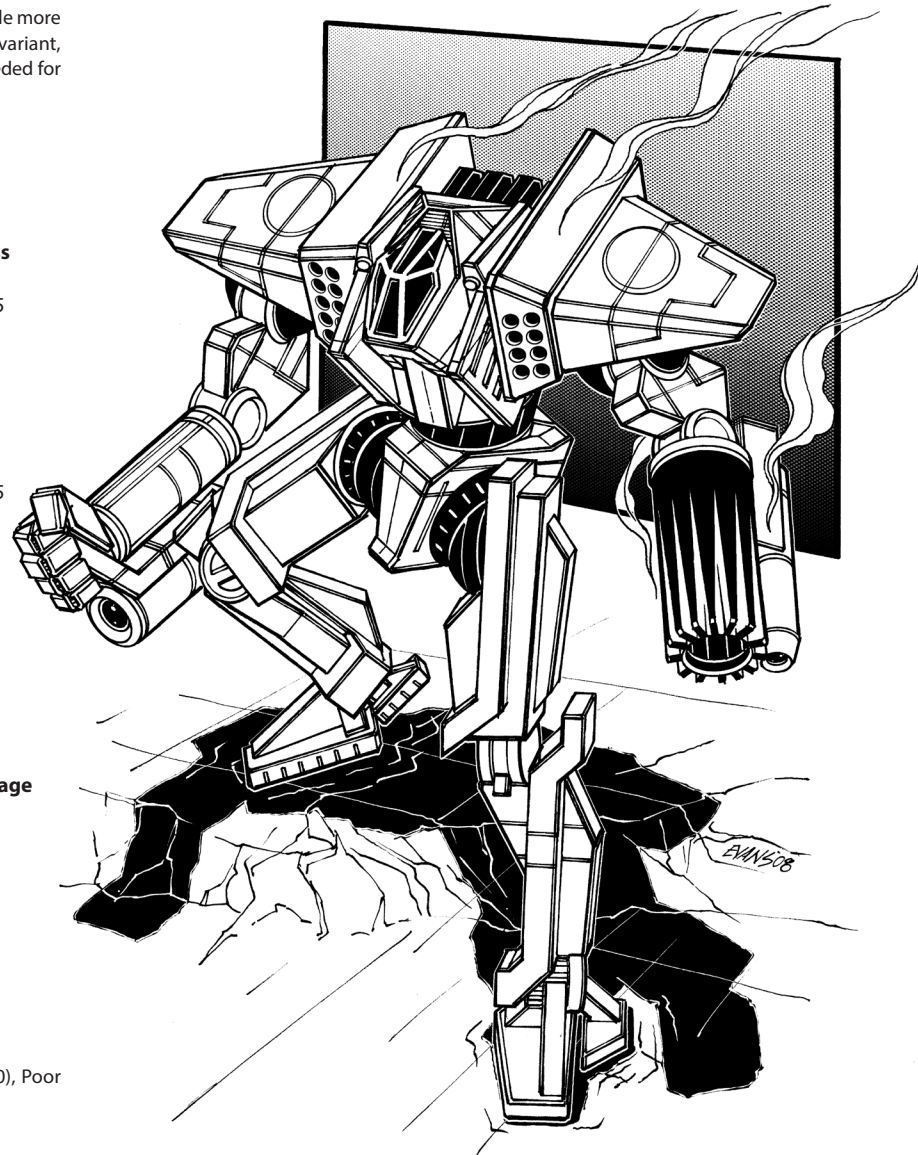
	Location	Critical	Tonnage
Large Laser	RA	2	5
2 Vehicle Flamers	RA	2	1
Ammo (Flamer) 20	RA	1	1
2 LRM 5	RT	2	4
Ammo (LRM) 24	RT	1	1
4 SRM 2	LT	4	4
Ammo (SRM) 100	LT	2	2
AC/5	LA	4	8
Ammo (AC) 20	LA	1	1

Notes: Features the following Design Quirks: Obsolete (2480), Poor Cooling Jacket (Large Laser and Flamers), Stable.

Mass

9
 23.5

6
 4
 5
 15.5



EXPERIMENTAL

DUNNING MOBILE TACTICAL COMMAND POST

Field Testing Summation: Common Primitive Vehicle

Producer/Site: Altheon Ballistic Dynamics, New Earth

Supervising Engineer: Domingo Halleburton

Prototype Introduction Date: 2317

Non-Production Equipment Analysis:

Primitive Combat Vehicle

Overview

After Admiral James McKenna forcibly dissolved the Terran Alliance and created the Terran Hegemony with himself at its head, it was clear that the reforms he had pushed for decades within the Alliance navy were only just beginning to be recognized within Alliance's army. The new Hegemony's Director-General knew, however, that war would be coming sooner rather than later—as evidenced by his Campaigns of Persuasion, which brought more than forty worlds under Terra's aegis. Even as Field Marshal Mears Coblitz—McKenna's former army counterpart and current Commanding General of the Hegemony Armed Forces—readied the realm's armies for the conflicts ahead, he began commissioning the new battlefield equipment his army would need in the future.

The Dunning Mobile Tactical Command Post was among the first of these new units. With its expansive suite of advanced communications equipment and dedicated command, control, communications, and intelligence (C³I) staff, the Dunning was designed to give a field general a complete picture of the battlespace while operating under austere conditions in proximity to the front lines. Its chassis was based upon that of an extended APC, and relied upon a tried-and-true wheeled suspension that was easy to maintain and also provided superior mobility across most terrain. Upon this upgraded chassis rode a heavily armored box structure, which was split into three main compartments (four, if one included the front crew/driver compartment). Each of these compartments featured "slide-outs" on both sides that more than doubled the available interior floor space when deployed, transforming the vehicle into a bona fide field command base in minutes.

The forward compartment was dedicated to the Dunning's communications payload and computer systems (manned by a pair of systems engineers), while the extended mid-section was the true command center, providing operating positions for numerous communicators, sensor operators and intelligence officers. The aft-most section served as both a private office and small conference area for the commanding officer, affording a relatively quiet space to brief or debrief troops away from the distracting din of the center.

Although Dunnings were initially destined for assignment only to division-level commanders and higher, McKenna's campaigns in 2316 and 2317 made it clear that the lead assault regiments required the superior C³I that could be provided by the other "command vehicles" or HQ DropShips already in service. Field Marshal Coblitz thus requested that the Dunning be built in sufficient quantity so that each of the HAF's regiments, brigades, and higher-level headquarters formations could be provided at least one for field operations. The first run of this new batch of Dunnings was then quickly distributed among the regiments that would eventually lead McKenna's second major campaign in 2320.

The Dunning would, of course, play a major role in every significant Hegemony military action for well over than a century, surviving throughout the Age of War in upgraded forms (or simply modified in a more patchwork fashion within units that were not fortunate enough to be issued leading-edge technologies). At the same time, its use expanded well beyond the HAF; within a decade of its introduction, Dunnings (or their virtual clones) could be found

in service with most Hegemony planetary governments as well as police forces, fire departments, civilian relief agencies and even media and entertainment concerns. Virtually anywhere a mobile communications and information center was needed, one could expect to find a Dunning present.

Type: **Dunning**

Technology Base: Inner Sphere (Primitive)

Movement Type: Wheeled (Medium)

Equipment Rating: D/E-X-X

Mass: 30 tons

Equipment

Chassis:

Engine/Controls:

Type: ICE

Cruise MP: 5

Flank MP: 8

Heat Sinks: 0

Fuel: 500 km

Armor Factor (BAR 6): 64

Internal Structure

Front 3

R/L Side 3/3

Rear 3

Mass

7

10

0

.5

2.5

Armor Value

18

18/18

10

Weapons and Ammo

None

Location

—

Tonnage

—

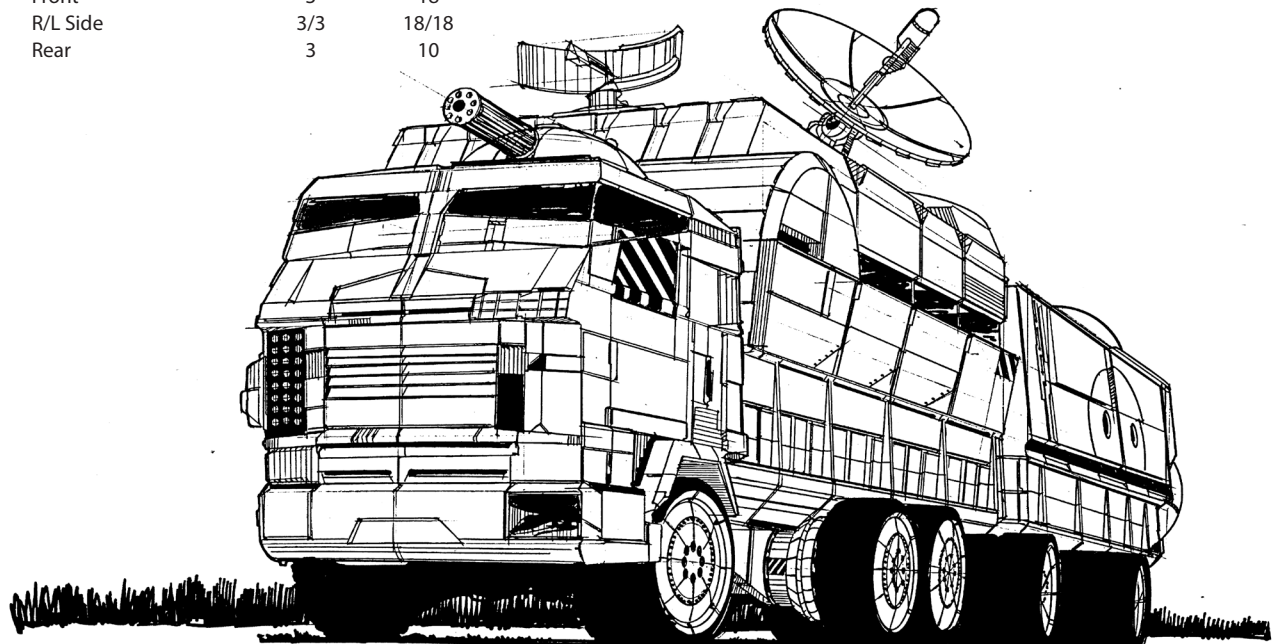
Crew: 11 (2 officers, 9 enlisted/non-rated)

Cargo:

3 tons infantry compartment

1 Door (Rear)

Notes: Features Off-Road Chassis Modification and communications equipment (7 tons). Features the following Design Quirks: Improved Communications, Difficult to Maintain, Gas Hog, Obsolete (2650).



EXPERIMENTAL

ASHER HOVER SCOUT

Field Testing Summation: Common Primitive Hovercraft

Producer/Site: Sheinhardt Universal Technologies, Sirius

Supervising Engineer: Walter D.C. Slattery

Prototype Introduction Date: 2298

Non-Production Equipment Analysis:

Primitive Combat Vehicle

Overview

Designed and built in the final years of the twenty-third century, the "Armed Scout-Hover" was Sheinhardt Universal Technologies' first foray into military manufacturing. The "AS-H", or simply "Asher", began life as a failed heavy hover transport meant to haul agricultural and industrial wastes. When it wasn't accepted in that role, SUT swapped in a more powerful engine, mounted a series of missile launchers and machine guns, and bolted on several tons of armor, marketing it as a "cost-effective alternate to over-priced and over-engineered fiscal sinkholes."

SUT built four demonstration models from the ground up, upon whose performance (allegedly aided by sizeable "donations" made on the company's behalf) the Alliance Global Militia placed an initial order of five thousand units. SUT quickly subcontracted those out to a long series of subsidiary companies located throughout (and, in some cases, beyond) the Terran Alliance, few of which employed significant quality control measures on their supply orders or production lines. The relatively small number of Ashers built by SUT on Sirius was of top quality, however, and found their way to select AGM units, where they received high praise from their operators. This acclaim in turn convinced the Militia that the Asher was a valuable battlefield unit. Unfortunately for the rest of the AGM, the Ashers delivered to them were a far more mixed lot. Many regiments received models constructed by several different entities, none of which utilized exactly the same components or manufacturing techniques, significantly complicating logistical needs.

On paper, the Asher itself was an acceptable—if not ideal—scout craft. Its top speed of 129 kph was barely adequate for battlefield reconnaissance, and its arsenal of long-range missiles, machine guns, and flamethrowers ensured that most targets it engaged did not remain operational for long. Its relatively heavy armor, meanwhile, usually enabled its own escape when it was overmatched. But then came the drawbacks, which included a habit of yawing (fishtailing) uncontrollably, turret mechanisms that occasionally slowed (or froze up entirely) during traverse, as well as the inconsistent use of standard components across its multiple manufacturers. For most regiments, the Asher found itself used more as a heavy cavalry unit, or in other roles where precision driving was less critical, and many AGM troops developed a habit of identifying the vehicle as the "Ten-Pack", in reference both to its ten missile tubes as well as its tendency to handle as if a drunkard was at the controls.

Despite its flaws, the Asher Hover Scout remained in production for decades, while SUT's many subsidiaries actively marketed cosmetic variations of the vehicle to each the five Great Houses throughout the twenty-fourth century. It was this practice that ultimately brought the weight of the Terran Hegemony government down upon Sheinhardt Universal Technologies. Declaring the company in open violation of Terran law, the Hegemony dissolved SUT, and auctioned off its assets throughout the realm. Today, many military historians believe that some of these assets eventually came to be owned by subsidiaries of the Quikscell Company—a corporation that certainly espouses many of SUT's more telling policies.

Type: **Asher Hover Scout**

Technology Base: Inner Sphere (Primitive)

Movement Type: Hover (Medium)

Equipment Rating: D/C-F-X

Mass: 45 tons

Equipment

Chassis:

Mass

Engine/Controls:

11.5

Type:

ICE

Cruise MP:

8

Flank MP:

12

Heat Sinks:

0

0

Fuel:

1,081 km

2

Turret:

.5

Armor Factor (BAR 7):

49

2.5

Internal
Structure

Armor
Value

Front

5

11

R/L Side

5/5

11/11

Rear

5

6

Turret

5

10

Weapons and Ammo

2 LRM 5

Ammo (LRM) 24

2 Machine Guns

Ammo (MG) 200

Vehicle Flamer

Ammo (Flamer) 20

Machine Gun

Advanced Fire Control System

Location

Turret

Body

Turret

Body

Front

Body

Front

Body

Tonnage

4

1

1

1

.5

1

.5

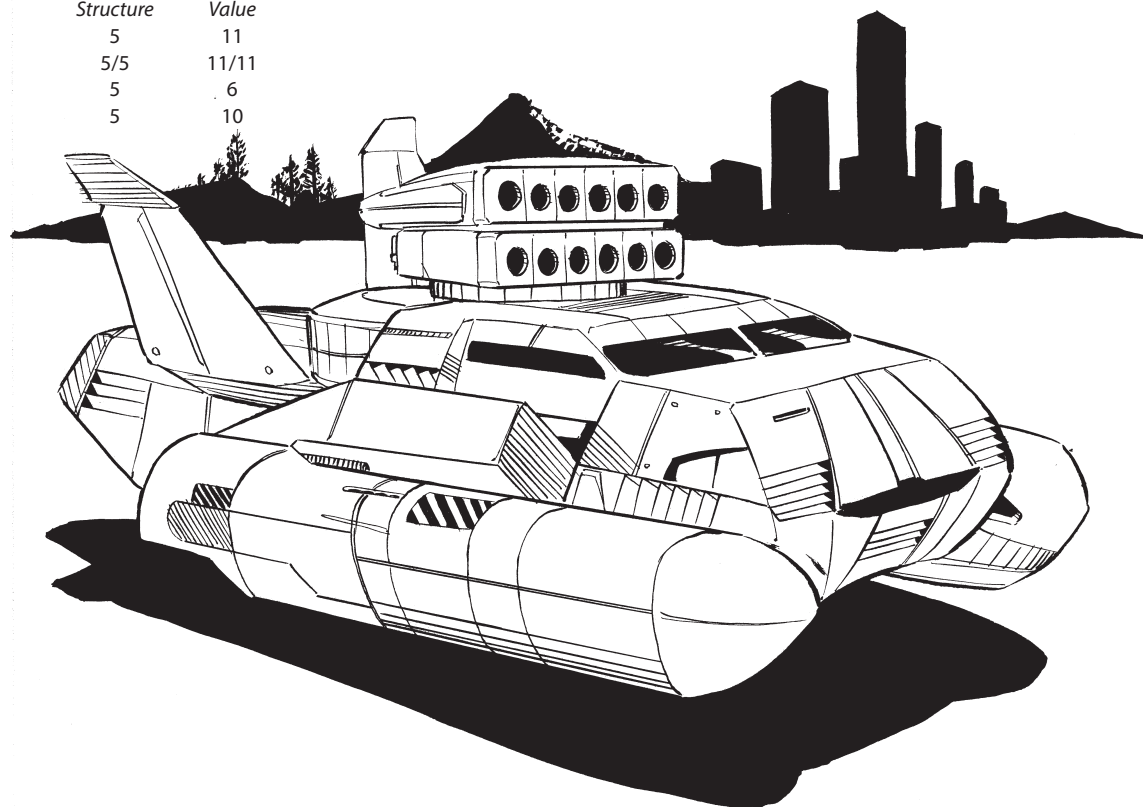
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Crew: 3 (1 driver, 2 gunners)

Cargo:

None

Notes: Features the following Design Quirks: Hard to Pilot, Non-Standard Parts, Obsolete (2360), Poor Reputation.



EXPERIMENTAL

RECOVERY VEHICLES

Field Testing Summation: Common Primitive Recovery Vehicles

Producer/Site: Various

Supervising Engineer: Various

Prototype Introduction Date: 2439

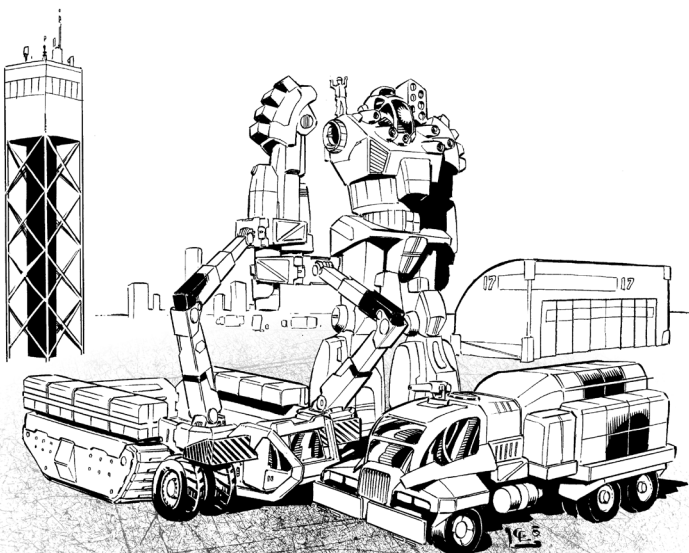
Non-Production Equipment Analysis:

Primitive Combat Vehicle

Overview

Prior to the introduction of the BattleMech, recovery vehicles were typically used only to pull damaged or stuck tanks and other vehicles off of the battlefield, and then tow them to either a maintenance depot or scrap pile. The advent of the 'Mech, however, brought with it a host of new technologies and methodologies that cascaded throughout the military, government, and civil sectors of each realm that fielded these new titans. While the engineers working upon the theoretical plane who designed the BattleMechs assumed that other 'Mechs could help move any disabled units that could not be reached by a repair crew, Colonel Charles Kincaid's initial test runs in the first prototype *Mackie* quickly disabused anyone watching of that naïve notion.

The first BattleMech recovery vehicles were a mish-mash of heavily modified construction equipment—often a series of cranes and/or winches mounted on the back of a dump truck or other heavy transport—but from those humble (and resourceful) beginnings came the basic principles that have guided the design and operation of battlefield recovery vehicles for more than half a millennium.



The Hegemony's UTR-588 was one of the earliest vehicles built from the ground up for BattleMech recovery. At ninety tons, it had the horsepower and counter-balancing mass to drag the hundred-ton *Mackie* out of any swamp its pilot became mired in, while its heavy tracks ensured that it and its cargo could make it back out. Its pair of lift hoists could be used to recover a vehicle as well, but its cargo bed was designed specifically to hold a strapped-down 'Mech upon it, and the vehicle had no provision for towing a trailer or other vehicle behind it.

Veridian Dynamics' RR-3, a follow-on to several earlier dedicated recovery vehicles, was designed for heavy-class and smaller BattleMechs. Its oversize wheels allowed it to effectively function off-road while its winches, hoists, hitches and mounting points meant it could just as effectively transport a disabled BattleMech off of the battlefield as it could a tank.

Both the UTR-588 and RR-3 served as the prototypical "modern" recovery vehicles within the Age of the BattleMech. As military 'Mechs continued to proliferate, so too would these utility vehicles as each realm developed their own analogs to meet the increasingly heavy demands of their support assets.

Type: RR-3

Technology Base: Inner Sphere (Primitive)

Movement Type: Wheeled (Medium)

Equipment Rating: D/D-F-X

Mass: 55 tons

Equipment

		Mass
Chassis:		15
Engine/Controls:		8.5
Type:	ICE	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:	1,764 km	1.5
Armor Factor (BAR 6):	105	4
	Internal Structure	Armor Value
Front	6	30
R/L Side	6/6	30/30
Rear	6	15

Weapons and Ammo

None

Location

—

Tonnage

—

Crew: 2 (2 enlisted/non-rated)

Cargo:

20 tons standard

1 Door (Rear)

Notes: Features Off-Road and Tractor Chassis Modifications, 2 lift hoists (6 tons, Rear). Features the following Design Quirks: Easy to Maintain, Fragile Fuel Tank, Gas Hog, Obsolete (2550).

Type: UTR-588

Technology Base: Inner Sphere (Primitive)

Movement Type: Tracked (Medium)

Equipment Rating: D/D-F-X

Mass: 90 tons

Equipment

		Mass
Chassis:		13.5
Engine/Controls:		23.5
Type:	Fusion	
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Armor Factor (BAR 6):	184	7
	Internal Structure	Armor Value
Front	9	50
R/L Side	9/9	50/50
Rear	9	34

Weapons and Ammo

None

Location

Tonnage

Crew: 2 (2 enlisted/non-rated)

Cargo:

40 tons standard

1 Door (Rear)

Notes: Features 2 lift hoists (6 tons, Rear). Features the following Design Quirks: Obsolete (2530), Poor Performance.

EXPERIMENTAL

SELF-PROPELLED ARTILLERY

Field Testing Summation: Common Primitive Self-Propelled Guns

Producer/Site: Various

Supervising Engineer: Various

Prototype Introduction Date: 2321

Non-Production Equipment Analysis:

Primitive Combat Vehicle

Overview

After James McKenna's coup, Field Marshal Mears Coblitz (though technically Commanding General at the time, he retained his old Terra Alliance AGM rank during the Hegemony's early years) united the disparate fighting arms of the new military under a single banner. Working feverishly to prevent the fractured and factionalized Alliance military from descending into full-blown civil war before McKenna could put an end to the Alliance itself, Coblitz led both the ground war campaigns that would bring dozens of worlds under Terra's aegis, as well as the modernization efforts for the HAF itself. The former, of course, fueled the latter, but Coblitz—with the full support of his new Director-General—brutally cut the chaff from within the HAF as he introduced new methodologies and new equipment into the Hegemony arsenal.

The introduction of new front-line combat units, such as the Merkava Mk. III heavy tank, was the priority, but soon enough the HAF turned its attention toward combat support units—which the Alliance had long ignored, even during its late twenty-third century rearmament campaign. The HAF's artillery corps, in particular, received a much-needed and well-received upgrade.

Field Marshal Coblitz personally drafted requirements for two different self-propelled artillery pieces, one utilizing the heaviest gun possible, which would be primarily assigned to division-level artillery battalions, and a second, lighter gun for assignment to regiments and brigades. The Apostle and the Reaper, respectively, debuted in less than two years. The former vehicle carried a powerful Sniper weapon system, while the latter featured the lighter, but farther-reaching Thumper.

During McKenna's campaigns to expand and strengthen his Terra Hegemony, both of these artillery platforms played significant roles in supporting the ground actions the claimed world after world for Terra. By mid-century, they had all but supplanted the variety of different static, towed, and self-propelled artillery that had long served the now-defunct Terra Alliance. Both remained in service for more than a century until replaced by more modern designs, though in many cases the guns themselves survived even longer in fixed positions—in fact, at least half a dozen remain today in ceremonial mounts on Terra and New Earth.

Type: **Reaper**

Technology Base: Inner Sphere (Primitive)

Movement Type: Tracked (Medium)

Equipment Rating: C/C-F-X

Mass: 55 tons

Equipment

Chassis:		9.5
Engine/Controls:		19
Type:	ICE	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	1	1
Power Amplifier:		.5
Fuel:	526 km	1
Armor Factor (BAR 6):	72	3.5
	Internal Structure	Armor Value
Front	6	18
R/L Side	6/6	18/18
Rear	6	18

Weapons and Ammo

Thumper	Front	15
Ammo (Thumper) 60	Body	3
Small Laser	Front	.5
Advanced Fire Control System	Body	2

Crew: 7 (1 officer, 2 enlisted/non-rated, 4 gunners)

Cargo:

None

Notes: Features the following Design Quirks: Anti-Aircraft Targeting, Obsolete (2480), Poor Sealing.

Type: **Apostle**

Technology Base: Inner Sphere (Primitive)

Movement Type: Tracked (Medium)

Equipment Rating: C/C-F-X

Mass: 80 tons

Equipment

Chassis:		17
Engine/Controls:		27.5
Type:	ICE	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	1	1
Power Amplifier:		.5
Fuel:	1,090 km	3
Armor Factor (BAR 6):	104	5
	Internal Structure	Armor Value
Front	8	30
R/L Side	8/8	30/30
Rear	8	14

Weapons and Ammo

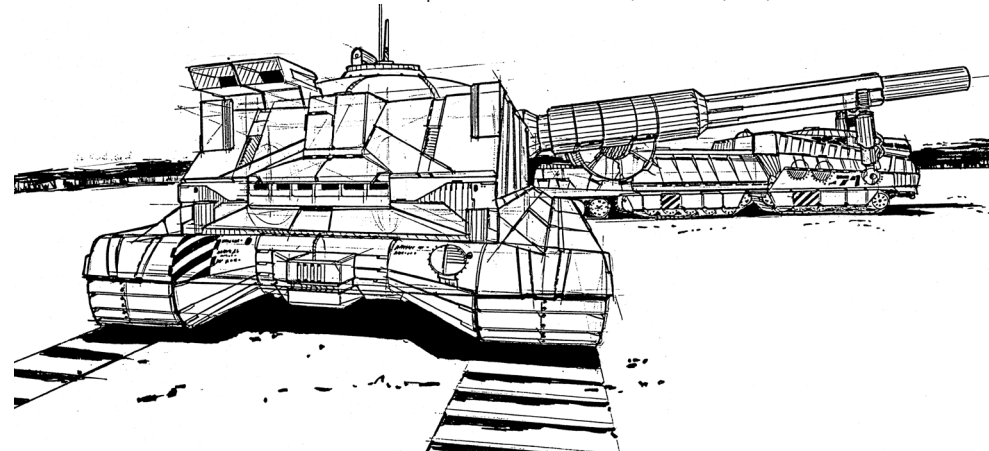
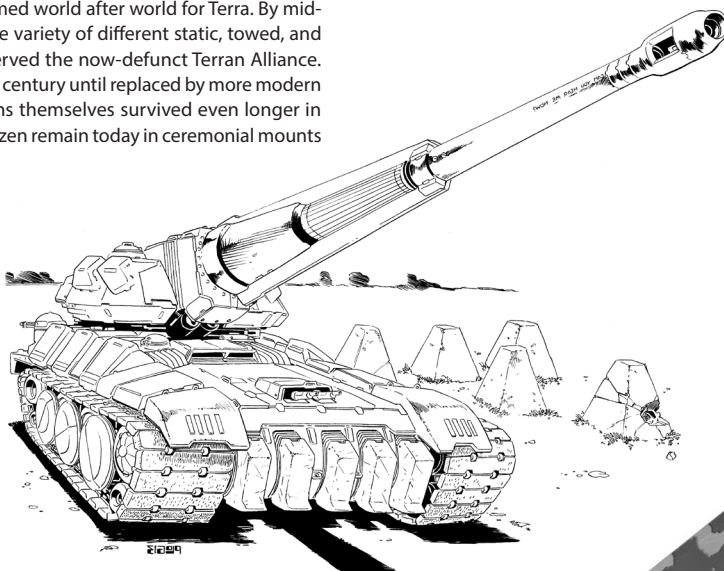
Sniper	Front	20
Ammo (Sniper) 30	Body	3
Small Laser	Front	.5
Advanced Fire Control System	Body	2.5

Crew: 10 (2 officers, 2 enlisted/non-rated, 6 gunners)

Cargo:

None

Notes: Features Tractor Chassis Modification. Features the following Design Quirks: Improved Communications, Obsolete (2485).



EXPERIMENTAL

COLT MEDIUM FIGHTER

Field Testing Summation: Primitive Conventional Fighter
Producer/Site: Edasich Aerospace Corporation, Edasich
Supervising Engineer: Lucius Hochstem
Prototype Introduction Date: 2354
Non-Production Equipment Analysis:
Primitive Conventional Fighter

Overview

The unification of the Federation of Skye, Protectorate of Donegal and Tamar Pact into the Lyran Commonwealth brought with it both economic boon and political chaos—the former as new markets and new sources of raw materials, unfettered by steep tax levies, encouraged both consumers and manufacturers alike to invest in the future, the latter as the leaders of the three former nations struggled with partisanship and corruption to form a strong

national government. The political chaos and uncertainty would continue on for decades, and though the Lyran Commonwealth Armed Forces as a true unified national military would yet take some time to emerge, defense manufacturers throughout this new Commonwealth took full advantage of that chaos.

Edasich Aerospace Corporation, which expanded its operations and its offerings significantly following the Commonwealth's formation, debuted the Colt Medium Fighter amid the continuing political uncertainty. With more than half of its mass devoted to its power plant, speed and maneuverability were the Colt's defining characteristics, followed closely by endurance—the Colt carried four tons of fuel in its internal tanks, and could carry up to four additional tanks on its external hard points.

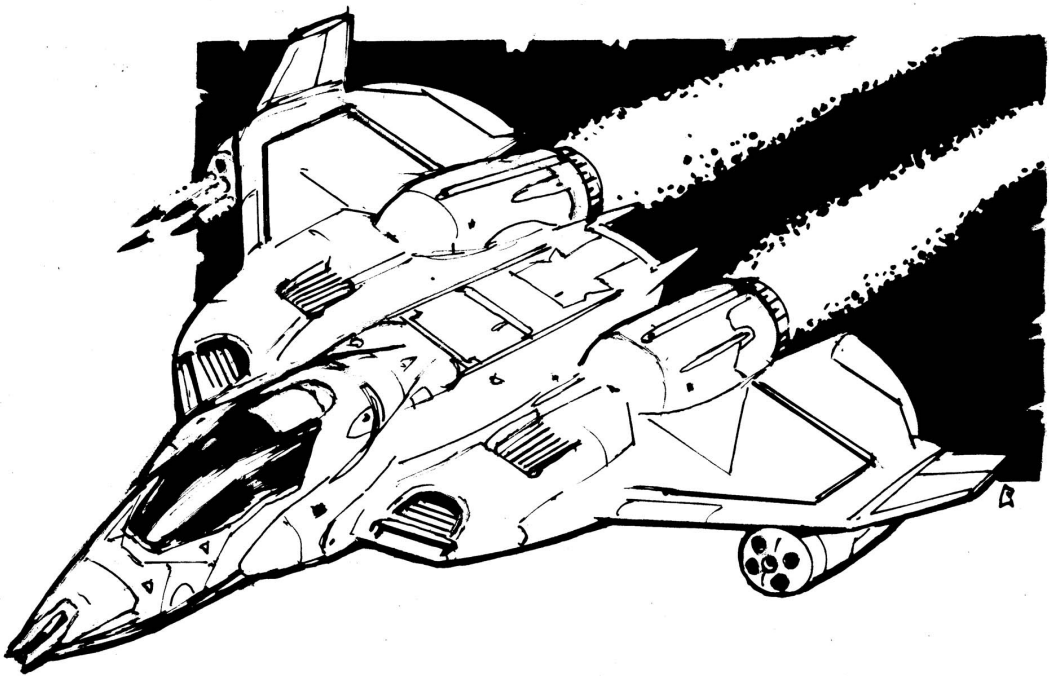
By contrast, less than twenty percent of the Colt's mass was devoted to weaponry; a five-tube LRM launcher in each wing, both fed by a single one-ton ammunition bay, provided the fighter's main firepower. (A short-range variant, which swapped the LRMs for quad-SRM launchers also fed by a single one-ton

magazine, was introduced by EAC in 2375.) For ground support missions where long-distance flying was not required, Colt crews typically eschewed extra fuel tanks in favor of a devastating load of cluster or incendiary bombs.

Colt sales were steady, if not brisk, enough for Edasich Aerospace to maintain production as planetary militias and private security concerns across the Commonwealth prepared themselves for the worst. Robert Marsden's assumption of the title Archon Basileus would soon propel the Colt to legendary status. Under Marsden's direction, the LCAF swelled its ranks, expanding its ground and air forces—with the Colt taking a prominent role among the Lyran fighter corps. Within just a few years, images of Colts attacking rebel positions on Skye and Tamar became icons of Marsden's rise to power, ensuring the fighter's long service within the Lyran air forces.

Type: **Colt Medium Fighter**
Technology Base: Inner Sphere (Primitive)
Movement Type: Fixed Wing (Medium)
Equipment Rating: D/D-X-X
Mass: 40 tons

Equipment		Mass
Chassis:		5
Engine/Controls:		23.5
Type	ICE	
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	6	
Heat Sinks:	0	0
Fuel:	140	3.5
Armor Factor (BAR 5):	44	1.5
Armor Value		
Nose:	12	
Wings:	12/12	
Aft:	8	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 5	RW	2	0	3	3	3	—
LRM 5	LW	2	0	3	3	3	—
Ammo (LRM) 24	—	1					
5 External Stores Hardpoints	—	1					
Advanced Fire Control System	—	.5					

Crew: 4 (2 officers, 2 gunners)

Notes: Features the following Design Quirks: Atmospheric Flyer, Difficult Ejection, Low Profile, Obsolete (2530).

SATURN PATROL SHIP

Field Testing Summation: Common Primitive DropShip
Producer/Site: Dramm-Chance Interstellar Technologies, Jupiter
Supervising Engineer: Dr. Christine Hope Landau
Prototype Introduction Date: 2243
Non-Production Equipment Analysis:
 Primitive DropShip
 Prototype Autocannon/5

Overview

The heady days of the twenty-third century are rife with tales of daring, intrigue and horror. Thousands upon thousands of DropShips and JumpShips were constructed to transport millions upon millions of colonists to the stars. Given the inherently peaceful nature of those missions, few ships were armed at all, and most of those that were carried only minimal armaments intended for defense against space debris rather than any determined attack. Soon enough, unfortunately, pirate and outlaw activity rose to the point that Terra was forced to provide its new colonies with some modicum of protection. A number of up-armed and up-armored variants of common transport vessels appeared in short order, but the first vessel that the Terran Alliance built specially for deep space combat and escort was the *Saturn* Patrol Ship.

The *Saturn* was a simple but effective large craft. Massing just 1,200 tons, it was compact enough to fit within the same JumpShip holds as the transports it was designed to protect, yet possessed a powerful engine that gave it an acceleration profile better than most other spacecraft of the era. Meanwhile, every quarter of the ship mounted an arsenal of the Alliance's brand-new autocannon weapon systems, backed up by a cluster of machine guns in semi-autonomous blister turrets. This enabled the *Saturn*'s gunners to effectively and decisively engage even those targets that managed to outmaneuver the ship. As its secondary duties involved curtailing illegal activities, the *Saturn* was also equipped with facilities to house a dedicated, fifteen-man contingent of armed marines who could be deployed for any manner of operations from routine customs inspections, to deep-space rescue, to hostile boarding actions.

Throughout the twenty-third century, the Terran Alliance built thousands of *Saturns*, assigning all but a handful to patrol and defense duties within Alliance-colonized systems across known space. The *Saturn* played key roles on both sides of the Outer Reaches Rebellion, but after the Alliance's Demarcation Declaration, the numbers in service beyond Alliance boundaries steadily declined as supplies of replacement parts dried up. The Alliance kept the *Saturn* in service through the end of the twenty-third century, by which time it was largely replaced by more modern and capable designs. Those surviving vessels not redeployed to secondary roles in less-important star systems were either sold off in military surplus auctions, or were used in training exercises.

Type: Civilian Spheroid
Use: Patrol Ship
Tech: Inner Sphere
Introduced: 2243
Mass: 1,200 tons

Dimensions

Length: 18 meters
Width: 18 meters
Height: 22 meters

Fuel: 150 tons (4,687 points)
Tons/Burn-Day: 4.52
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 28
Structural Integrity: 15

Armor

Nose: 110
Sides: 95
Aft: 81

Cargo

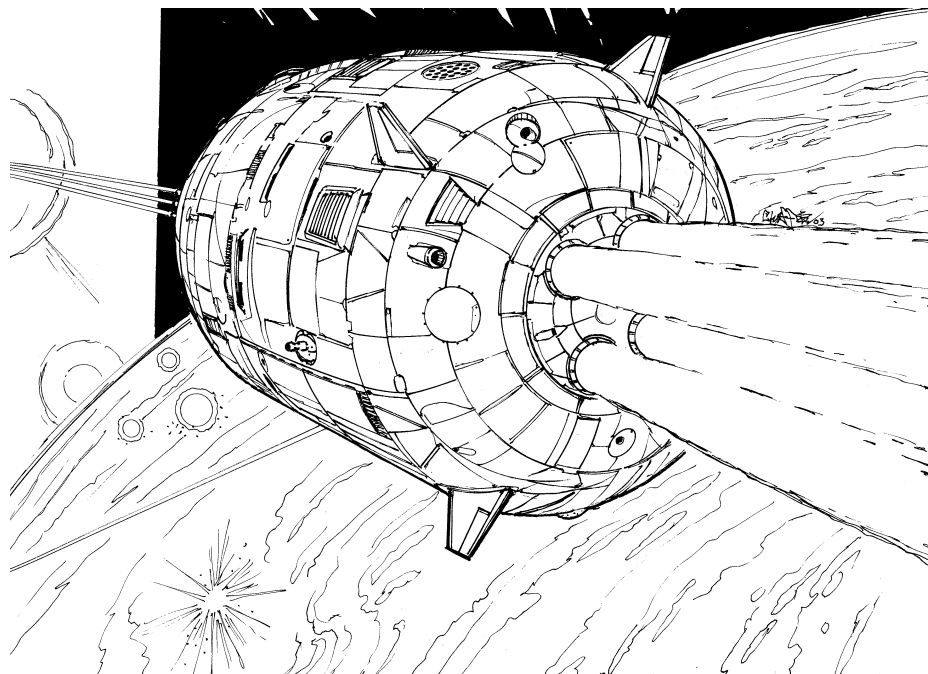
Bay 1: Cargo (43.5 tons) 2 Doors

Life Boats: 4

Escape Pods: 2

Crew: 2 officers, 6 enlisted/non-rated, 5 gunners, 2 steerage-class passengers, 15 marines

Notes: Equipped with 33 tons of primitive DropShip armor. Features the following Design Quirks: Atmospheric Flight Instability, Improved Communications, Obsolete (2300).



Arc (Heat) Type Nose (2 heat)

1 Prototype AC/5 (15 rounds)
 4 Machine Guns (200 rounds)

FR/FL (2 heat)

1 Prototype AC/5 (15 rounds)
 4 Machine Guns (200 rounds)

AR/AL Aft (2 heat)

1 Prototype AC/5 (15 rounds)
 4 Machine Guns (200 rounds)

Aft (4 heat)

1 Prototype AC/5 (15 rounds)
 4 Machine Guns (200 rounds)

WeaponsCapital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
1 (5)	1 (5)	—	—	Autocannon
1 (8)	—	—	—	Point Defense
1 (5)	1 (5)	—	—	Autocannon
1 (8)	—	—	—	Point Defense
1 (5)	1 (5)	—	—	Autocannon
1 (8)	—	—	—	Point Defense
1 (5)	1 (5)	—	—	Autocannon
1 (8)	—	—	—	Point Defense

LEVIATHAN JUMPSHIP

Field Testing Summation: Early Common JumpShip

Producer/Site: Lockheed Galactic, Thorin

Supervising Engineer: Nuvi Puelcher

Prototype Introduction Date: 2468

Non-Production Equipment Analysis:

Prototype JumpShip Docking Collars

Overview

Lockheed Galactic was one of the very first JumpShip producers to not only embrace the technological advances made by its competitor, Blue Nose Interstellar Technologies, but to pay a premium to use those same innovations on its own ships. The ability to carry DropShips externally through a hyperspace jump was a tremendous boon that Lockheed Galactic was determined to make the most of.

The *Leviathan*-class JumpShip was an ambitious superluminal transport vessel destined to become the company's signature; profits from its sales would help expand Lockheed's interstellar industrial empire to dozens of more systems. It doubled Blue Nose's *Liberty* in DropShip capacity, while also more than doubling the internal cargo capacity and shuttlecraft bays—all with less crew and a final price tag of just a third more than a fully equipped *Liberty*. Not only were the *Leviathan*'s operating costs lower, but her crew and passenger comfort were also priorities for which Lockheed sought to provide. A full ninety-meter grav deck was included on the *Leviathan* solely for use by the crew and passengers of the DropShips it carried, while a second grav deck was reserved for the JumpShip's own complement. In addition to this, large access panels and roomy maintenance tunnels ensured that upkeep and repair of a *Leviathan* were easy processes.

The *Leviathan* proved immensely popular at its debut, especially with large transport concerns that not only found room to move their own DropShips, but could also regularly supplement their income by carrying additional "tramp" ships from system to system. Lockheed Galactic continued to build the *Leviathan* for decades after its introduction, though by the final years of the twenty-fifth century, the ship had received a new reputation: easy pickings. Pirates, bandits and enemy boarding parties found the *Leviathan*'s many access panels and maintenance corridors made entering and commandeering the vessel embarrassingly easy, while the ship itself could likewise be easily crippled by simply targeting its exposed fuel bunkers.

Despite its drawbacks, the *Leviathan* lived on, though most ships in military and government service (and more than a few in corporate employ) were subsequently modified to seal up its most easily accessible entry points, while also adding quarters for armed security marines. The *Star Lord*, and other large-capacity JumpShips like it, eventually supplanted the *Leviathan* a century after its introduction, a process undoubtedly hastened by the latter ship's unsuitability as a wartime transport during the newly created Star League's campaigns against the Periphery.

Type: JumpShip

Use: Interstellar Transport

Tech: Inner Sphere

Introduced: 2468

Mass: 410,000 tons

Length: 760 meters

Sail Diameter: 1,400 meters

Fuel: 1,000 tons (2,500 points)

Tons/Burn-Day: 3.95

Station-Keeping Thrust: 0.1

Sail Integrity: 6

KF Drive Integrity: 8

Heat Sinks: 144

Structural Integrity: 1

Armor (Capital)

Nose: 13

Fore-Sides: 13

Aft-Sides: 13

Aft: 12

Cargo

Bay 1: Small Craft (4)

2 Doors

Bay 2: Cargo (1,235 tons)

2 Doors

DropShip Capacity: 8

Grav Decks: 2 (90-meter diameter)

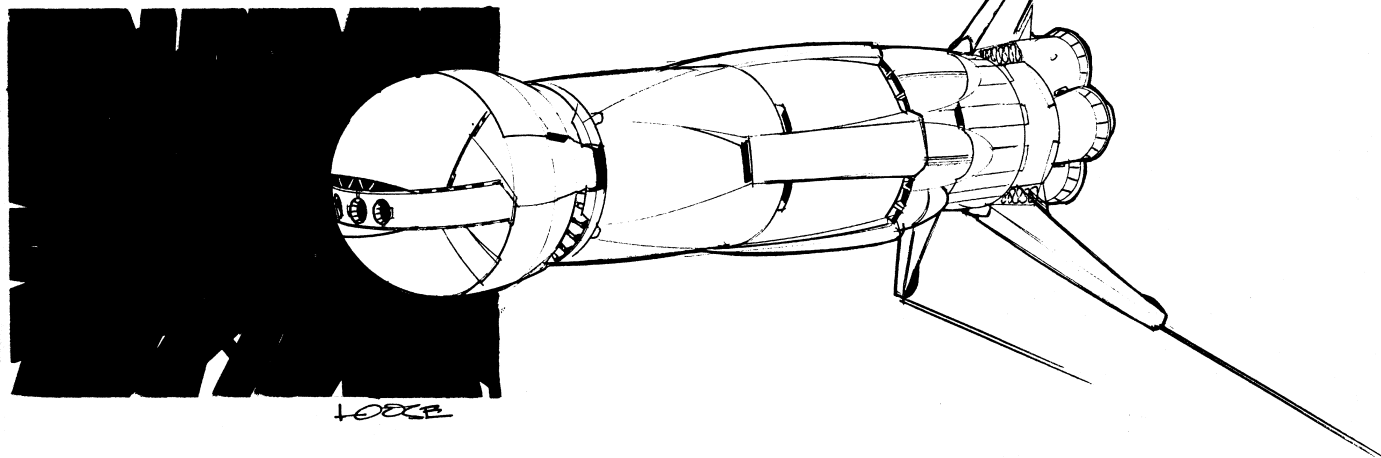
Life Boats: 5

Escape Pods: 5

Crew: 5 officers, 22 enlisted/non-rated, 6 first-class passengers, 11 steerage-class passengers, 20 bay personnel

Notes: Equipped with 192.5 tons of standard armor. Features the following Design Quirks: Bad Reputation, Docking Arms, Easy to Repair, Fragile Fuel Tank, Obsolete (2590).

Arc (Heat) Type	WeaponsCapital Attack Values (Standard)			
	Short	Medium	Long	Extreme
None				



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Trooper TP-1R

Movement Points: Tonnage: 20
Walking: 6 Tech Base: Inner Sphere
Running: 9 Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
2	Small Laser	LA	1	3 [DE]	—	1	2	3

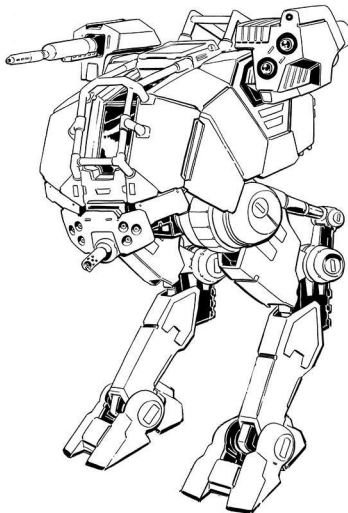
BV: 236

WARRIOR DATA

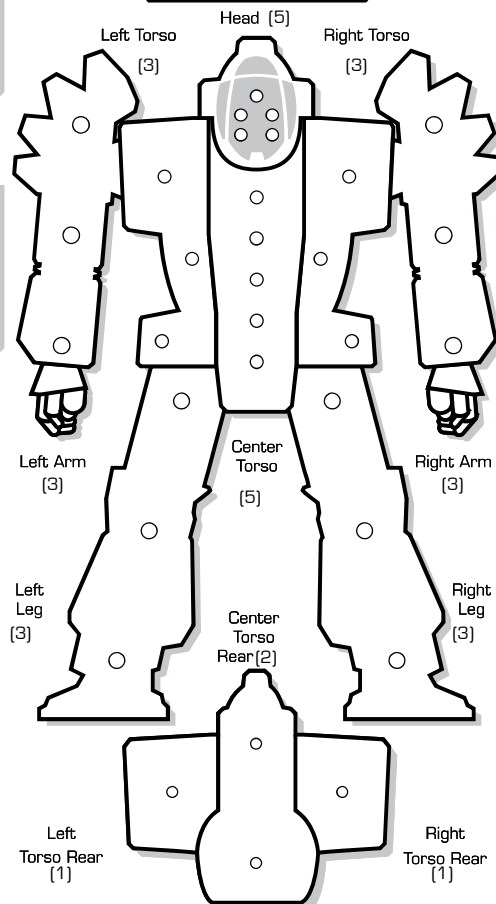
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Small Laser
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

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

Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Flamer
- Roll Again

Right Torso

- Heat Sink
- Ammo (Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again

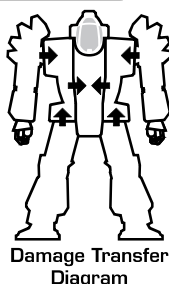
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

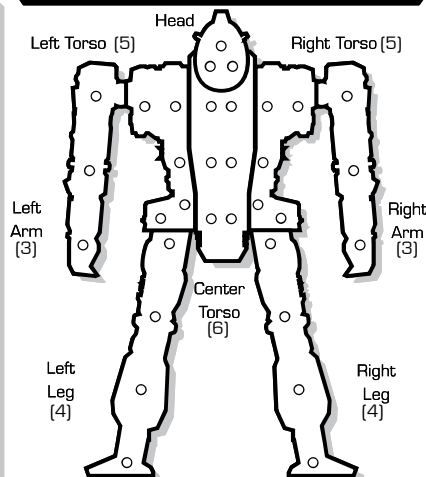
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] Single
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: Phoenix PX-1R

Movement Points: Tonnage: 50
Walking: 4 Tech Base: Inner Sphere
Running: 6 (Primitive)
Jumping: 3 Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 2	LT	2	2/Msl [M.C.S]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18

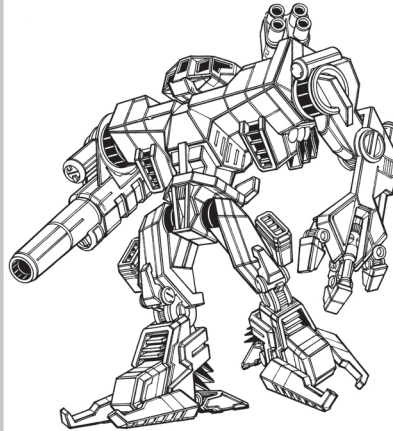
BV: 917

WARRIOR DATA

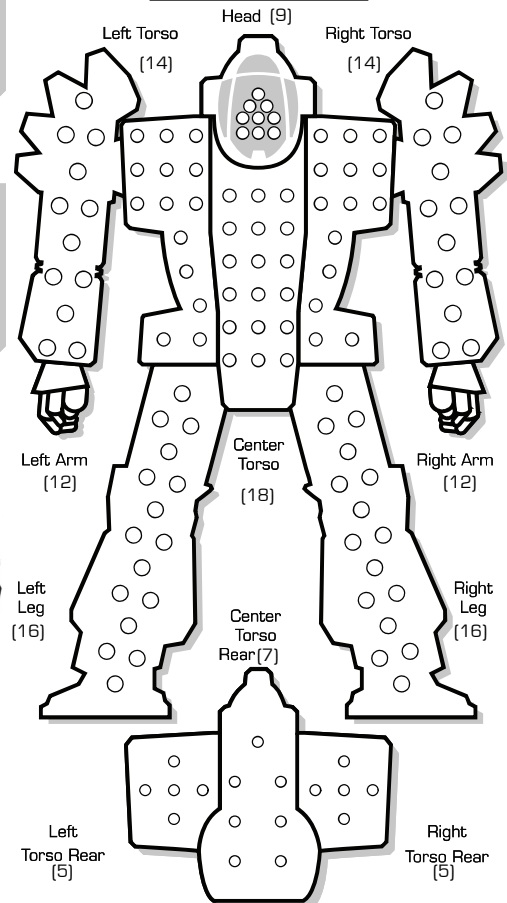
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

- Jump Jet
- SRM 2
- SRM 2
- Ammo [SRM 2] 50
- Roll Again
- Roll Again

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

Left Leg

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

Head

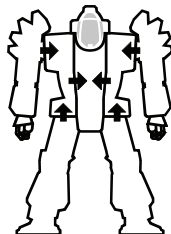
- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Heat Sink
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Roll Again

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

Right Torso

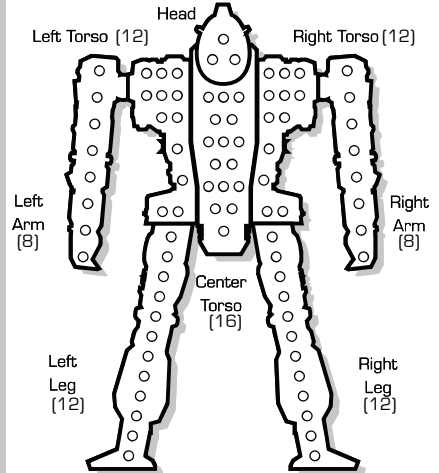
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 [12] Single
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: Wolverine WVR-1R

Movement Points: Tonnage: 55
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Primitive)
 Jumping: 4 Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	AC/5	RA	1	5 [DB,S]	3	6	12	18

BV: 885

WARRIOR DATA

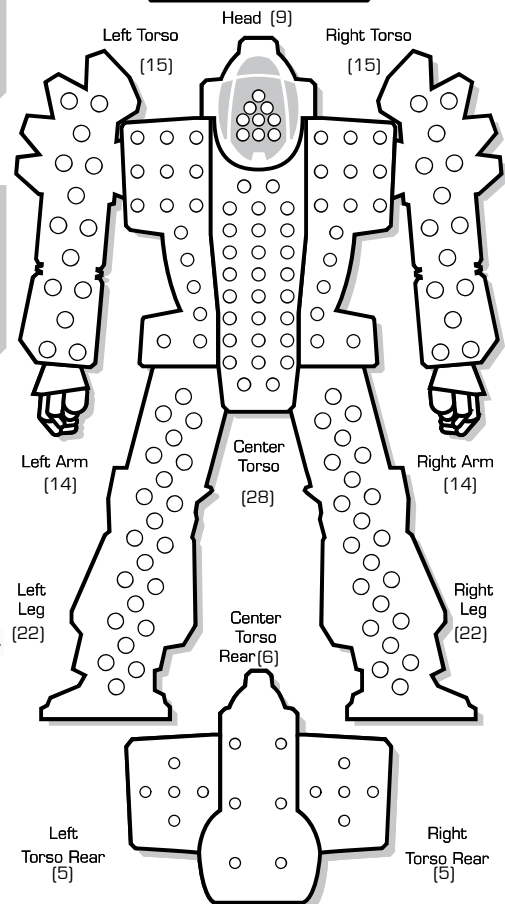
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Primitive Cockpit
- Medium Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/5
- AC/5
- AC/5

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

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

Right Torso

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

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Roll Again
- Roll Again

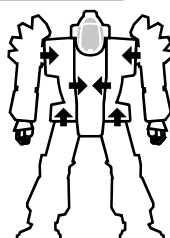
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

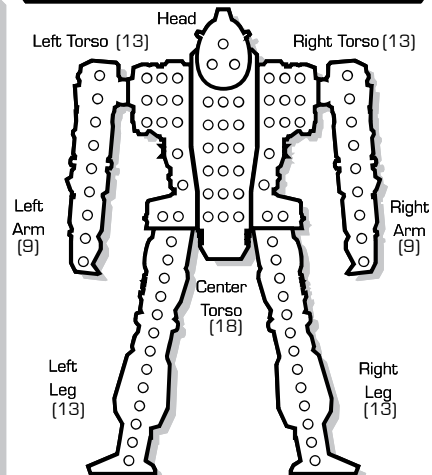
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] Single
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: Wolverine WVR-3R

Movement Points: Tonnage: 55
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Primitive)
 Jumping: 4 Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M.C.S.]	—	3	6	9
1	AC/5	RA	1	5 [DB,S]	3	6	12	18

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

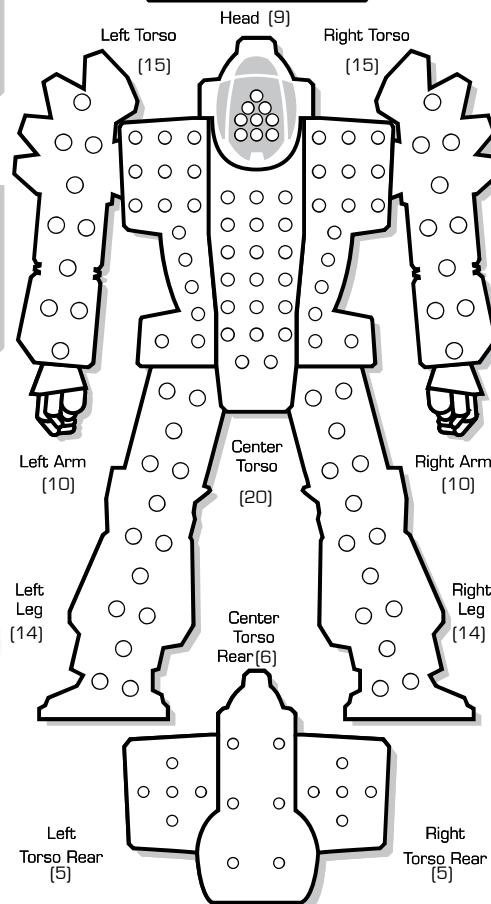
Hits Taken
 Consciousness#

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



BV: 867

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Primitive Cockpit
- Medium Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC/5
- AC/5

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- SRM 6
- SRM 6
- Ammo [SRM 6] 15
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

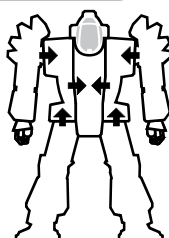
Left Leg

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

Right Leg

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

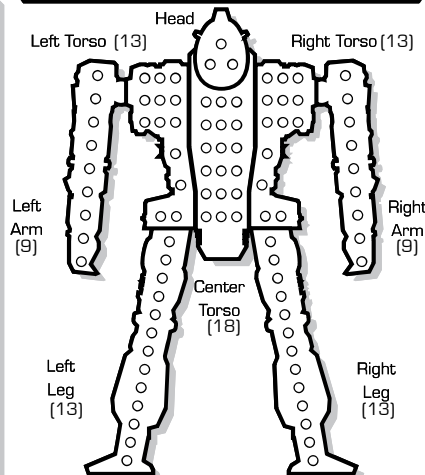
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] Single
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: Archer ARC-1A

Movement Points: Tonnage: 70
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Primitive)
 Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1 [M.S.]	6	7	14	21
1	LRM 20	LT	6	1 [M.S.]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

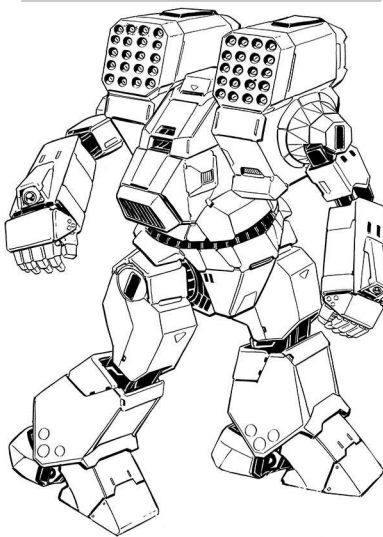
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WARRIOR DATA

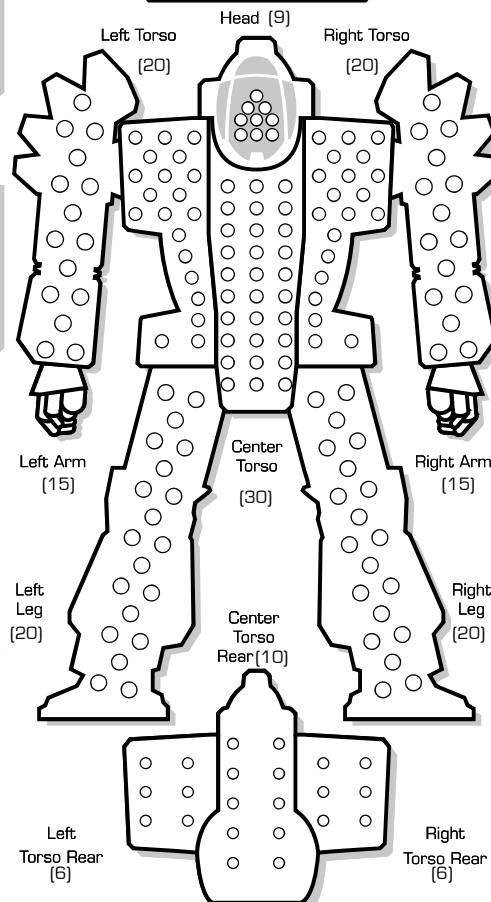
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6

Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6

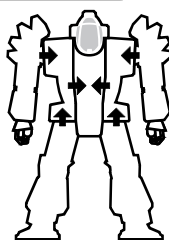
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

Right Leg

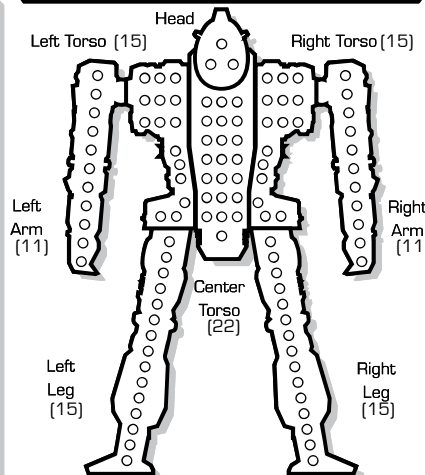
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-C

Movement Points: Tonnage: 75
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: (Primitive)
Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	RT	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

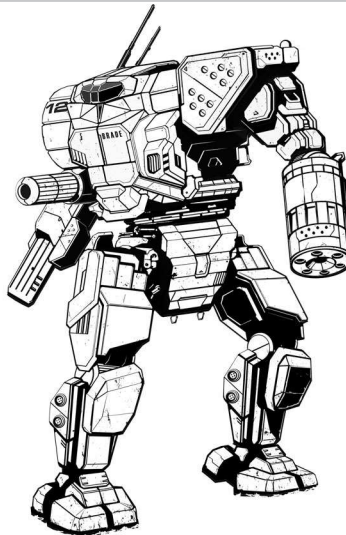
BV: 973

WARRIOR DATA

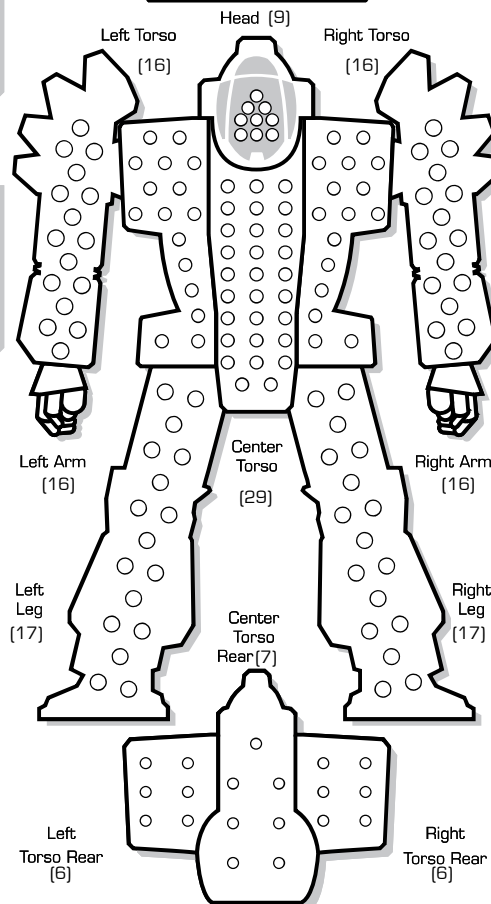
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- 5 Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- 1-3 Primitive Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

Right Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
- 2 Primitive Fusion Engine
- 3 Primitive Fusion Engine
- 4-6 Primitive Fusion Engine
- Roll Again
- Roll Again

Right Torso

- 1 AC/5
- 2 AC/5
- 3 AC/5
- 4 AC/5
- 5 Ammo [AC/5] 20
- 6 Roll Again

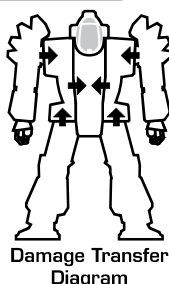
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

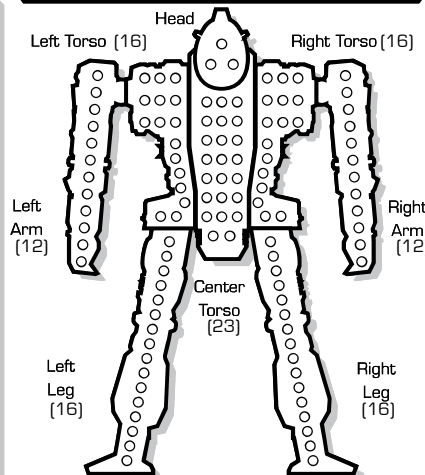
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- 4-6 Roll Again



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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-H

Movement Points: Tonnage: 75
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Primitive)
 Era: Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10p	RT	3	10 [DB,S]	—	5	10	15
2	LRM 5	LT	2	1/Mel [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	SRM 4	LA	3	2/Mel [M,C,S]	—	3	6	9

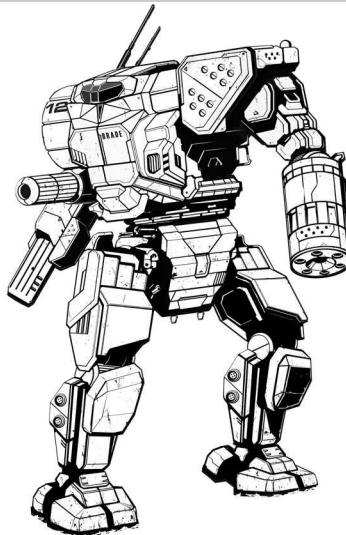
BV: 1,199

WARRIOR DATA

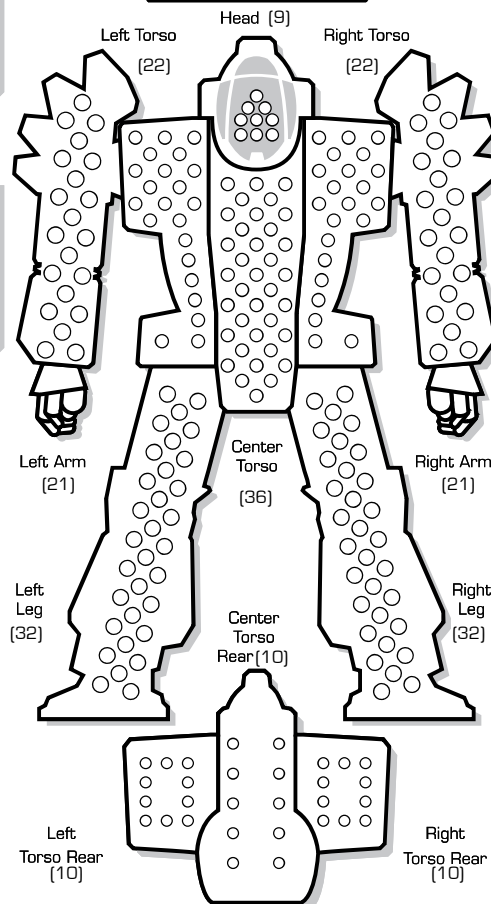
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- SRM 4
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- 1-3 Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- LRM 5
- LRM 5
- 1-3 Ammo [LRM 5] 24
- Ammo [SRM 4] 25
- Roll Again
- Roll Again

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- 1-3 Primitive Fusion Engine
- Roll Again
- Roll Again

Right Torso

- AC/10p
- AC/10p
- 1-3 AC/10p
- AC/10p
- AC/10p
- AC/10p

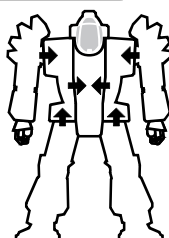
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

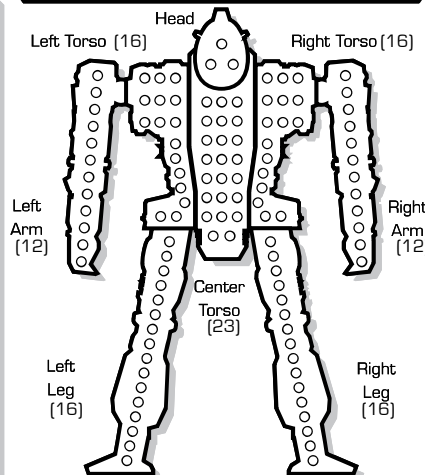
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ymir BWP-X1

Movement Points: Tonnage: 90
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Age of War

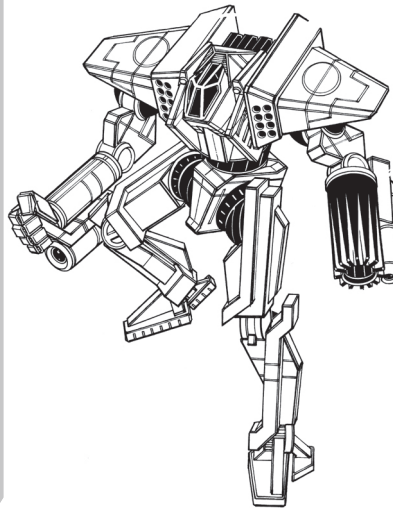
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	RT	2	1/Mel [M,C,S]	6	7	14	21
4	SRM 2	LT	2	2/Mel [M,C,S]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Vehicle Flamer	RA	3	2 [DE,HAI]	—	1	2	3
1	AC/5	LA	1	5 [DB,S]	3	6	12	18

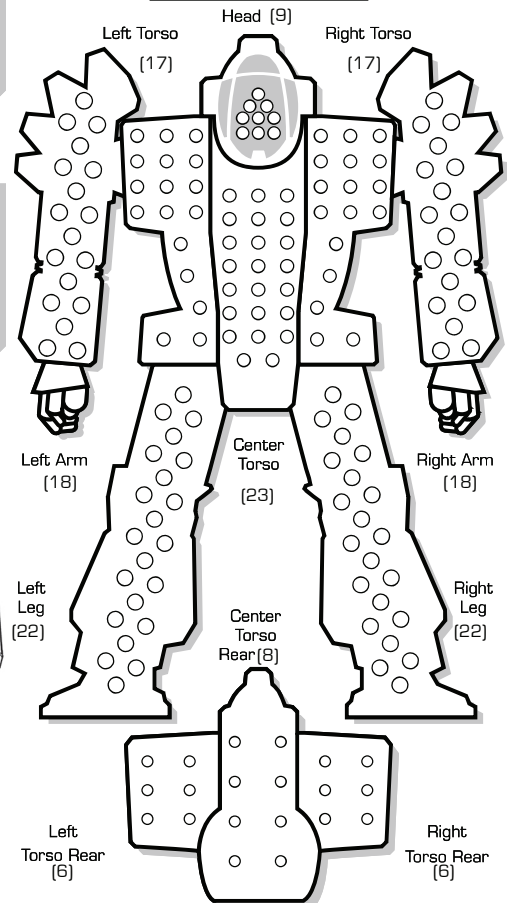
BV: 1,194

WARRIOR DATA

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 AC/5
- AC/5
- AC/5

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Vehicle Flamer

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- 1-3 Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- Vehicle Flamer
- Ammo (Flamer) 20
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- SRM 2
- SRM 2
- SRM 2
- 1-3 SRM 2
- Ammo (SRM 2) 50
- Ammo (SRM 2) 50

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- 4-6 Primitive Fusion Engine
- Heat Sink
- Roll Again

Right Torso

- LRM 5
- LRM 5
- 1-3 Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

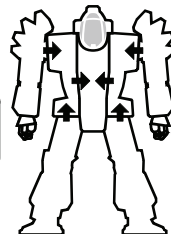
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Heat Sink
- Roll Again

Right Leg

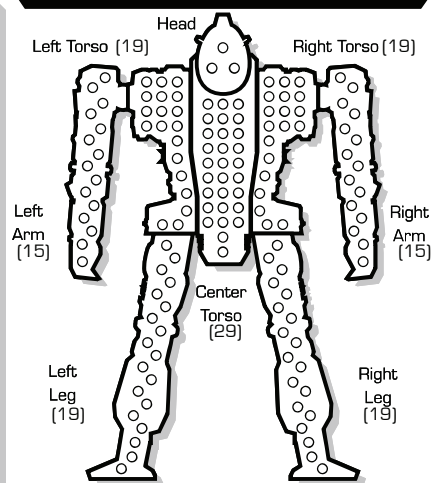
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Heat Sink
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 [16] Single
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

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

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Dunning Mobile Tactical Command Post

Movement Points: Tonnage: 30
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Age of War
 Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (7 ton)	BD	[E]	-	-	-	-

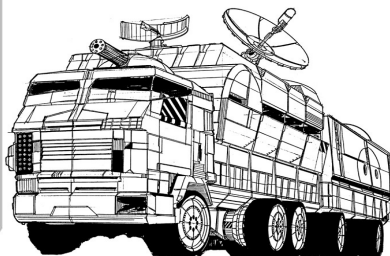
Infantry Compartment (3 tons)
 Chassis Modifications: Off-Road

CREW DATA

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

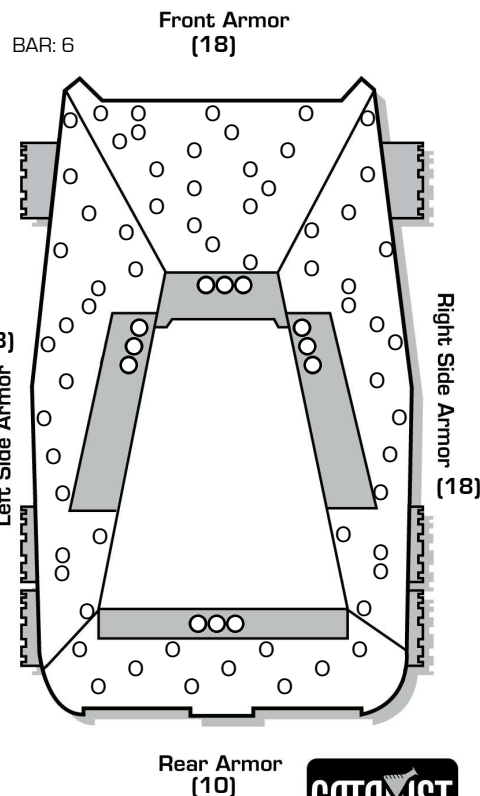
CRITICAL DAMAGE

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



BV: 124

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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
WICE	+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.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Asher Hover Scout

Movement Points:

Cruising: 8

Flank: 12

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 45

Tech Base: Inner Sphere

Era: Age of War

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 ☐

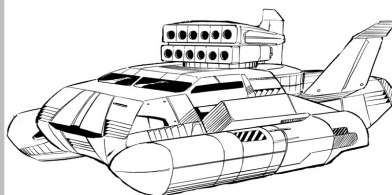
Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
1	Vehicle Flamer	FR	2	—	1	2	3
			[DE, H, AI]				
2	LRM 5	TU	1/Msl	6	7	14	21
			[M, C, S]				
2	Machine Gun	TU	2	—	1	2	3
			[DB, AI]				

Ammo: [Machine Gun] 200, [LRM 5] 24, [Flamer] 20

BV: 386



ARMOR DIAGRAM

BAR: 7

Front Armor
(11)

(11)

Left Side Armor

Turret Armor
(10)

Right Side Armor
(11)

Rear Armor
(6)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle 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
WICE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: RR-3 Recovery Vehicle

Movement Points: Tonnage: 55
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Age of War
 Movement Type: Wheeled
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

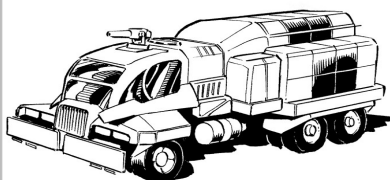
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Cargo (10 tons)	BD	[E]	—	—	—	—
2	Lift Hoist	RR	[E]	—	—	—	—

CREW DATA

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

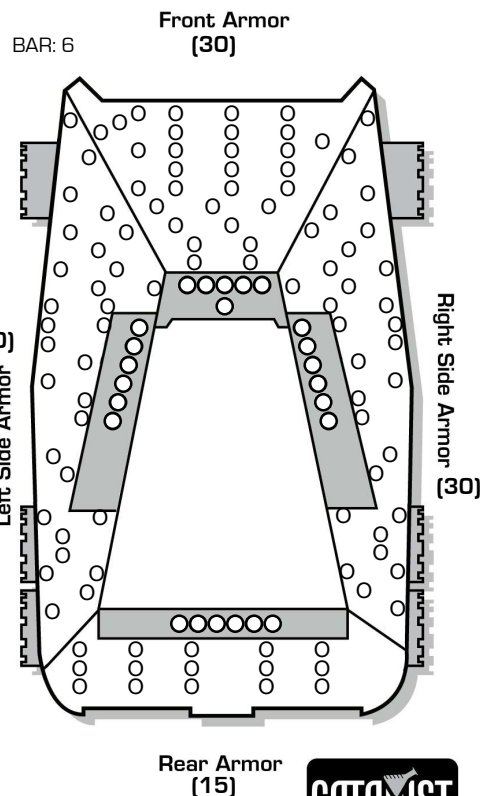
CRITICAL DAMAGE

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



BV: 213

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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:	Vehicle Type Modifiers:
Hit from rear	+1 Tracked, Naval
Hit from the sides	+2 Wheeled
	+3 Hovercraft, Hydrofoil
	+4 WICE

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: UTR-588 Recovery Vehicle

Movement Points: Tonnage: 90
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Era: Age of War
 Movement Type: Tracked
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

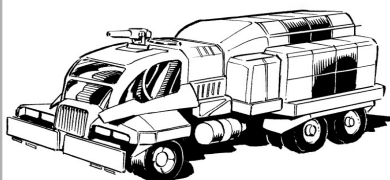
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Cargo (10 tons)	BD	[E]	—	—	—	—
2	Lift Hoist	RR	[E]	—	—	—	—

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

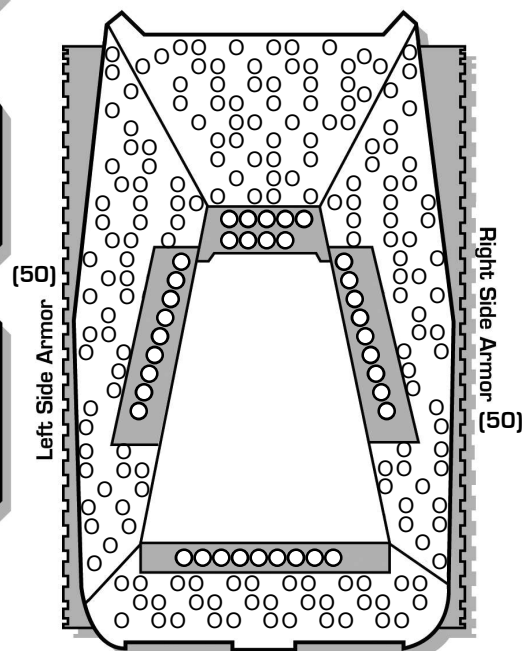
Turret Locked ☐ Engine Hit ☐
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



BV: 407

BAR: 6

Front Armor (50)



Rear Armor (34)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at 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
WICE	+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.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Reaper Self-Propelled Artillery

Movement Points: **Cruising:** 3 **Flank:** 5 **Movement Type:** Tracked **Engine Type:** I.C.E.
Tonnage: 55 **Tech Base:** Inner Sphere (Advanced) **Era:** Age of War

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	Small Laser	FR	3 [DE]	—	1	2	3
1	Thumper	FR	15 [A.E.S.F.]	—	1	2	21

Ammo: [Thumper] 60

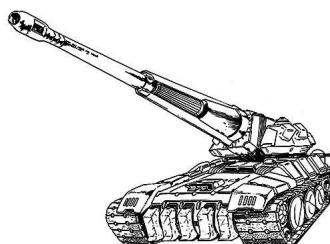
BV: 250

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 ☐



BAR: 6

Front Armor
(18)

(18)

Left Side Armor

Right Side Armor

(18)

Rear Armor
(18)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WICE	+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.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Apostle Self-Propelled Artillery

Movement Points: Tonnage: 80
Cruising: 3 Tech Base: Inner Sphere
Flank: 5 (Advanced)
Movement Type: Tracked Era: Age of War
Engine Type: I.C.E.

Weapons & Equipment Inventory

(hexes)

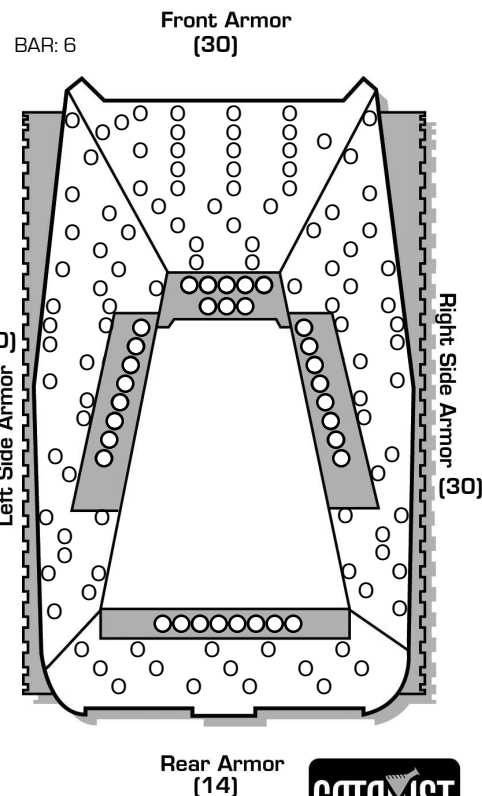
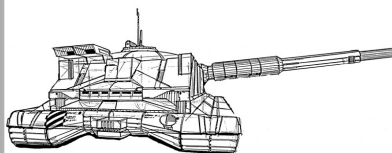
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	Small Laser	FR	3 [DE]	—	1	2	3
1	Sniper	FR	20 [A.E.S.F.]	—	1	2	18

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 ☐



Ammo: [Sniper] 30

BV: 387



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WICE	+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.

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BATTLETECH

FIXED WING SUPPORT VEHICLE RECORD SHEET

FIGHTER DATA

Type: **Colt Medium Fighter (Standard)**

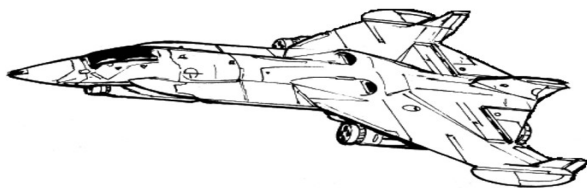
Thrust: Tonnage: 40
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 Era: Age of War

Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	(0-6)	(6-12)	(13-20)	(21-25)
1	LRM 5 [M.C.S]	LW	0	3	3	3	—
1	LRM 5 [M.C.S]	RW	0	3	3	3	—
1	Advanced Fire Control [E]	BD	0	—	—	—	—
5	External Stores Handpoint [E]	BD	0	—	—	—	—

Ammo: [LRM 5] 24
 Fuel: 140 Points

BV: 247



ARMOR DIAGRAM

BAR: 5

Nose Damage Threshold (Total Armor) 1 (12)

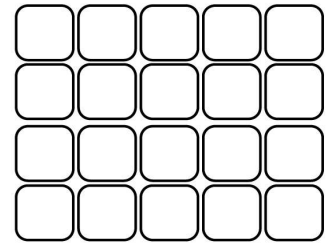
Left Wing Damage Threshold (Total Armor) 1 (12)

Right Wing Damage Threshold (Total Armor) 1 (12)

Structural Integrity: 5

Aft Damage Threshold (Total Armor) 1 (8)

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										

GROUND MAP STRIGHT MOVEMENT

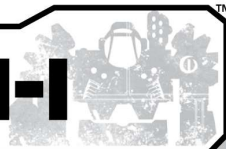
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

FIGHTER RETURN TABLE

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

BATTLETECH



Nose Damage
Threshold
(Total Armor)
11 (110)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Saturn Patrol Ship

Name: Tonnage: 1,200
Thrust: Tech Base: Inner Sphere
Safe Thrust: 5 (Primitive)
Maximum Thrust: 8 Era: Age of War

Weapons & Equipment Inventory

Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
1 AC/5p [15 rnds]	N	1	1 (5)	1 (5)	—	—	
4 Machine Gun [200 rnds]	N	0	1 (8)	—	—	—	
1 AC/5p [15 rnds]	FL/FR	1	1 (5)	1 (5)	—	—	
4 Machine Gun [200 rnds]	FL/FR	0	1 (8)	—	—	—	
1 AC/5p [15 rnds]	A	1	1 (5)	1 (5)	—	—	
4 Machine Gun [200 rnds]	A	0	1 (8)	—	—	—	

Cargo:
Bay 1: Cargo Space - 43,500 tons (2 doors)

BV: 1,359 Fuel: 150



Left Damage
Threshold
(Total Armor)
10 (95)

Right Damage
Threshold
(Total Armor)
10 (95)

Structural Integrity: 15

Aft Damage
Threshold
(Total Armor)
9 (81)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 13 Marines: 0
Passengers: 17
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 4/2

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: 28 (28)
Single

Heat Generation Per Arc	Nose: 1	Aft: 1
	Fore-Left: 1	Aft-Left: 0
	Fore-Right: 1	Aft-Right: 0

BATTLETECH

ARMOR DIAGRAM

Capital Scale



JUMPSHIP RECORD SHEET

JUMPSHIP DATA

Type: **LEVIATHAN**

Name: _____ Tonnage: 410,000
 Thrust: _____ Tech Base: Inner Sphere
 Station-Keeping Only (Primitive)

DropShip Capacity: 8

Fighters/Small Craft: — / 14 Launch Rate: 2 / Turn

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)
 Bay Loc Ht SRV MRV LRV ERV
 None

Grav Decks:

Grav Deck #1: 90-meter
 Grav Deck #2: 90-meter

Cargo:

Bay 1: Small Craft (4) [2 doors]
 Bay 2: Cargo (1,235 tons) [2 doors]

Fuel: 1,000

BV: 1,459

Fore-Left Damage
 Threshold (Total Armor)
 2 (13)

--	--	--	--	--	--	--	--	--	--

Nose Damage Threshold
 (Total Armor)
 2 (13)

--	--	--	--	--	--	--	--	--	--

Fore-Right Damage
 Threshold (Total Armor)
 2 (13)

--	--	--	--	--	--	--	--	--	--

Aft-Left Damage
 Threshold (Total Armor)
 2 (13)

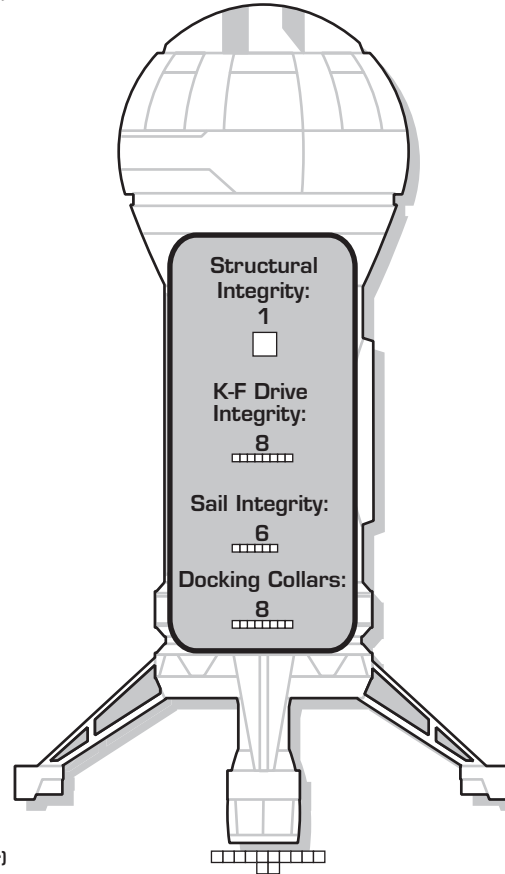
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Aft Damage Threshold
 (Total Armor)
 2 (12)

--	--	--	--	--	--	--	--	--	--

Aft-Right Damage
 Threshold (Total Armor)
 2 (13)

--	--	--	--	--	--	--	--	--	--



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 37 Marines: 0

Passengers: 17

Other: 0

Life Boats/Escapes Pods: 5 / 5

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	D		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5 D

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
144	Nose: 0
	Left/Right Fore: 0 / 0
	Left/Right Broadside: 0 / 0
	Left/Right Aft: 0 / 0
	Aft: 0

VELOCITY RECORD

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

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