

BATTLETECH

EXPERIMENTAL™

TECHNICAL
READOUT:

X

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O

REPUBLIC
VOLUME II

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

Date: 23 October 3136
To: Damien Redburn
From: Tara Campbell
Re: Troop Status Update and Technical Review

Another batch of troops came in last night, this time from Sabik. I don't have Kristoff's full report yet, but it looks like they had to fight their way through the Falcon lines around Summer. Some of them are in pretty bad shape. We can't really afford the resources to bring them back up to fighting strength, but I'll be damned if I'll just toss aside such brave men and women because it's not easy to care for them. After everything we've all been through, we have to stick together, or none of it means anything at all.

I have some encouraging news on the tech front, though. Last night's intake brought us some much-needed intel on the latest Lyran and Falcon developments—including, incredibly enough, some news from deep within the Occupation Zones. I'm attaching a full briefing on those matters, along with those closer to home.

As I've mentioned before, the name of the game these days is ClanTech: who has it, who wants it, and how can they get it. But some folks are playing an entirely different game; the simple truth is that not everyone can or even wants to field such advanced gear. In these troubled times, some realms are making do with what they can cobble together from old, abandoned designs or new, but still suboptimal, models. Similar concerns were at play during the chaos of the Jihad and, with that conflict as a historical example, a number of Inner Sphere and Periphery militaries have begun stepping outside their traditional development and procurement processes to take a chance on materiel that would have been unthinkable in less urgent times. We can see this expressed most clearly in a willingness to utilize untried or stigmatized technologies, as well as in a new respect afforded to smaller design firms and even the clichéd "technicians with a dream" celebrated by the likes of *Solaris Games Enthusiast* or *Popular MechTech*.

That isn't to say that Clan technology will be completely absent from the new machines featured in this document. But those states that do make use of it have become more sparing and cautious about how they deploy it. The excesses of late last century have been curbed, in some cases by necessity, in others by deliberate intent. After all, it still takes much longer for the Inner Sphere powers to produce Clan-spec equipment in suitable quantities than for their less sophisticated analogs.

Though obviously of lesser importance to our current situation, the Draconis Combine and Federated Suns are the clear winners in this regard—at least with the Republic out of commission for the foreseeable future. Of the realms we are more likely to come up against, the various Free Worlds League states and the Capellan Confederation remain dependent upon the Sea Foxes for the majority of their Clan tech assets, which clearly limits what they can field. (Nevertheless, I find the latest news out of Marik to be especially disturbing in this regard. The Spirit Cat contingent looks like they plan to seize that world for its own or die trying. If these Clansmen acquire a permanent foothold in the region and some bright star gets the idea to marry League industry with Clan specs, we could be looking at more infighting amongst the states. Might be worth it to slip some aid to Anson, or even work one of our

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own teams onto Marik to keep the situation unstable.) Thanks in part to your actions on Dieron, and the general good relationship the Republic has always had with the Foxes, we may be able to exert some influence and keep our foes—and potential foes—from inflating their advantage.

Because let's face it, we need every advantage we can get here. We have a solid basis of Republic materiel to build on, but if we're serious about our mission, we'll need to replace any losses with the best possible equipment we can get our hands on. While ideally that would mean Clan gear and lots of it, we really can't afford to be so picky. Levin's Fortress and encroaching enemies on every side prevents us from receiving any of the output from Terra, Shitara or the other factories, so we need to investigate other angles.

Which brings me to my final item. You know that when we abandoned the Sheratan *taigh-airm* we grabbed a data dump before crashing the system. My techs have found something interesting in those files. The project predates even your elevation to Paladin, so I'm not sure if you'd have heard about it before, and some may find it a wee bit of poisoned fruit from the Blakist tree, but desperate times call for desperate measures and all that. At least give the *Orca* a good consideration; maybe we could convince our Fox allies to invest in bringing it back to life.

—Tara

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles and aerospace craft described in Experimental Technical Readout: Republic Volume II provide players with a sampling of developments of the Republic and its contemporaries during the early thirty-second century. With the exception the *Orca* (and perhaps the *Boreas* and *Tortoise II* battle armor), the units featured in this book reflect machines entering full production.

The rules for using 'Mechs, vehicles, and DropShips in BattleTech game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the nature of these designs also draws upon the Advanced- and Experimental-level rules presented in *Tactical Operations*, *Jihad: Final Reckoning*, and *Field Manual: 3145*, and reflects their evolution as presented in the *Jihad Technology Advancement Table* starting p. 206, *Technical Readout: Prototypes*. As a result, while fielding them is entirely appropriate in games set after 3090 (or 3145 for the *Boreas*), no unit featured in this volume is considered tournament legal under standard game play, and their use in introductory games is discouraged.

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Special Thanks: (Matthew) To Johannes for having the confidence to bring me into this madness; to Lance for outstanding feedback, spit and polish; and to Lisa for humoring me all those evenings I had difficulty "expressing my love for the 'Mechs".

(Lance) To Johannes for having faith in me and for giving me the opportunity to work on this book, and for everything else!

(Johannes) To Ray for letting us add this volume; to Herb, Patrick, Lance, Matt and Mike for joining me on the experiment; to Luke Robertson for being stoic about the Persepolis' omission in earlier projects. And of course to David McCulloch for inventing the Orca all those years ago and letting us use it all those years ago!

Dedicated to: The Fans of the XTRO series. Bear with us and we'll bring this full circle!



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CAT35XT025

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



Field Testing Summation: Prototype QuadVee Omni Chassis
Producer/Site: Csesztreg Industriplex Alpha Annex, Csesztreg
Supervising Technician: Technician Factor Matthew
Project Start Date: ca. 3132

Non-Production or Recently Introduced Equipment Analysis:

QuadVee Cockpit
 QuadVee Conversion Equipment
 Streak LRM 20 (Configuration B)

Overview

According to the data we've gotten on this one, the *Boreas* is a prototype for some kind of new BattleMech-vehicle hybrid Clan Hell's Horses has recently begun work on. The idea seems to be to produce a combat unit that will combine the best features of conventional armor with the resilience of a BattleMech. This "QuadVee" would feature a 360-degree swiveling turret-torso, and features a reconfigurable chassis that can switch from quadrupedal walking movement to that of a low-profile tracked vehicle on the fly. I suppose one could call it a ground-based analog to the Land-Air 'Mech.

The Clan's warrior caste has reportedly been understandably skeptical; after all, if the idea is to make a vehicle with the resilience and flexibility of a 'Mech, why not simply build a 'Mech? Land-Air 'Mechs, as we know, failed to maintain traction among the Clans centuries before because they blurred the lines between mission roles, and I'm sure the memory of that failure doesn't help the people behind this QuadVee notion.

The *Boreas* is, evidently, the first prototype from that effort, but we hear there are at least three other models being developed concurrently to it (probably the supervising engineer hedging his bets by showing a wider range of potential). Built as a heavy OmniMech—presumably to enable testing with a broad range of weaponry—it starts with a quad 'Mech chassis, fitted with MiningMech-style tracked drive modules on all four of its legs. It also features two cockpit stations—one apparently meant for tank commanders who have previously flushed out of MechWarrior training, and the other for a successful MechWarrior.

The ability to convert from 'Mech to vehicle form on the fly enables the *Boreas* to maneuver into vehicle or BattleMech cubicles for transport—a handy feature for those mixed-force transports the Horses favor. In vehicle form, its torso and arms work just like a tank's turret, and this 360-degree range of rotation is retained even while the unit operates in 'Mech form. The more interesting ability, to me, is how the conversion system gives the *Boreas'* operators the ability to offset the effects of a damaged gyro by simply switching from 'Mech to vehicle mobility. This means that a QuadVee can potentially shrug off one of the most crippling blows in BattleMech warfare and still return to base.

While both of the *Boreas'* cockpit positions rely the same sensor and life support systems, their separated seats enable its crewmen to focus on

the separate duties of navigation and weapon control—similar to a vehicle crew, but with the potentially greater efficiency and reaction times one might find from a single MechWarrior helming a BattleMech. It appears that these control systems are actually redundant, however, so the QuadVee can be operated entirely by either of its crewmen, should one become incapacitated. This suggests that the dual-seat nature of the control systems is actually a concession to the strict Clan separation of combat field specialties, rather than a true need for divided duties.

The reports say that some of the Horses' leadership remains skeptical of the QuadVee idea, but the tech factor's demonstration of it—and at least one other QuadVee model—impressed the khans enough to extend further resources toward the project. This has included the conversion of an Ishtar vehicle production line at the Clan's largest manufacturing complex on Csesztreg, where we presume all future QuadVees will begin production, if the idea really takes root. This level of activity has apparently piqued the Jade Falcons' curiosity—but whether they think it's worth their time is anyone's guess.

Type: **Boreas**

Technology Base: Clan (Advanced)

Tonnage: 60

Battle Value: 1,583

Equipment

Internal Structure:

QuadVee Conversion Eqpt:

Engine: 240

Walking MP: 4

Running MP: 6

Jumping MP: 0

Tracked Cruise MP: 4

Tracked Flank MP: 6

Heat Sinks (Laser): 10 [20]

Gyro: 3

Cockpit: 4

Armor Factor: 184

Internal Structure
Armor Value

Head 3 8

Center Torso 20 26

Center Torso (rear) 10

R/L Torso 14 21

R/L Torso (rear) 7

R/L Front Legs 14 21

R/L Rear Legs 14 21

Mass

6

6

11.5

4

6

0

3

4

11.5

0

3

4

11.5

8

26

10

21

7

21

21

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	QuadVee Cockpit	0
Center Torso	None	2
Right Torso	None	12
Left Torso	Laser Heat Sink	10
Right Front Leg	Conversion Equipment	0
	Tracks	
Left Front Leg	Conversion Equipment	0
	Tracks	
Right Rear Leg	Conversion Equipment	0
	Tracks	
Left Rear Leg	Conversion Equipment	0
	Tracks	

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

Fixed Equipment	Location	Critical	Tonnage
Tracks	*	4	6

Weapons and Ammo

Primary Weapons Configuration

ER PPC	RT	2	6
Medium Pulse Laser	CT	1	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1

Alternate Configuration A

HAG 20	RT	6	10
Ammo (HAG) 12	RT	2	2

Battle Value: 1,221

Alternate Configuration B

Streak LRM 20	RT	5	10
Ammo (Streak) 12	RT	2	2

Battle Value: 1,331

Alternate Configuration C

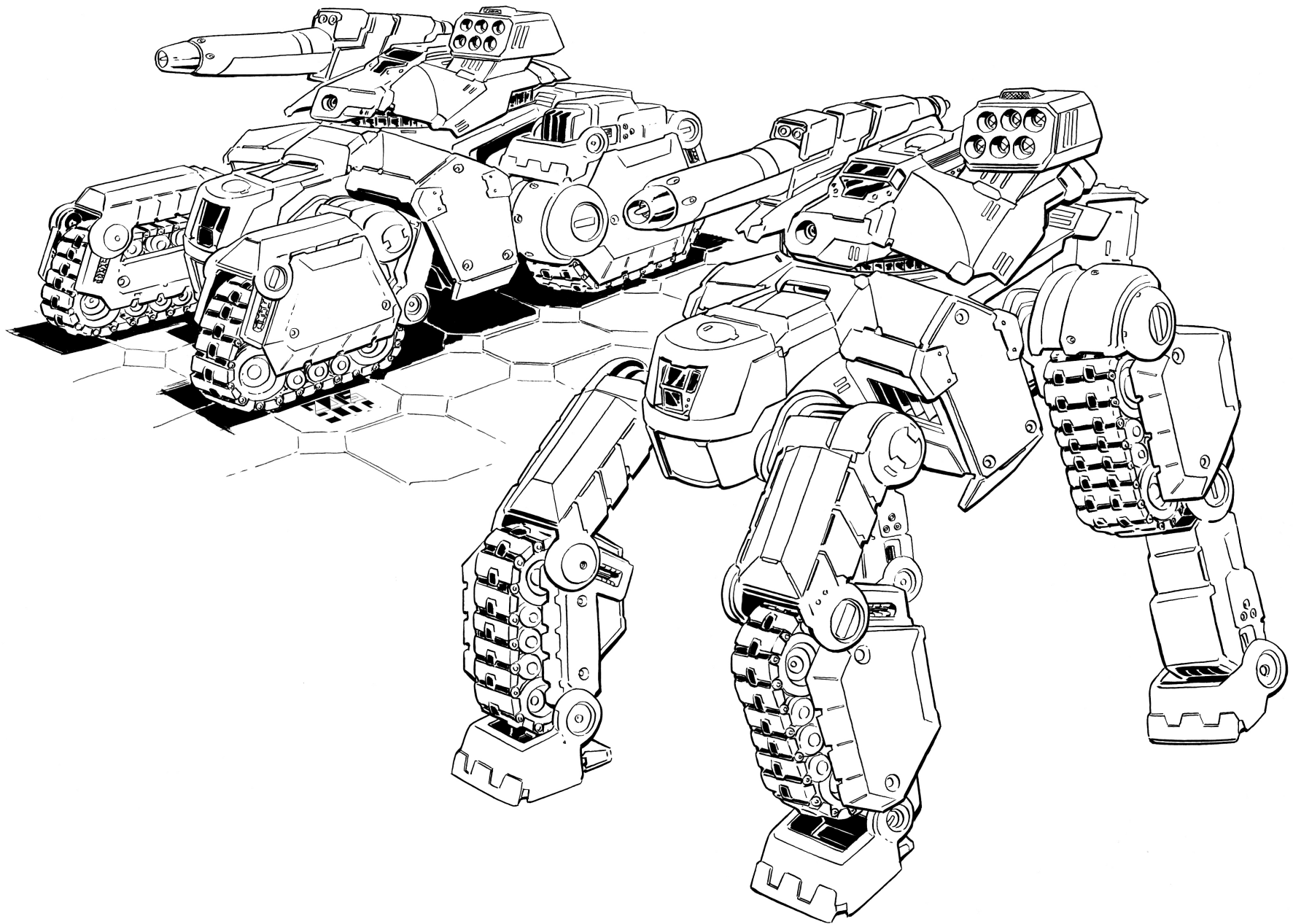
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
2 ER Medium Lasers	LT	2	2

Battle Value: 1,502

Alternate Configuration D

Heavy Large Laser	RT	3	4
2 Laser Heat Sinks	RT	4	2
Laser Heat Sink	CT	2	1
Heavy Large Laser	LT	3	4
Laser Heat Sink	LT	2	1

Battle Value: 1,394



HNT-181 HORNET

Field Testing Summation: Production Hornet Refit

Producer/Site: Coalition Armory, Inc., Filtvelt

Supervising Technician: Tobias Tomè / Miles Sharpe

Project Start Date: 3130

Non-Production or Recently Introduced Equipment Analysis:

Compact Heat Sinks

Small Re-Engineered Laser

Overview

Had our Davion "allies" truly been set to support the Republic, the current state of affairs could probably have been averted. After all, the Federated Suns seems to have limitless resources. They alone among the Great Houses are able to compete with Terra's prolific Clan-spec production, yet still have enough resources to back silly endeavors like the following. (Of course, they did so by annexing a huge part of Prefecture IV, so there is that...)

Tobias Tomè, part-time entrepreneur and full-time swindler, may have finally hit on a legal goldmine. Convinced his fortune lay in military arms contracts, Tomè spent years cultivating friendships with the AFFS quartermaster corps—friendships that soured once his products led to more deaths on the Davion side of the line than the enemy's. Debacles that tarred his name ranged from his T-88c Assault Gun, which was an illegal copy of the old Federated Long Rifle, to his sub-par body mesh for battle armor pilots, which tore easily under stress. In 3128, Tomè got his hands on a supply of 100-rated XL engines of questionable pedigree for dirt cheap. Not being mechanically inclined, he failed to notice that his new score came equipped with compact heat sinks, a rare and poorly-regarded technology shunned by nearly all military manufacturers. His seller having vanished, Tomè warehoused the engines and fell into a deep depression.

Dragged to a conference on BattleMech refits in 3130, Tobias felt his spark reignite. Prince Harrison's program to upgrade his garrison units slid into Tomè's dusty warehouse cache like a key in a lock. Tomè's first step was to dig his old friend Miles Sharpe out of rehab. Sharpe had studied BattleMech design and briefly worked for GM in the 3120s, until his addictions led to a sacking. The two of them spent a delirious week looking for a machine which could support the near-useless engines, and discovered the lowly *Hornet*.

The heat-efficient little HNT-161 seemed destined for this upgrade. Those still running around the AFFS and Filtvelt Militias would benefit in both weight and space, allowing for installation of a flexible MML launcher. Tomè reportedly put together a spectacular presentation involving a live fire test which sealed the deal. The quartermaster purchased eighty percent of his stock of 100 XL engines, with Filtvelt snapping up the rest and providing a refit site. Luck could not let Tobias Tomè off so easily, though. Thieves had broken into his warehouse and made off with at least a dozen engines, but even with that loss, Tomè turned a healthy profit.

Though the Davion quartermasters bought his plans, real BattleMech engineers wisely reworked Sharpe's designs before

finalizing. One major change was the installation of a weapon Sharpe and Tomè had no knowledge of—the Re-Engineered Laser. Sometimes, garrison forces are ideal for testing new equipment away from spying eyes, but if the border skirmishes in the Draconis Reach escalate, these *Hornets* may find themselves testing their new weapons on the front lines. That is, if any remain by that stage; reports show that several *Hornet* MechWarriors, evidently underwhelmed by the new payload, often replace the advanced lasers with two older mediums.

Type: **Hornet**

Technology Base: Inner Sphere (Experimental)

Tonnage: 20

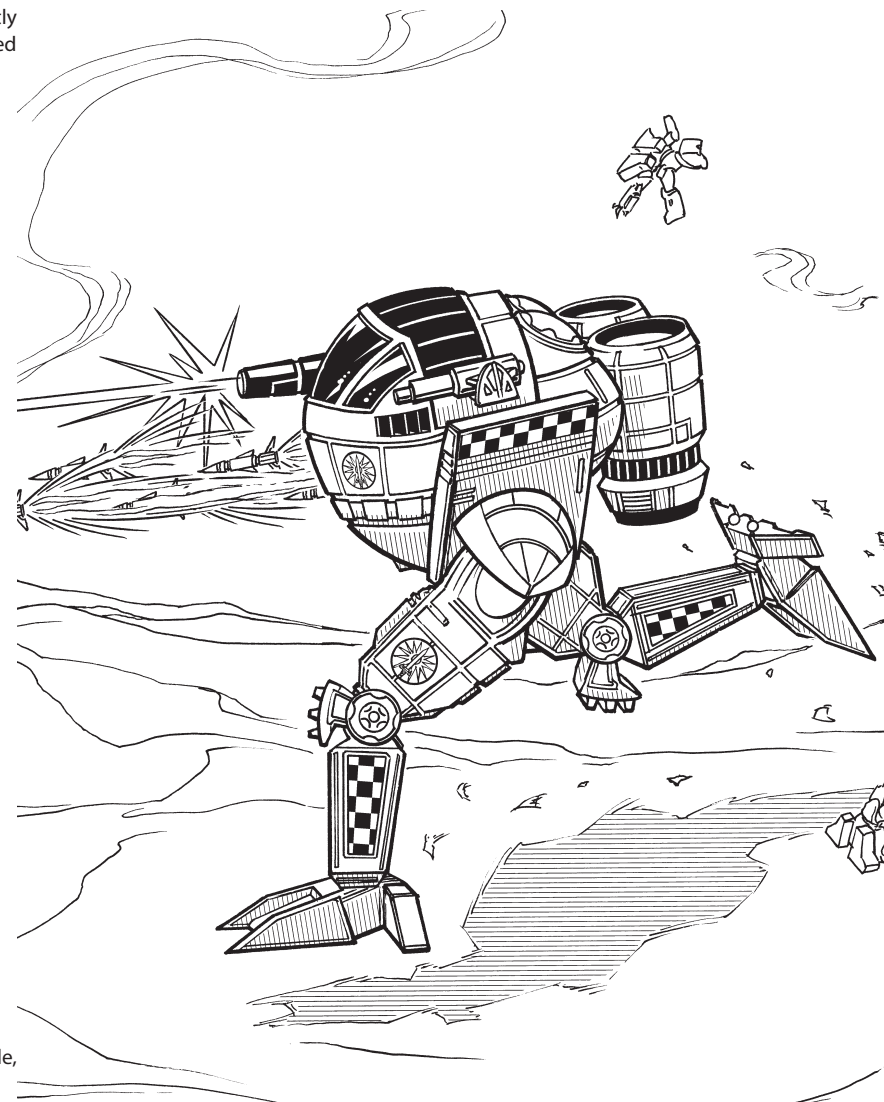
Battle Value: 394

Equipment

		Mass
Internal Structure:	Endo Steel	1
Engine:	100 XL	1.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks (Compact):	10	0
Gyro:		1
Cockpit:		3
Armor Factor (Ferro):	62	3.5
	Internal Structure	Armor Value
Head	3	7
Center Torso	6	8
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	6

Weapons and Ammo	Location	Critical	Tonnage
Small Re-engineered Laser	RA	1	1.5
MML 5	RT	3	3
Ammo (MML) 48/40	LT	2	2
CASE	LT	1	.5
ER Small Laser	LA	1	.5
Jump Jet	CT	1	.5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1

Notes: Features the following Design Quirks: Narrow/Low Profile, No/Minimal Arms, No Torso Twist.



EXPERIMENTAL

UM-R93 URBANMECH

Field Testing Summation: Production UrbanMech Variant

Producer/Site: Hellespont Industrials, Betelgeuse

Supervising Technician: unknown

Project Start Date: 3130 (estimated)

Non-Production or Recently Introduced Equipment Analysis:

Hardened Armor

Overview

For the Capellan Confederation, desperation has long been the mother of invention, but that paradigm changed considerably over the past half century, which has seen the once-belittled state become a true predator amongst its neighbors. Despite their dynamic military development, House Liao remains the Inner Sphere realm with the most limited access to Clan technology, relying entirely on overpriced imports from Clan Sea Fox. This has led the Confederation to devise more of its cutting-edge solutions with home-grown components.

A rather *unique* take on the already idiosyncratic *UrbanMech* was encountered during a counter-attack on Capellan forces steam-rolling across Prefecture V. On Ningpo, the Republic Standing Guard commander attempted to throw the on-planet Confederation units into disarray and buy time for evacuations by attacking the Capellans' DropShips. Two lances of hovercraft and fast BattleMechs volunteered for this rather desperate gambit. Instead of the expected collection of dug-in infantry and tanks, they encountered only a lance of *UrbanMechs* patrolling the immediate vicinity. Morale buoyed, the RAF attacked. They lost two hovercraft to plasma fire during the first pass, while their own fire proved maddeningly ineffective. By the time the order to withdraw was given, the Standing Guard had lost another hovercraft and a *Spider*.

Despite the losses, the raid was still deemed a modest success. The damage to their DropShips forced the Capellans' to briefly withhold their main offensive, which gave the Republic evacuees just enough time to board their waiting transports. But the Capellan *UrbanMechs* were last seen waddling back to their ships to reload—their armor scorched, but quite intact. Battle ROMs of the engagement feature a fair volume of colorful language. "Why won't these damned bouncing trashcans just die?!" being one of the more common (and least offensive) themes.

Given that Hellespont Industrials was known to produce several variants of the *UrbanMech* on Betelgeuse, it's likely this frustratingly tough number is a production model as well. That's troublesome. We know of no source for 60-rated engines with double heat sinks, meaning the Capellans are probably wrenching the single heat sinks out of them. Though time and labor intensive, this is arguably just as important to the design as its upgraded shell. If the Capellans are putting this much effort into the "lowly" *UrbanMech*, it gives one pause to think about what else they may be working on.

Type: **UrbanMech**

Technology Base: Inner Sphere (Advanced)

Tonnage: 30

Battle Value: 894

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor (Hardened):

60

2

2

2

10 [20]

96

Internal

Structure

3

10

7

5

7

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Mass

3

1.5

0

1

3

12

Armor

Value

9

11

8

8

4

10

12

Weapons and Ammo

Plasma Rifle

Ammo (Plasma Rifle) 10

ER Medium Laser

ER Small Laser

2 Jump Jets

Location

RA

RT

LT

LA

CT

Critical

2

1

1

1

2

Tonnage

6

1

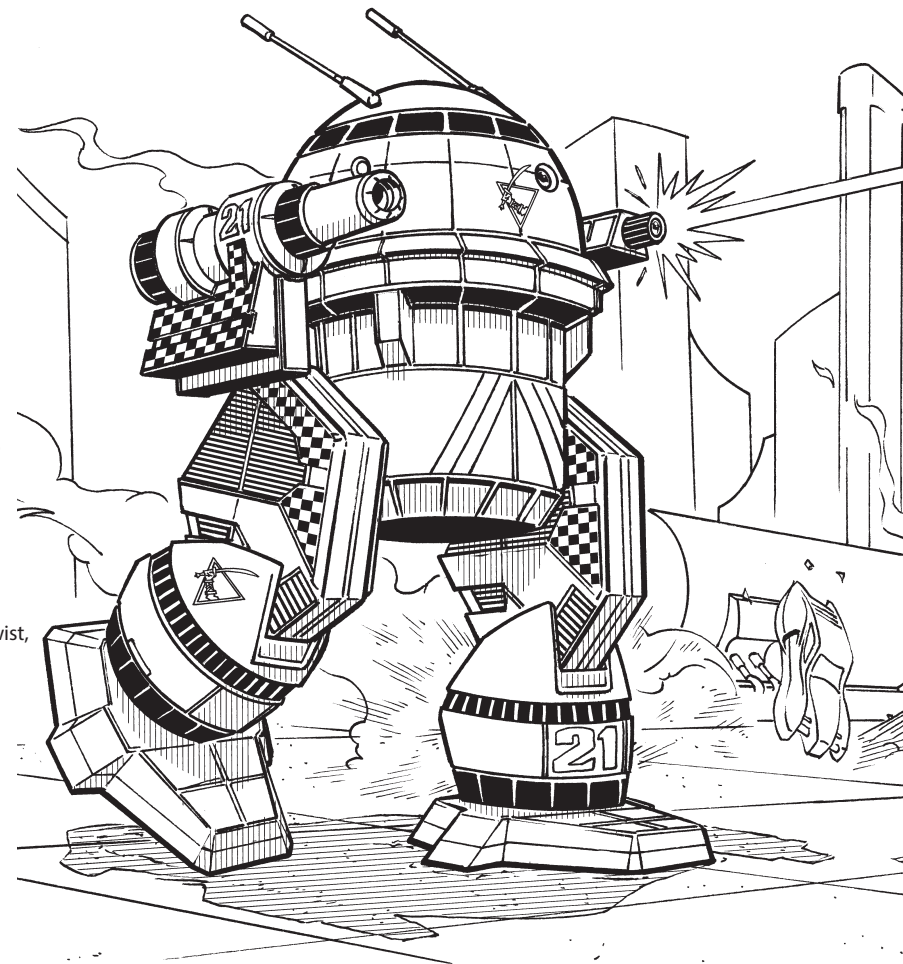
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.5

1

Notes: Features the following Design Quirks: Extended Torso Twist,

Narrow/Low Profile, No/Minimal Arms.



EXPERIMENTAL

BLD-XR BLADE

Field Testing Summation: Production Blade Variant

Producer/Site: New Hessen WorkMechs, New Hessen

Supervising Technician: Helmut Reus

Project Start Date: 3125

Non-Production or Recently Introduced Equipment Analysis:

Reactive Armor

Overview

The *Blade* has been one of the RAF's signature 'Mechs since its founding. In the 3120s, a direct-fire support model was introduced that incorporated lessons learned in the Victoria War and Capellan Crusades. This model is still available; despite the volatile situation of Prefecture IV, New Hessen was more than happy to fulfill exclusive contracts across the border.

Though the steady influx of BLD-XR models shoring up our numbers is most welcome, its inception showcased the way commercial interests can compromise military priorities. The starting point of the whole mess was New Hessen WorkMechs licensing out its BLD-XL design for production by Graham-Davis Enterprises, who immediately set about creating a cheap knockoff. The budget -7R model replaced the -XL's Mydron Tornado rotary autocannon with a Mydron Model RC single-barreled revolver cannon, whose ammunition feed took the form of large clips instead of the exposed belt of the Tornado. As a result, GDE saw no need to adopt the -XL's CASE. Mydron decided that its Model RC was good enough for all *Blade* variants, and focused on supplying the Tornado to its higher profile customers like Corean and Johnston, leaving a dissatisfied New Hessen scrambling for an alternative main gun. To meet Republic demands, they had no choice but to introduce a completely new model to avoid reliance on Mydron. This reinvented *Blade* would supplement all other models, creating universal market acceptance.

The *Blade's* arms were redesigned to be self-contained. Though still featuring the exposed ammo feeds of prior New Hessen models, the actuators are better protected for increased survivability. The argument that this feature simplifies maintenance by removing "complicated" CASE does not hold water with MechWarriors. Light PPCs and autocannons mounted in the twin gun pods produce nearly as much firepower as Taurian *Riflemans*, and offer a considerable range increase over other *Blade* variants. Given the effectiveness of Liao artillery and missile support during the early conflicts of this century, the incorporation of reactive armor was a mandate, though the bulky materials resulted in a somewhat cramped cockpit. Despite its advanced composites, the -XR retains the *Blade's* ease of maintenance; technicians are known to use "*Blade* duty" as leverage, rewards, and even wagers.

The Republic eagerly snatched up most of New Hessen's output in the 3120s and even secured an exclusive five-year contract in 3130. It has been a testament to New Hessen's business ethics that this was fulfilled even after Gray Monday. Unfortunately, they declined a renewal of the contract, and House Davion is

outspending the Republic in *Blade* acquisition. Recent rumors have surfaced that the Prince himself is exerting pressure on Mydron, Corean, and Johnston to allow New Hessen to produce a Suns-exclusive variant pairing the "anti-Liao" armor with the Tornado autocannon and re-engineered lasers. Let's hope these technological miracles won't be used against us.

Type: **Blade**

Technology Base: Inner Sphere (Advanced)

Tonnage: 35

Battle Value: 1,101

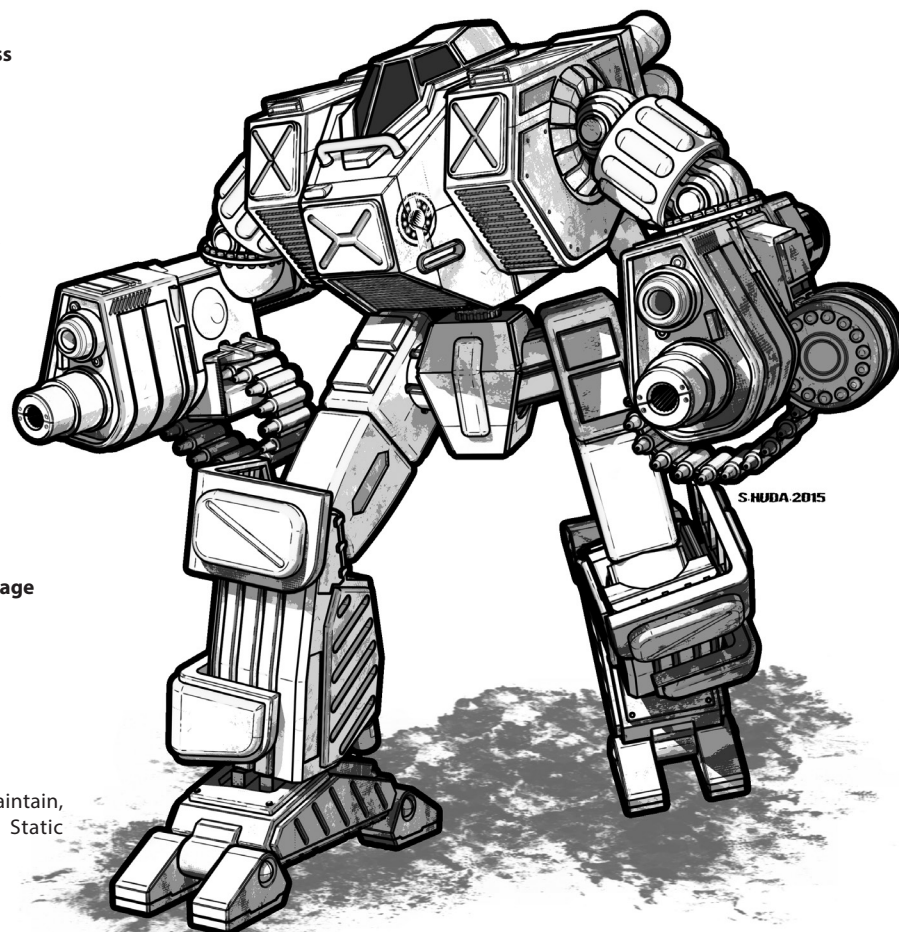
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor (Reactive):	119	7.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	16

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
Light AC/2	RA	1	4
Ammo (Light AC) 45	RA	1	1
Light PPC	LA	2	3
Light AC/2	LA	1	4
Ammo (Light AC) 45	LA	1	1

Notes: Features the following Design Quirks: Easy to Maintain, Protected Actuators, Exposed Weapon Linkage, Static Ammo Feed.



EXPERIMENTAL

HBK-7S HUNCHBACK

Field Testing Summation: Production Hunchback
(Swayback) Variant

Producer/Site: Coventry Metal Works, Coventry

Supervising Technician: Hauptmann Thomas Reichel

Project Start Date: 3134

Non-Production or Recently Introduced Equipment Analysis:

Angel ECM Suite

Bloodhound Active Probe

Supercharger

Overview

No other Great House seems to be as casual about deploying Clan tech as House Steiner. Their industrial powerbase allows them to churn out top-end BattleMechs that, after a century of fine-tuning, perform nearly as well as Clan machines. Seeing as the Exiles are genuine Clanners, a switch to their tech base should be easy. As always, the Lyran Commonwealth's motives are driven by an economic bottom line, which stipulates that using proven technologies yields the best ROI.

At least the Lyrans aren't causing us direct troubles in Prefectures VIII and IX; they have the Falcons for that. I truly hope the rumors of their complicity are vastly exaggerated, but right now, the situation on the Lyran front is critical. Obviously, many commanding officers in the LCAF are wary of their Clan neighbor's adventurism.

For Fredrick Hogarth, the current situation also represented an opportunity. Ever since his rise as Margrave of the Arc-Royal Theater, during the short reign of Andrew Steiner, he was eager to prove himself militarily. When the Falcon's *desant* began, he sent a reinforced company of the Fifth Lyran Guards to Mkuranga to test the Falcons' determination. Bereft of any current intel and a day's march from the drop zone, the BattleMech company waltzed straight into a war game between the Jade Falcon Eyrie Cluster and the Seventh Falcon Regulars. Instead of probing recruits, the scout lance was immediately annihilated by the Seventh's far more seasoned warriors. Hauptmann Trostlose ordered the battle lance into retreat, hoping to buy time with his command lance. The entire group was wiped out—save for Leutnant Thomas Reichel in his swift HBK-6S *Hunchback*. After taking critical damage to his main weapon, he masterfully eluded the Falcons during a 24-hour dash back to the company's *Trutzburg*-class DropShip.

Having arrived with comfortable lead on his pursuers, he mobilized the entire company's tech staff to repair his *Hunchback* by yanking out the broken autocannon and doubling the other weaponry. Reichel was very adamant about a jury-rigged TAG being added to the head. With this *Swayback*, he left the bay just as the fighter wing was trying to clear an escape path for the DropShip, while a vanguard Trinary of Falcon light 'Mechs crested the horizon. Reichel faced them alone... and painted one enemy after the other with TAG while the *Trutzburg* obliterated them with Copperhead munitions.

Upon returning to Alma Alta, the newly-promoted Hauptmann Reichel's performance was used by the Margrave to divert attention from his lack of foresight—at the end of the day, Lyrans will be Lyrans (and, apparently, Hogarths will be Hogarths). Fredrick turned to Coventry with the statement: "*Reichel's Swayback is the scout 'Mech the Commando always should have been!*" CMW reacted to this public denigration of its most valuable product with a reinvigorated advertisement campaign starting last spring that marketed the *Commando* as a reliable budget strike 'Mech, but loyal customers have been informed that there is a current stop to *Stiletto* deliveries while the HBK-6S line has been expanded to produce Reichel's new *Swayback*—replete with an advanced electronics package.

Type: **Hunchback**

Technology Base: Inner Sphere (Advanced)

Tonnage: 50

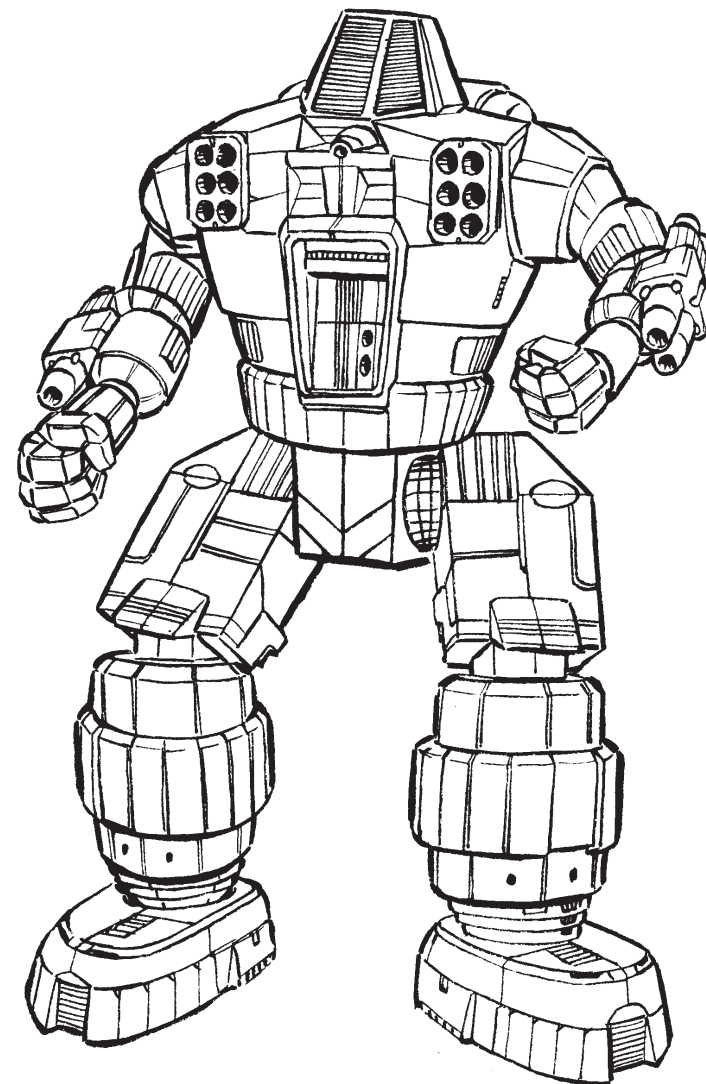
Battle Value: 1,628

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	300 XL	2.5
Walking MP:	6	9.5
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	26
Center Torso (rear)		5
R/L Torso	12	20
R/L Torso (rear)		4
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Bloodhound Active Probe	RT	3	2
TAG	H	1	1
Angel ECM Suite	CT	2	2
SRM 6	LT	2	3
Ammo (SRM 15)	LT	1	1
Supercharger	LT	1	1
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Battlefists.



EXPERIMENTAL

PEN-3H PENTHESILEA

Field Testing Summation: Production Pentheseilea Variant

Producer/Site: Majesty Metals and Manufacturing, Dunianshire

Supervising Technician: Gabrielle Vauquelin

Project Start Date: 3129

Non-Production or Recently Introduced Equipment Analysis:

Actuator Enhancement System

Bombast Laser

CASE II

Overview

While the Periphery realms found themselves relatively untouched during the Successions Wars, the Clan Invasion and its wake have reminded everyone that times change no matter where one lives. Having grown more and more entangled with Inner Sphere politics, the Magistracy of Canopus knows that war may visit them at any moment. Thus, the Canopians have long been preparing for that eventuality—both for themselves and for their Capellan allies. In recent years, a new *Pentheseilea* variant, spotted with the Canopian Lancers on Pleione, Second Try and Yunnah, has demonstrated its worth supporting Capellan *Mortises*. Some digging by an agent on Dunianshire yielded this report.

Gabrielle Vauquelin was bright-eyed and full of ideas when she hired on with Majesty Metals in 3129. Her early successes in streamlining the *Ebony* led her to believe a limitless future in BattleMech design lay ahead. The depth of her naiveté was tested when Gabrielle was placed in charge of redesigning the *Pentheseilea* for the modern battlefield. What Clan technology is to the Inner Sphere powers, advanced Inner Sphere technology tends to be for the Periphery realms—even one with such close ties to a Successor State as the Magistracy. Given blueprints for a host of previously classified advanced tech, she set to work with the fervor of the gifted, and in record time produced a machine which would make the Magistrix's enemies tremble. Conceived with the infantry and tanks of the antagonistic Marian Hegemony in mind, her 'Mech design promised to ferry Caesar Legions across the interstellar Styx.

It was upon presenting her new machine to MMM executives that things began to unravel. Gabrielle was never prepared for the living hell of workshop committees. While she had created a solid, powerful machine, some of her choices did not stroke the right egos. One executive opposed the inclusion of a Silver Bullet Gauss rifle, pushing instead for a bombast laser (one "coincidentally" manufactured by her husband's company). The unreliable laser overloaded its targeting system in test runs, yet still managed to be included in the final version. Gabrielle helplessly watched her vision warp, until the only surviving element from her original concept was the mid-line machine gun array, and the committee even befouled that by adding two more unconnected guns to the 'Mech's shoulders.

The final product is a 'Mech with no clear function. It lacks both decent range and the speed to close within its effective bubble. Lacking a powerful anti-'Mech weapon, it is unsuitable for assault duties, and although it has strong anti-infantry capabilities, it is unlikely to face infantry in defensive roles. The use of AES is the 'Mech's only innovation, but the supply of these systems, sourced from Menke's *Mortis* factory, will last exactly as long as the Capellan chancellor's whims.

After submitting a corrupted bastard of her original design, Gabrielle Vauquelin resigned her position with MMM. She has lately been spotted socializing with a known executive for Colonial Tractors of the Fronc Reaches. Her creation's remarkable support for its cousin, the *Mortis*, probably means the PEN-3H will outlive its creator's shame.

Type: **Pentheseilea**

Technology Base: Inner Sphere (Experimental)

Tonnage: 75

Battle Value: 1,666

Equipment

Internal Structure: Endo Steel
Engine: 225 Compact

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

Heat Sinks: 10 [20]

Gyro (Compact):

Cockpit:

Armor Factor (Light Ferro):

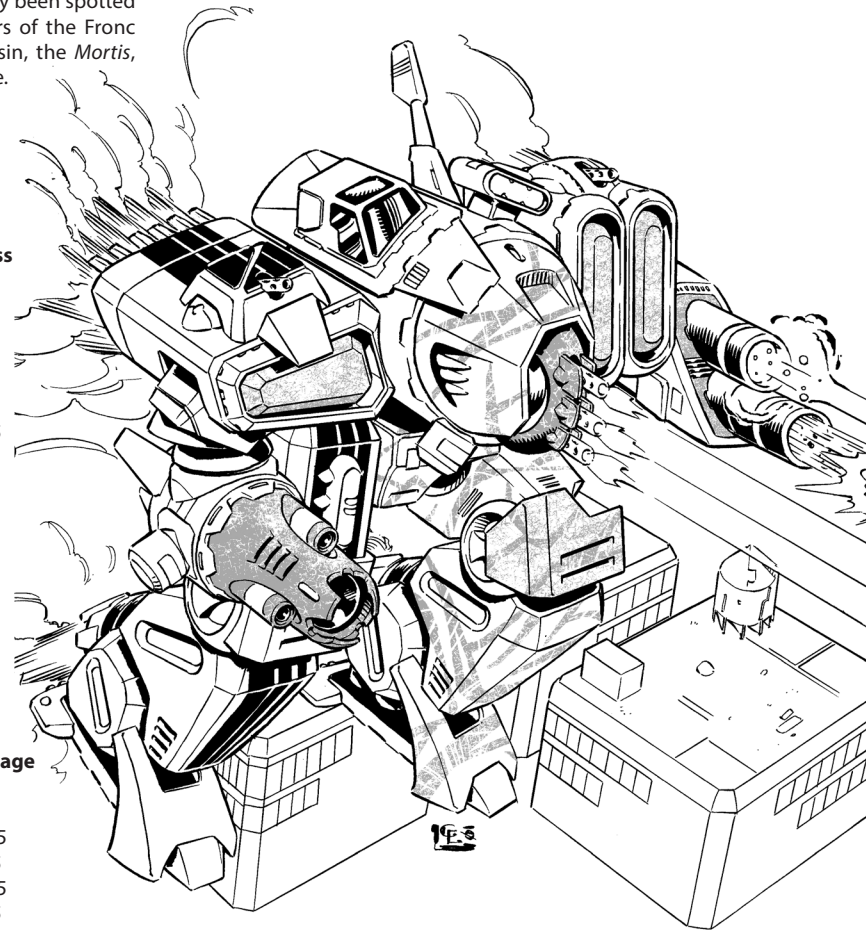
	231	
	Internal	Armor
	Structure	Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		11
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
Bombast Laser	RA	3	7
3 Medium Lasers	RA	3	3
AES	RA	3	2.5
Light MG	RT	1	.5
3 Light MG	CT	3	1.5
Machine Gun Array	CT	1	.5
Light MG	LT	1	.5
Ammo (Light MG) 100	LT	1	.5
Ammo (Light AC) 60	LT	3	3
CASE II	LT	1	1
Light AC/5	LA	2	5
Medium VSP Laser	LA	2	4
AES	LA	3	2.5
Jump Jet	RL	1	1
Jump Jet	CT	1	1
Jump Jet	LL	1	1

Mass

4
15
0
4.5
3
14



Notes: Features the following Design Quirks: EM Interference (Bombast Laser).

PRF-1C PREFECT

Field Testing Summation: Customized Prefect Refit

Producer/Site: various

Supervising Technician: Alex Graham

Project Start Date: 3133

Non-Production or Recently Introduced Equipment Analysis:

Angel ECM Suite

Emergency C³ Master

Overview

Panic often leads people to make atrocious decisions in search of the slightest hope. Before desperation brought the Exarch to abandon us, the RAF Command was rushing anything it could field to an eroding front, in an effort to stanch the loss Republic worlds. Converting *Prefects* into the lynchpin of the Republic's C³-capable forces is just one illustration of this. Although one 'Mech refit could never serve as a buttress against encroaching enemies, the PRF-1C variant has bolstered traditional C³ lances on the modern battlefield; a rare moment of serendipity flashing a subtle smirk to those in need.

The prevalence of ECM in post-Jihad armies limits the battlefield effectiveness of standard C³ networks. Our neighbors recognized this reality and spent the better part of the last few decades integrating boosted C³ systems into their armed forces while the Republic sat on its laurels. When hostilities erupted, it was too late to play catch up. An inventive tech with Stone's Liberators cobbled together a solution using one of the RAF's most ubiquitous BattleMechs. Command seized upon this rebuild and ordered hundreds of field refit kits produced.

Although this variant is certainly no substitute for a full boosted network, the extra few moments of targeting telemetry its emergency master system provides can decide a battle, perhaps even a war. Coupled with an Angel ECM suite, the *Prefect* 1C adds an extra degree of robustness to standard C³ networks. The refit kits were distributed to numerous commands, though their adoption reportedly hasn't been universal. Nevertheless, more MechWarriors than not have welcomed the greater reach of the ER PPC's that replaces the original heavy particle cannon, especially when mated to a spotter's data feed. The Angel ECM, meanwhile, has been universally lauded if for no other reason than its ability to shut down the boosted networks other realms have put their faith in.

Thanks to Levin's Wall, the flow of refit kits from Terra has ground to halt, along with anything else. Fortunately, enough new PRF-1Cs have made it to the field to support a decent proportion of our functional *Prefects*, which has been a boon to our forces as there have already been a few documented instances where the backup master and Angel suite made the difference between victory and death. Because of this, the constant kvetching of technicians about replacing burned-out systems has been deemed "acceptable collateral damage".

Type: **Prefect**

Technology Base: Inner Sphere (Experimental)

Tonnage: 75

Battle Value: 1,857

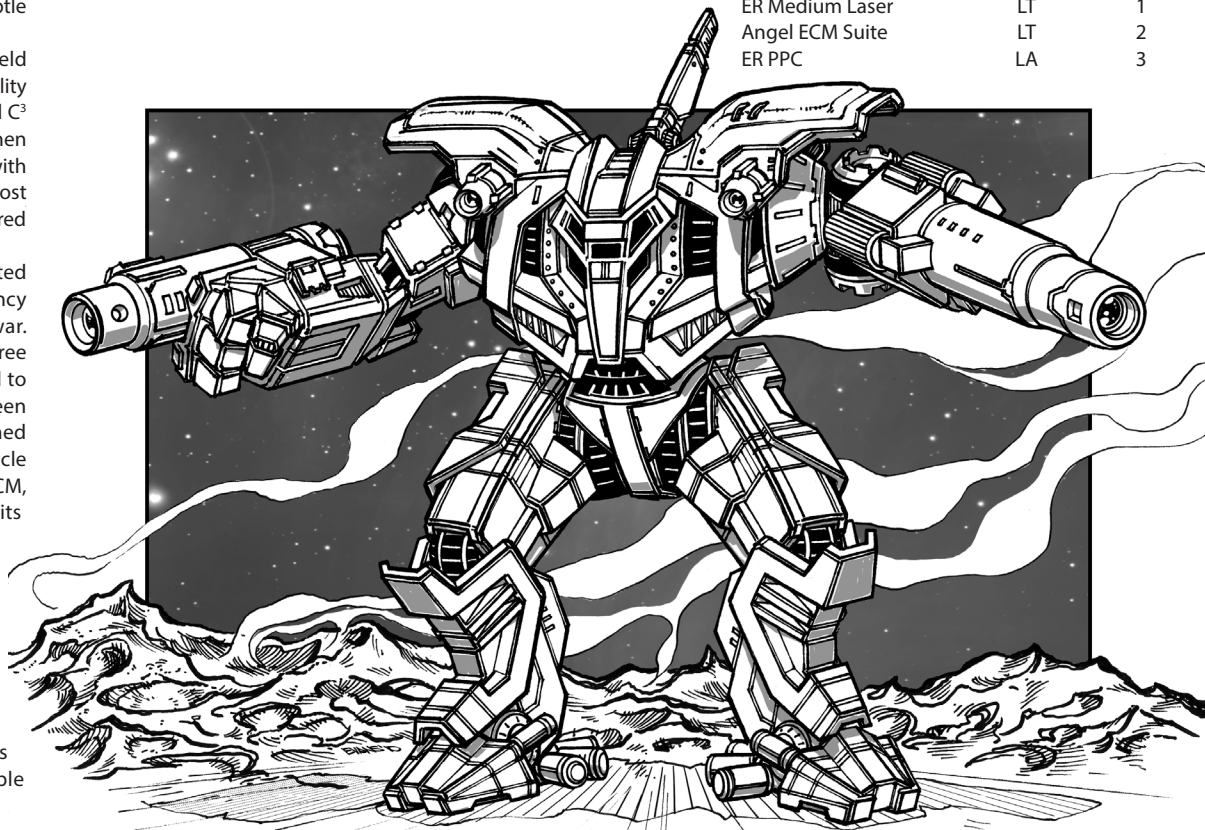
Equipment

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 Light	29
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro (XL):		2
Cockpit:		3

Equipment

Equipment	Mass
Armor Factor (Ferro):	215
Internal Structure	Armor Value
Head	3
Center Torso	23
Center Torso (rear)	9
R/L Torso	16
R/L Torso (rear)	7
R/L Arm	12
R/L Leg	16

Weapons and Ammo	Location	Critical	Tonnage
Snub-Nose PPC	RA	2	6
ER Medium Laser	RT	1	1
C ³ Emergency Master	RT	2	2
ER Medium Laser	LT	1	1
Angel ECM Suite	LT	2	2
ER PPC	LA	3	7



EXPERIMENTAL

AWS-11R AWESOME

Field Testing Summation: Production Awesome Variant

Producer/Site: Technicon, Tongatapu

Supervising Technician: Tony Chhtwal

Project Start Date: 3133

Non-Production or Recently Introduced Equipment Analysis:

CASE II
Coolant Pod
ELRM 15
Supercharger

Overview

Any conversation involving the military of the sundered League will eventually touch on the *Awesome*. The backbone of House Marik's assault forces since a Cameron ruled on Terra, the *Awesome* has blasted its way into history as one of the most appropriately named of all BattleMechs. Its hail of particle fire went unrivaled for centuries before the Clans marched their *Warhawk* OmniMech onto Inner Sphere battlefields. In one of history's great ironies, the House which produced the storied *Awesome* eventually suffered from a chronic shortage of its primary weapon, the PPC. Anson Marik's latest variant, designated the 11R, harkens to that time, using the baseline of the older AWS-8R as its starting point.

With Irian solidly inside the Republic's borders, Technicon became the Marik-Stewart Commonwealth's primary supplier for these new *Awesomes*, yet a distinctly IBM flair in the schematics suggests Irian may not be as distanced from their design as advertised. This new model, designed and built on Tongatapu, has deployed to bolster the Commonwealth's assault units.

A pair of these 'Mechs were spied laying covering fire during Marik's ill-advised attempt to reclaim Stewart in 3134. At first thought to be simple field modifications, it was later determined that their stealth armor could only be factory installed. It took Republic intelligence another month to unravel the source. IBM admitted subcontracting their designers to Marik, as a means of helping the company recoup profits lost after the Blackout. This has proved a prescient choice for them. With Irian currently reasserting its independence, IBM will rely heavily on such outsourcing to support its new government.

Anson Marik has deployed these new *Awesomes* with his reconstituted Silver Hawk Irregulars, as well as with other commands close to his Oriente border. Jessica Marik, still seeking rapprochement with her former FWL allies, naturally protested. Anson responded by allowing Lester Cameron-Jones to purchase some AWS-11Rs for his Hussars, as long as they were also deployed to the Oriente border. This arrangement allows Anson to bank his forces against rumors of Lyran aggression filtering in from SAFE agents in the Steiner realm.

With the arrival of the Spirit Cats, and now the Sea Foxes making aggressive inroads, the scions of House Marik are finally facing the Clans in battle. The AWS-11R's LRMs and Extended LRMs, backed by the League-favored light Gauss rifle, may seem a paltry

payload, but provides an effective attack range beyond even Clan weapons. Thanks to specialized munitions, such as Thunder mines, this 'Mech can potentially dictate the terms of a battle, an ability the Marik-Stewart Commonwealth will desperately need.

Type: **Awesome**

Technology Base: Inner Sphere (Advanced)

Tonnage: 80

Battle Value: 1,878

Equipment

Internal Structure:

Engine:	240 XL
Walking MP:	3
Running MP:	5 (6)
Jumping MP:	0

Heat Sinks:	10 [20]
-------------	---------

Gyro (Compact):

Cockpit:

Armor Factor (Stealth):

	208	
Internal Structure		Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		9
R/L Torso	17	24
R/L Torso (rear)		7
R/L Arm	13	26
R/L Leg	17	23

Weapons and Ammo

	Location	Critical	Tonnage
Light Gauss Rifle	RA	5	12
Ammo (Light Gauss) 16	RA	1	1
CASE II	RA	1	1
Ammo (Light Gauss) 16	RT	1	1
Extended LRM 15	RT	6	12
ER Medium Laser	H	1	1
Ammo (ELRM) 18	CT	3	3
CASE II	CT	1	1
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
CASE II	LT	1	1
Supercharger	LT	1	1
Guardian ECM Suite	LA	2	1.5
Coolant Pod	LA	1	1

Notes: Features the following Design Quirks: Battlefists, Distracting, Poor Performance.

Mass

8

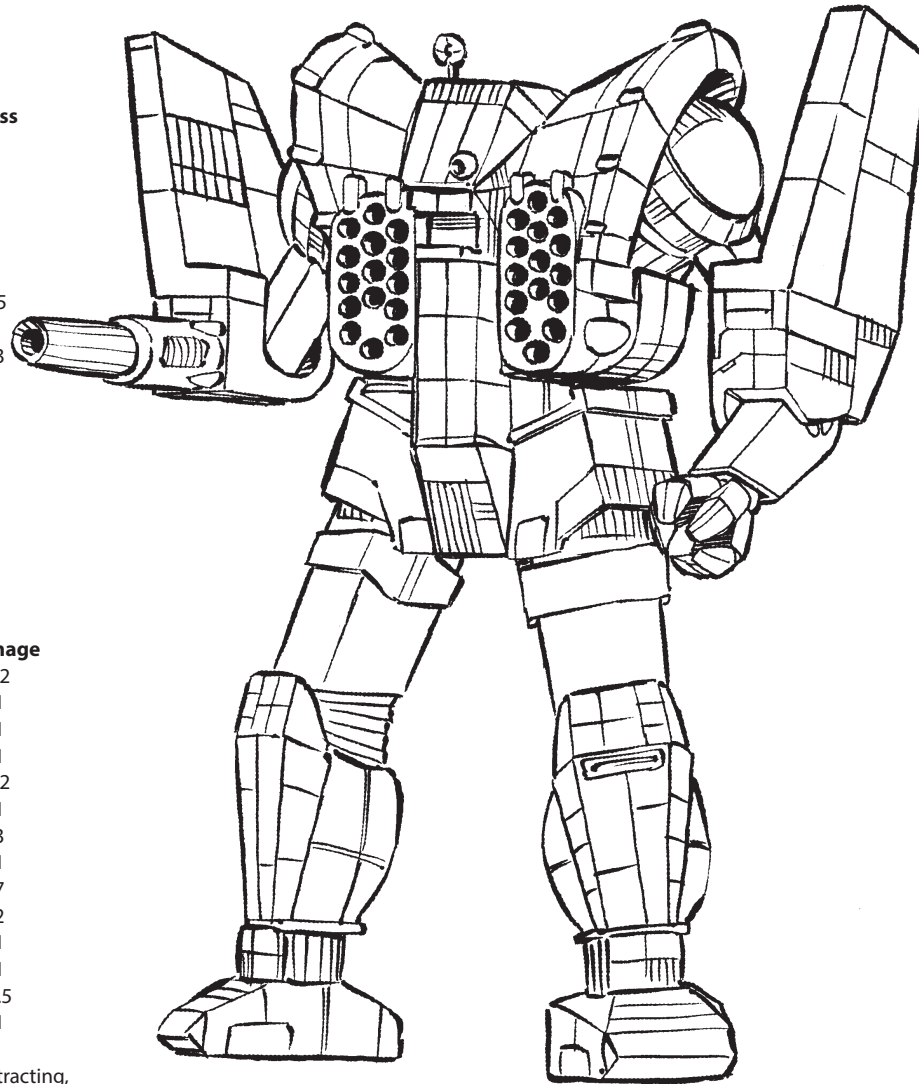
6

0

4.5

3

13



EXPERIMENTAL

HTM-27W2 HATAMOTO-KU

Field Testing Summation: Factory Hatamoto Refit

Producer/Site: Maltex Corporation, Unity

Supervising Technician: Miroslav "Mike" Vondrus

Project Start Date: 3115

Non-Production or Recently Introduced Equipment Analysis:

Boosted C³ Slave
CASE II

Overview

House Kurita has always worn its pride on its sleeve, but lately the Combine has surpassed even the Capellans in incorporating visual examples of their cultural style into their combat units. In the past year, we have received reports of no less than three totemic "SamuraiMechs" at the fore of Kuritan aggression. This is by no means a new development—after all, this is the realm that made the *Dragon* its signature heavy 'Mech many centuries ago, and the current trend can be traced back to the reworking of the *Charger* into the *Hatamoto-Chi* that occurred during Theodore Kurita's reforms in the 3030s.

The *Hatamoto* series hasn't aged gracefully. The Jihad smashed its production lines on Quentin and Al'Nair, and though Maltex's Unity plant picked up some of the slack, the armless HTM-28T and the amphibious HTM-35K were the only production models seen for many years. Both were regarded as bizarre or overspecialized, and frowned on by warriors who sought a more conservative general-purpose ride. MechWarriors took assignment to a *Hatamoto-Kaeru* as a shame, and we have at least one report of a *Chu-i* in the Benjamin Regulars choosing *seppuku* over piloting one.

Finally heeding the screams for a redesign, Maltex tossed their options on the table for a good, hard reexamination of the *Hatamoto*. Loading the 'Mech with cutting edge tech was simply outside of the company's capabilities without begging the *Dragon* for massive subsidies, but a refit that efficiently used available components was within their reach. Older -27 models, long since shuffled to second-line units, were upgraded with the double heat sinks and ER PPCs of the -28T. While the *-Chi* and *-Kaze* were straightforward refits, the *Hatamoto-Ku* earned a more elaborate update. Restructuring the left torso for CASE II opened enough space for a boosted C³ system, which has seen an explosion of use in the DCMS. The new *-Ku* has found a welcome place beside other upgraded stalwarts like the *Jenner* and *Dragon* in boosted C³ lances.

After the Blackout, Katana Tormark's treachery brought this new machine to the Republic. *Hatamoto-Kus* spitting PPC fire in support of their lance mates became a common site in Prefectures II and III. Unable to rely on standard ECMs, 'Mechs of the II Triarii bowed before the *Dragon's* fury. Fortunately, Republic drones now employ the Angel ECM suite as standard equipment, and future clashes promise to be nasty—for the Combine.

Type: **Hatamoto-Ku**

Technology Base: Inner Sphere (Experimental)

Tonnage: 80

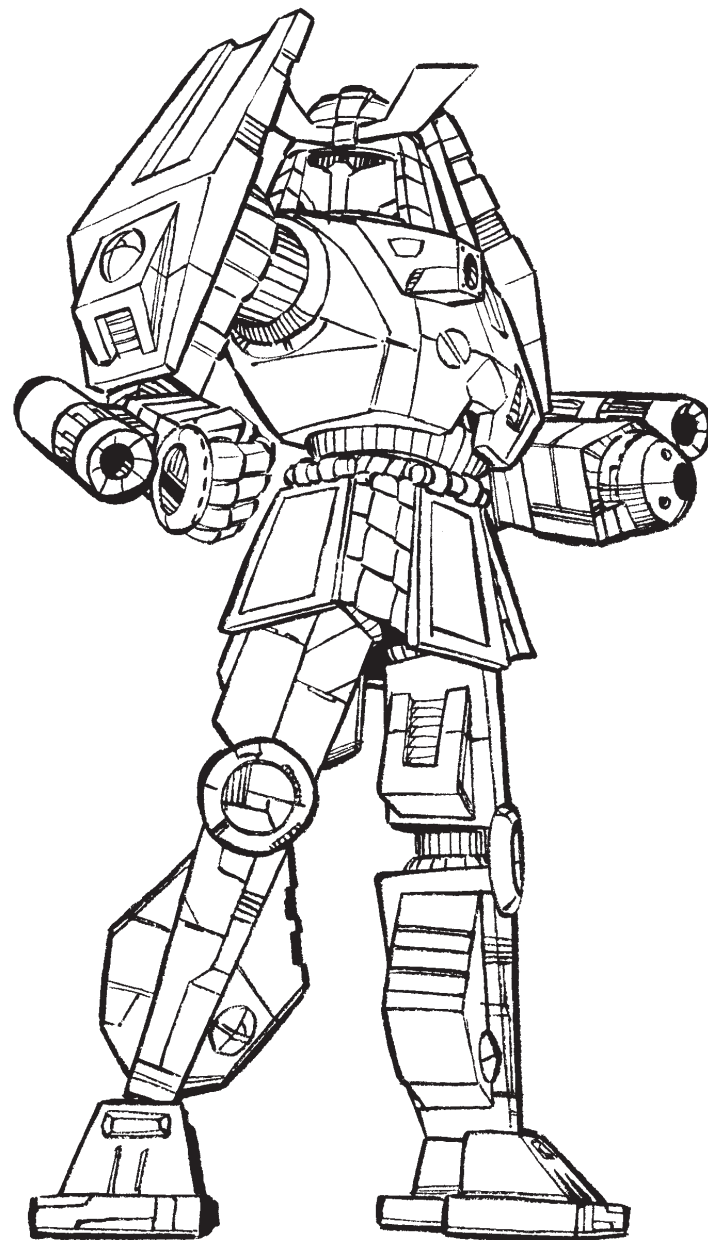
Battle Value: 1,699

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	320	4
Walking MP:	4	22.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	247	15.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	34
Center Torso (rear)		16
R/L Torso	17	25
R/L Torso (rear)		9
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Light AC/5	RT	2	5
Ammo (LAC) 40	RT	2	2
CASE II	RT	1	1
Boosted C ³ Slave	LT	2	3
ER PPC	LA	3	7

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



EXPERIMENTAL

Field Testing Summation: Prototype Superheavy Chassis

Producer/Site: Skobel MechWorks, Terra

Supervising Technician: David "Mack" McCulloch

Project Start Date: 3091 (shut down ca 3105?)

Non-Production or Recently Introduced Equipment Analysis:

CASE II
Small X-Pulse Laser
Sniper Artillery Cannon
Superheavy BattleMech

Overview

Until this day, the *Orca* was considered a veritable myth. When reports of its existence circulated through media channels on 1 April 3103, many considered it an elaborate joke in reference to the historical Day of Fools. Some of the Inner Sphere's more ardent conspiracy theorists, meanwhile, proclaimed it as yet another herald of Clan Wolverine's return.

The Sheratan data dump disproves both, yet underscores one simple fact above all others: the *Orca* was very real.

It is incredible that such an ambitious project should have remained a secret even to its parent military, but the controversy around those leaked images helped shroud the truth about the *Orca* program. The Sheratan records state that well-known DR&R technical advisor David McCulloch oversaw a partial restoration of Skobel's *Omega* manufacturing wing, destroyed during Operation SCOUR. Enough was fixed to experiment with superheavy 'Mech construction, and several test chassis of a prototype were painstakingly assembled by hand. At 200 tons, the *Orca* was likely the biggest BattleMech ever built.

While impressive, the *Orca* test model illustrates many lessons any future endeavor must learn from if superheavy 'Mechs are ever to be made viable. Skobel's orbital endo steel facility, which contained the molds for the *Omega*'s bones, was lost during the battle for Terra. The decision to create a suitably reinforced structure from conventional material—itsself massing as much as an RAF *Targe*—prove that endo steel is practically mandatory to make the most of a superheavy chassis. A bevy of locally built subsystems were used to optimize the *Orca*'s costs, acquired via a group of shell companies requisitioning nonexistent things like "GarbleTalker X" comm systems and "ManSlaughterer X-pulse lasers", all to preserve secrecy.

And secrecy was brutally enforced. An unfortunate delivery driver who slipped through security due to a lapse was caught filming a live-fire test with his personal device. Five years later, he was released from detention, never having swayed from his story that he simply wanted "something to show his kids".

The data dump speaks of the haphazard nature of the *Orca* prototype, including some intrinsic flaws. Such a sluggish and massive BattleMech proved difficult to control, and even a momentary lapse of concentration by the overtaxed pilot could result in costly damages. Any common sense regarding the risk investment in assault 'Mechs, it would seem, applies doubly to superheavies. Due to these problems and the *Orca*'s suboptimal construction, all prototypes were apparently mothballed in still-classified locations.

After decoding the data dump, our teams tried to track down McCulloch. It seems he spent some time in Prefecture VII to find solutions to the *Orca*'s failings, but went AWOL a few years after it caused the media firestorm. In all likelihood, McCulloch is still residing in a hidden location behind Levin's Wall. He has left a challenging legacy, and one of which he was proud. When asked at an obscure conference in the late 3100s what his greatest achievement was, he replied "The *Orca*", then coyly dodged the resulting questions.

Type: **Orca**

Technology Base: Inner Sphere (Experimental)

Tonnage: 200

Battle Value: 3,357

Equipment

Internal Structure:

Engine: 400 XL 26.5

Walking MP: 2

Running MP: 3

Jumping MP: 0

Heat Sinks: 19 [38] 9

Gyro: 8

Cockpit: 4

Armor Factor: 576 36

Internal Structure Armor Value

Head 4 12

Center Torso 60 90

Center Torso (rear) 30

R/L Torso 42 61

R/L Torso (rear) 20

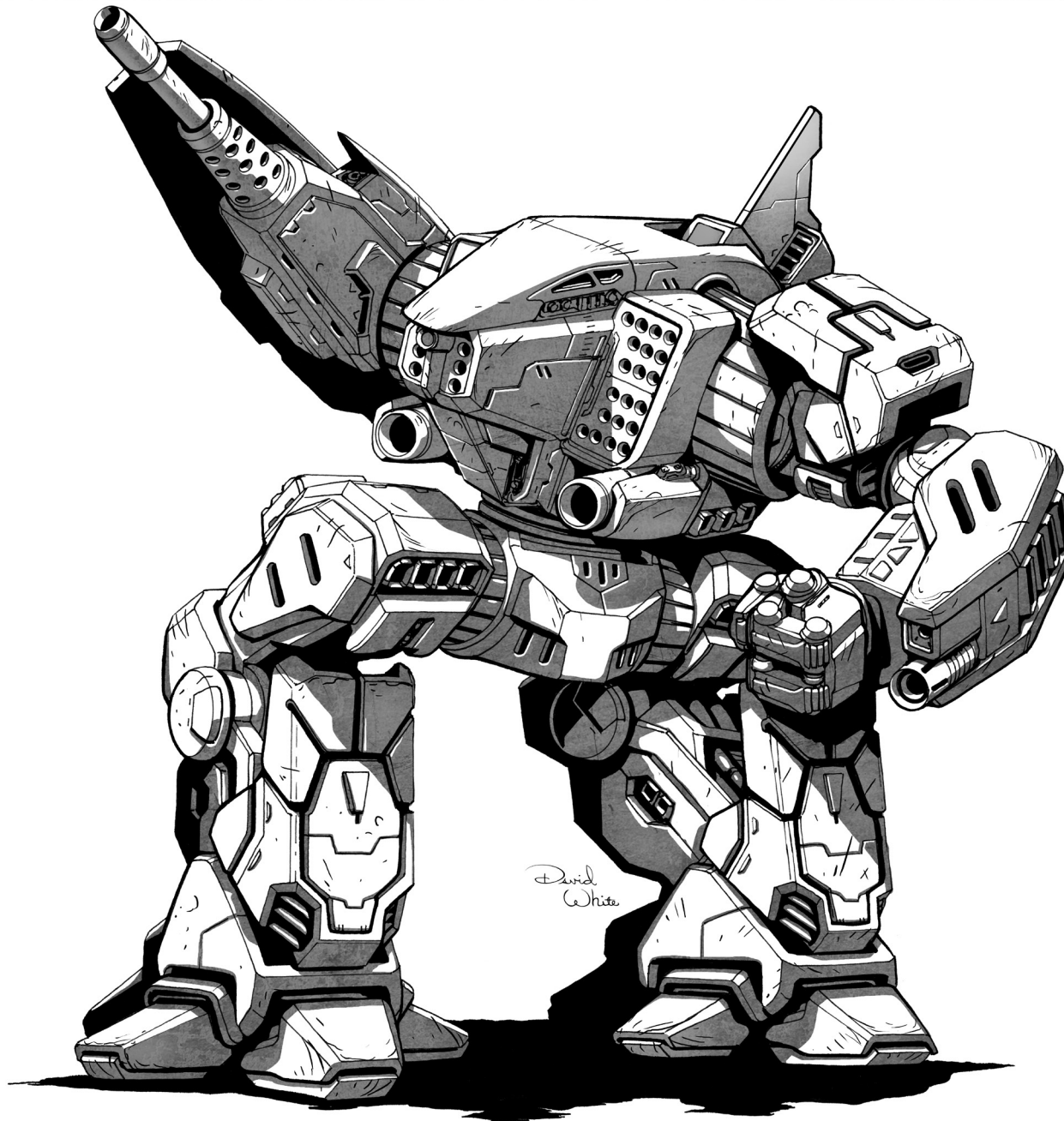
R/L Arm 33 61

R/L Leg 42 80

Weapons and Ammo	Location	Critical	Tonnage
Sniper Artillery Cannon	RA	5	15
Ammo (Sniper) 30	RT	2	3
CASE II	RT	1	1
ER PPC	RT	2	7
Guardian ECM Suite	H	1	1.5
Small X-Pulse Laser	CT	1	1
SRM 6	CT	1	3
Ammo (SRM) 30	LT	1	2
ER PPC	LT	2	7
LRM 20	LT	3	10
Ammo (LRM) 18	LT	2	3
CASE II	LT	1	1
Ammo (Gauss) 16	LT	1	2
Gauss Rifle	LA	4	15
ER Large Laser	LA	1	5

Notes: Features the following Design Quirks: Distracting, Rumble Seat, Difficult to Pilot, Obsolete/3105, Poor Performance, Prototype.

OC-1X ORCA



EXPERIMENTAL

THUNDERBIRD II BATTLE ARMOR

Field Testing Summation: Production Thunderbird Hybrid Refit

Producer/Site: Wayne Station, Shitara

Supervising Technician: Scientist Abigayil

Project Start Date: 3133

Non-Production or Recently Introduced Equipment Analysis:

Battle Armor Reflective Armor

Mixed Technologies (Inner Sphere Battle Armor C³)

Overview

Since the Republic's earliest days, citizens of Clan Nova Cat descent have been our most reliable source of Clan-spec equipment. The shock of Gray Monday, and the resulting Sphere-wide spiral into chaos, sent dispirited Cats to Galaxy Commander Kev Rosse, following his siren song of a mythic sanctuary. But many remained loyal to the Republic that gave their people a safe haven just a generation before. Ever since the Second Combine-Dominion War, RAF recruitment officers near Nova Cat enclaves have enjoyed a steady flow in applications, but for civilians who failed the requisite Trials or whose talents lay elsewhere, options were often more limited.

A cadre of such not-so-martially-skilled scientists and technicians traveled from Shitara to reestablish old ties forged with StarCorps Industries during production of the Strix stealth VTOL. The old engineers were highly surprised by the visit, particularly when the Nova Cat personnel provided examples of a new Clan-spec battle armor type, and requested assistance in ramping up manufacture on their homeworld.

After hasty demonstrations, the High Command saw the heavy suit's promise, but had one request. Given developments in RAF tactical doctrine, they required the integration of a battlesuit-based C³ system. This seemingly innocuous change sent StarCorps engineers and Nova Cat technicians alike scrambling. Not only did the design need to be reworked to free enough space, but the exclusively "Spheroid" C³ technology needed to be integrated with Clan electronics. In a remarkable show of cooperation, the two teams rebuilt several Thunderbird suits to the new specs in a matter of weeks. By mid-3134, production began in earnest. While a number of these have found their way to beleaguered forces within the Republic, the new Thunderbird II suits are not as common a sight as the Kopis and Taranis.

With the Combine's ongoing invasion of Prefecture II, aided by Nova Cats from House Kurita's Irece Prefecture, it's difficult to say who even controls Shitara at the moment. We have no fresh intel on whether Tormark's forces have made it that far. What we do know is that Shitara's government turned to the local Nova Cat enclave for planetary defense after the Fortress Republic protocols were enacted. It's an embarrassment, but some of my staff questioned where the Shitara Nova Cats' loyalties would lie during a Combine invasion. Baseless speculation aside, we're not likely to see many new Thunderbird IIs for a while—if at all—and, as parts for this high-end battle armor start to dwindle, we'll be hard-pressed to keep the ones we have functioning.

Type: Thunderbird II

Manufacturer: Wayne Station

Primary Factory: Shitara

Equipment Rating: F/X-X-X-F

Tech Base: Mixed Clan (Advanced)

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

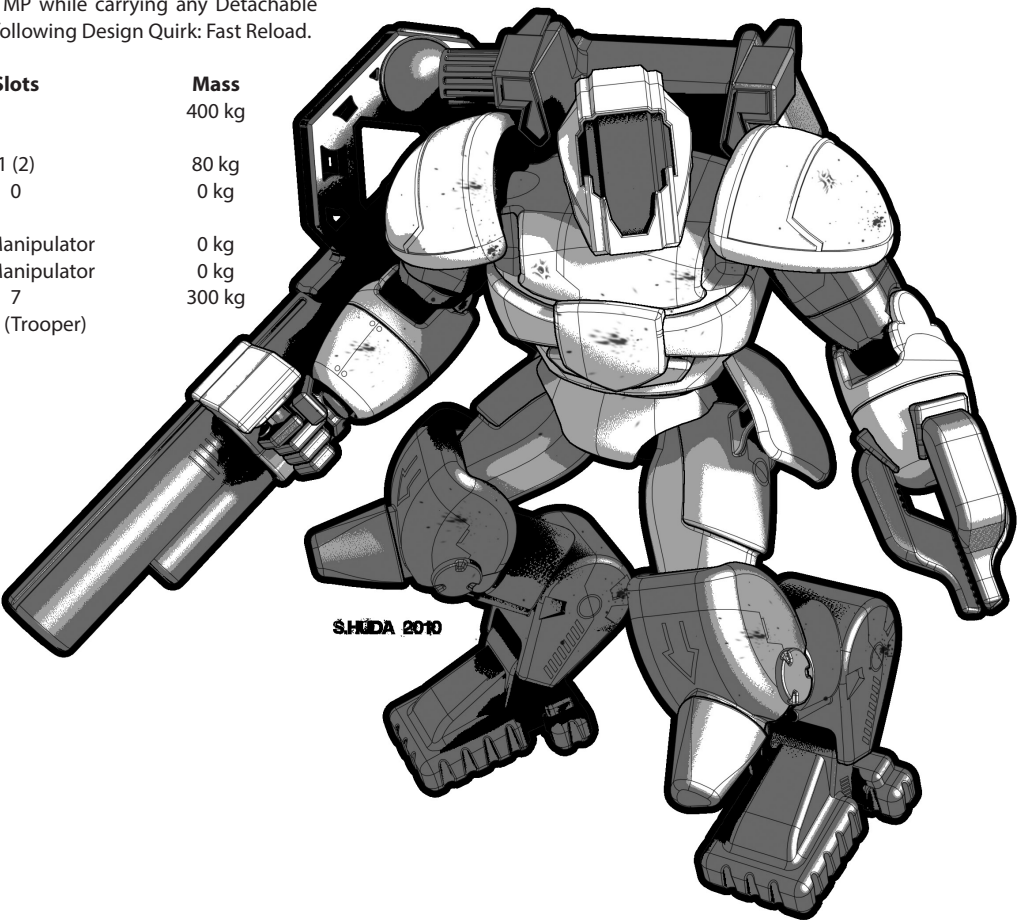
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Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

Notes: May only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons. Features the following Design Quirk: Fast Reload.

Equipment	Slots	Mass
Chassis:		400 kg
Motive System:		
Ground MP:	1 (2)	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor: Reflective	7	300 kg
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
BA LB-X AC (10)			
Detachable Weapon Pack	RA	1	300 kg
AP Gauss Rifle (20)			
Detachable Weapon Pack	LA	1	150 kg
BA C ³ System (IS)	Body	1	250 kg



EXPERIMENTAL

TORTOISE II BATTLE ARMOR

Field Testing Summation: Prototype Tortoise Hybrid Suit
Producer/Site: StarCorps Industries, Thetford Proving Grounds, Terra
Supervising Technician: Dr. Stephen Vance
Project Start Date: 3134
Non-Production or Recently Introduced Equipment Analysis:
Mixed Technologies (Clan Improved Stealth Armor
and missile systems)
Battle Armor C³ (C³ configuration)

Overview

The Tortoise II is a showcase of what can be achieved when the Republic utilizes Clan technology to its fullest extent. What was initially considered a “turkey” shaped up to be the most promising support battle armor in the Inner Sphere—at least until the Fortress walls went up. StarCorps had earned a well-deserved reputation for reliable, effective designs, but until Dr. Vance took charge of the Tortoise’s development, the project was struggling to live up to that standard. By switching to more realistic goals and incorporating a wealth of Clan tech, the remodeled Tortoise II should have finally allowed the company to recover its considerable investment.

“Tell me those aren’t wheels!” is the phrase attributed to Dr. Stephen Vance upon first sight of the original Tortoise prototype. But wheels indeed they were, replacing the back legs in an innovation that makes the Tortoise the most bizarre-looking battlesuit ever made, and earning it the unofficial nickname “Wheelbarrow”. An experimental concept, ostensibly made to improve the stability and mobility of assault-scale battle armor, the hybrid configuration unfortunately turned into a money pit. StarCorps spent years (and tens of millions of stones) in unsuccessful attempts to combine the disparate motive systems into a harmonious whole. Dr. Vance’s redesign installed myomer-enhanced shock absorbers on the rear wheels, finally smoothing out the ride and improving reliability. A refocus on firepower over mobility eased the strain on this unique motive system, further reducing the number of breakdowns.

Wanting to exploit the full potential of the newly christened Tortoise II, the StarCorps board accepted Dr. Vance’s recommendation to procure Clan technology from Arc-Royal MechWorks. The chosen armament is impressive, built around the ER pulse laser introduced on the Cuchulainn. The early prototype’s modular turret was retained but mostly fitted with advanced Clan missiles pioneered by the Fenrir II. This combination gives the Tortoise II more firepower than some light ‘Mechs.

In the sole field trial completed before the Fortress Walls cut communication, the Tortoise II proved to be a fierce, albeit sluggish fighter. The suit tenaciously held its ground when lesser models would have been forced to yield, and opposition troops were shocked by the amount of simulated damage it inflicted in return.

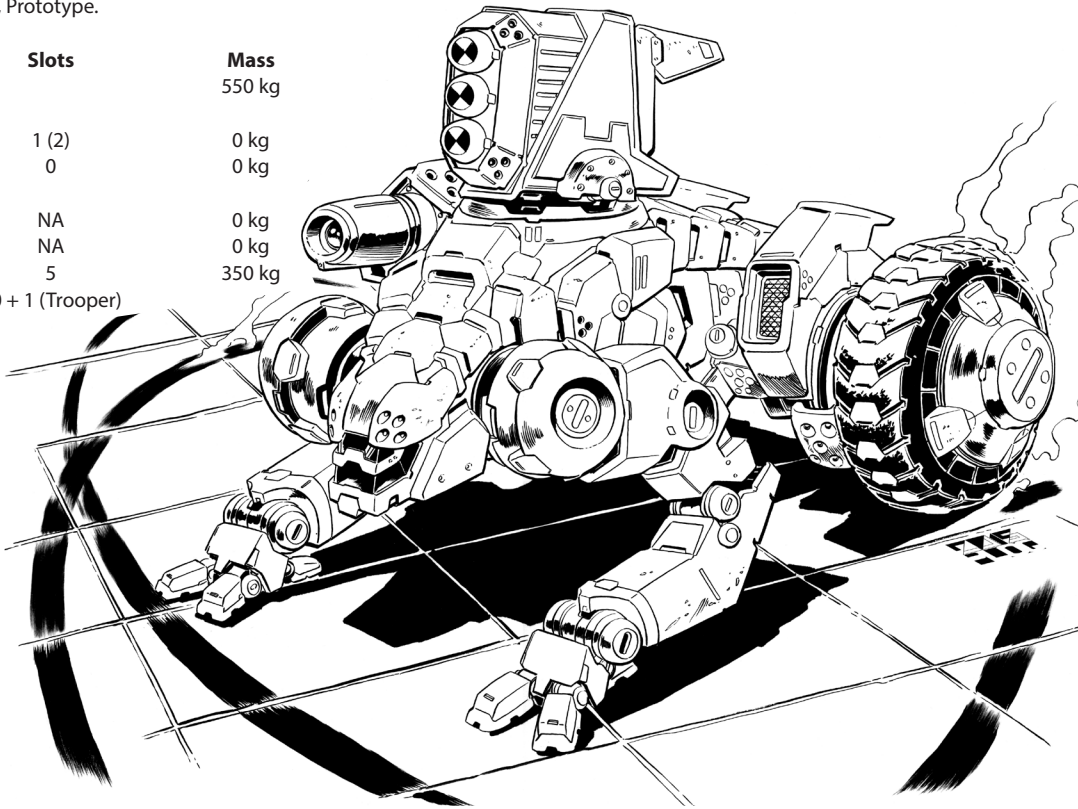
Once under threat of cancellation, this new Tortoise could very well have become the linchpin of the RAF’s battle armor corps—and, for all that we know, it still has. Battle armor is probably the weapon system most benefitting from mixed technologies, and the Republic has always been competitive in this sector. But so much of our Clan-spec capabilities reside on Terra. And Terra is now shielded not only from its enemies, but its friends.

Type: Tortoise II
Manufacturer: StarCorps Industries
Primary Factory: Terra
Equipment Rating: F/X-X-X-F
Tech Base: Mixed Inner Sphere (Advanced)
Chassis Type: Quad
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
143 [aSRM]
152 [SRM]
143 [LRM]
119 [C³]

Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: May only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons. Features the following Design Quirks: Distracting, Difficult to Maintain, Hard to Pilot, Prototype.

Equipment	Slots	Mass
Chassis:		550 kg
Motive System:		
Ground MP:	1 (2)	0 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	NA	0 kg
Left Arm:	NA	0 kg
Armor: Improved Stealth (C)	5	350 kg
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
ER Medium Pulse Laser (11)			
Detachable Weapon Pack	Body	1	600 kg
Modular Turret Mount	Body	2 (5)	100 kg
Advanced SRM 3 (8 Shots) (C)	—	5	360 kg
SRM 6 (3 Shots) (C)	—	4	390 kg
LRM 4 (7 Shots) (C)	—	5	374 kg
BA C ³ System, 2 Light Machine Guns (50 x2)	—	3	400 kg



EXPERIMENTAL

PERSEPOLIS 2

Field Testing Summation: Production Persepolis Variant
Producer/Site: Falcon's Roost Orbital Assembly Plant, Sudeten
Supervising Technician: Technician Darius
Project Start Date: 3134

Non-Production or Recently Introduced Equipment Analysis:

Artemis V FCS
 Ferro-Lamellor Armor
 Improved Heavy Lasers

Overview

Malvina Hazen's astoundingly bloody rise to Khan of Clan Jade Falcon has been a blessing for us in the short term. Her willingness to use the same ostentatious violence employed in carving out the Falcon's Reach during the Clan's civil war [I refuse to call it "The Rending", it reminds me of melodramatic adolescents. —TC] has decimated the ranks of its warrior caste.

Unfortunately, as we know from history, that will be a brief reprieve, at best. Taking a cue from the late Clan Invasion era, one of Malvina's unconventional moves toward control of the Falcons was to offer Trials to any lower-caste members who wished join the Clan's warrior elite. Not only did this offer gain her political support in her conflict with Jana Pryde, but the delivery on that promise has been replenishing the Falcon's military at a frightening clip. It's only a matter of time before Khan Hazen's Mongol Falcons and their allies in Clan Hell's Horses turn their attention our way again. In that regard, it will be our misfortune that they'll likely be piloting updated machines like the most recent *Persepolis* variant.

Built to serve as a standoff fighter, the *Persepolis* has always benefitted from the reach and devastating impact of its primary weapons. Its underwhelming armor, and potentially deadly design flaws, have encouraged its pilots to stay well back from their opponents, but Falcon technicians apparently figured out how to mitigate some of latter without sacrificing the former. First spotted in Zeta Galaxy clusters rampaging across Prefecture IX, the *Persepolis 2* has been giving the Clan's opponents fits. Ferro-Lamellor plate, arguably the best possible protection available to aerospace fighters today, now comprises the craft's skin, and a targeting computer sitting in the nosecone performs half the pilot's work for him. Stronger in offense and defense, the new variant has sent many a surprised enemy pilot to a flaming grave.

The one silver lining with the *Persepolis 2* is that many of the same design and manufacturing flaws of the original model have apparently carried over even to this variant airframe. We can only guess that the long acceptance of Quicksell's products from their Pandora facility has lowered the Falcons' expectations of quality from other manufacturers. Nevertheless, the Ferro-Lamellor gives this fighter enough survivability to mitigate its other sins. As more of these craft are returning from combat than ever before, this means more of the Clan's pilots are surviving to learn from their mistakes. And none of us want that.

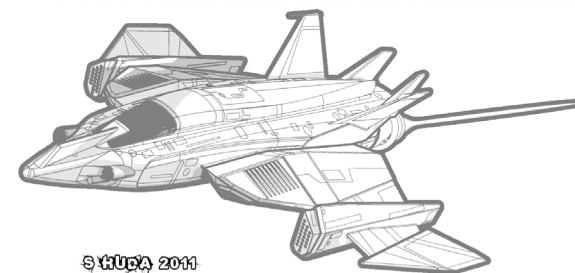
Type: **Persepolis**
 Technology Base: Clan (Advanced)
 Tonnage: 70
 Battle Value: 2,989

Equipment

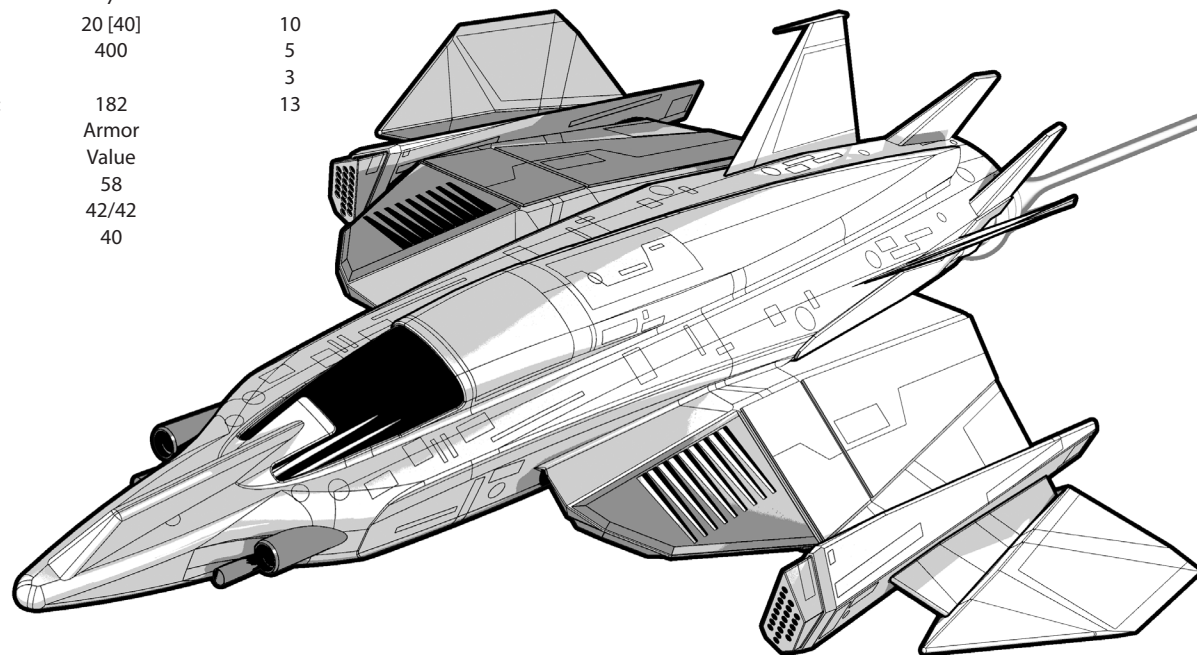
Engine:	280 XL	Mass	8
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	7		
Heat Sinks:	20 [40]	10	
Fuel:	400	5	
Cockpit:		3	
Armor Factor (Lamellor):	182	13	
	Armor Value		
Nose	58		
Wings	42/42		
Aft	40		

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
2 ER Large Lasers	Nose	8	12	10	10	10	10
2 Improved Heavy Medium Lasers	Nose	2	7	10	—	—	—
LRM 20 with Artemis V FCS	RW	6.5	6	16	16	16	—
Ammo (LRM) 12	—	2					
LRM 20 with Artemis V FCS	RW	6.5	6	16	16	16	—
Ammo (LRM) 12	—	2					
2 Improved Heavy Small Lasers	Aft	1	3	6	—	—	—
Targeting Computer	—	3					

Notes: Features the following Design Quirks: Accurate Weapon (ER Large Laser), Difficult Ejection, Poor Performance, Poor Workmanship.



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BATTLETECH™

QUADVEE RECORD SHEET

MECH DATA

Type: Boreas Prime

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 4

Cruising: 4

Running: 6

Flank: 6

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12

BV: 1,583

WARRIOR DATA

Pilot: _____

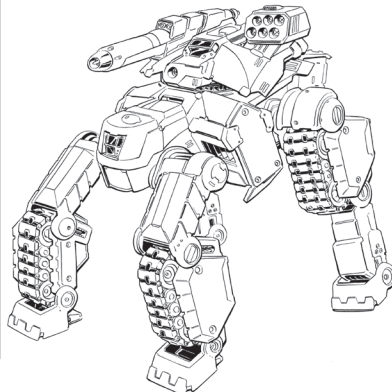
Gunnery Skill: _____ Piloting Skill: _____

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

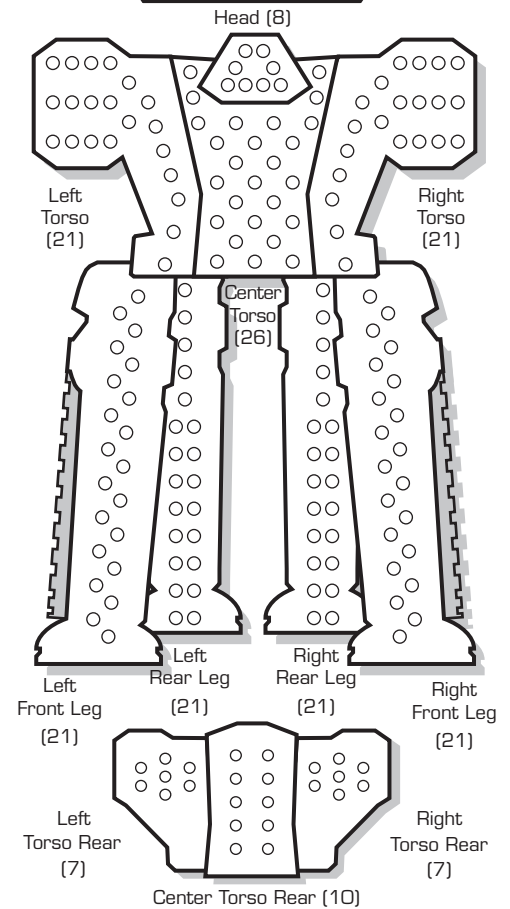
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

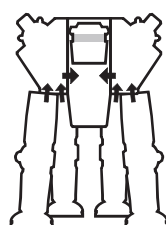
Right Front Leg

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Pulse Laser
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Left Front Leg

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

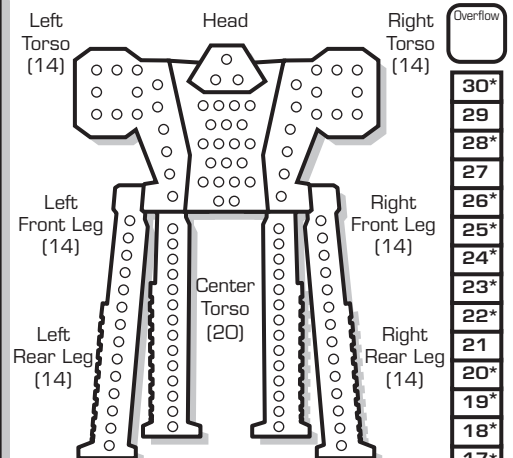
Left Torso (CASE)

- Laser Heat Sink
 - Laser Heat Sink
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

QUADVEE RECORD SHEET

MECH DATA

Type: Boreas A

Tonnage: 60 Tech Base: Clan (Advanced)
Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 4

Cruising: 4

Running: 6

Flank: 6

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 (C.F.XI)	2	8	16	24

BV: 1,221

WARRIOR DATA

Pilot: _____

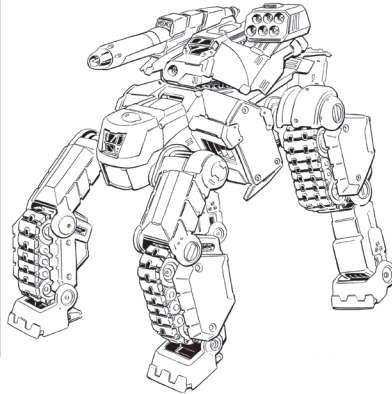
Gunnery Skill: _____ Piloting Skill: _____

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

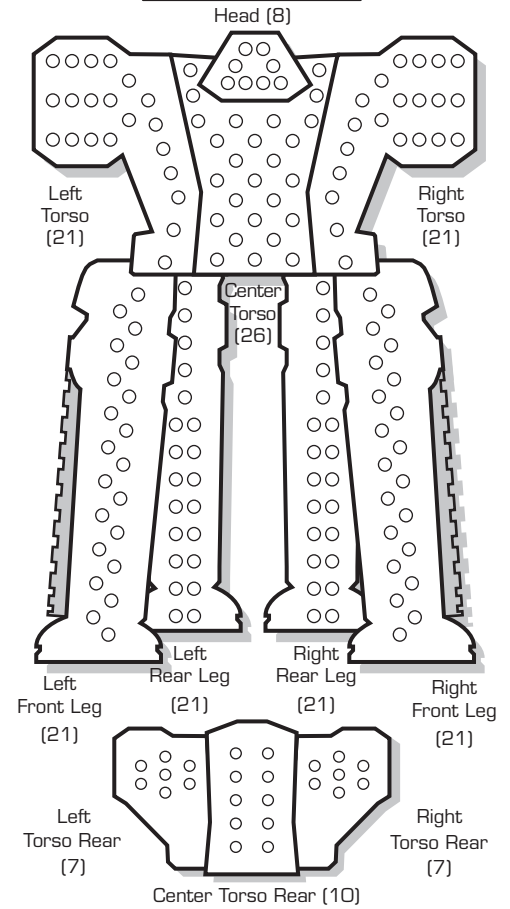
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Right Front Leg

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

Center Torso

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

1-3

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

4-6

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

Right Torso (CASE)

- HAG/20
- HAG/20
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Rear Leg

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

Left Front Leg

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

Left Torso

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

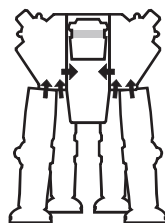
1-3

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

4-6

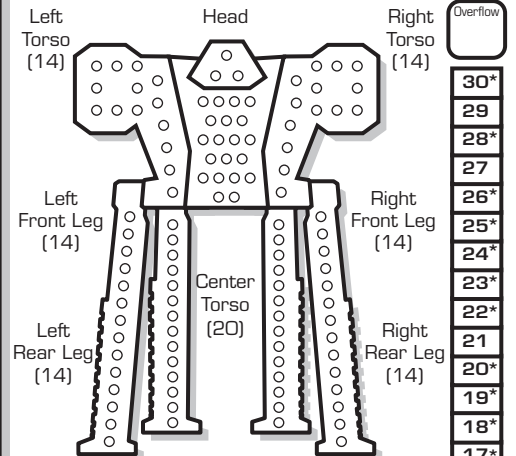
Left Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Laser Heat Sinks:
30	Shutdown	10 (20) Double
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 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™

QUADVEE RECORD SHEET

MECH DATA

Type: Boreas B

Tonnage: 60 Tech Base: Clan (Advanced)
Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 4

Cruising: 4

Running: 6

Flank: 6

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 20	RT	6	1/MSI [M,C]	—	7	14	21

BV: 1,331

WARRIOR DATA

Pilot: _____

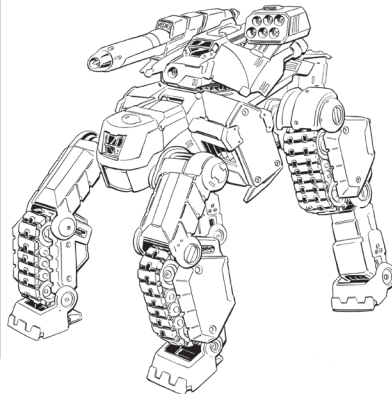
Gunnery Skill: _____ Piloting Skill: _____

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

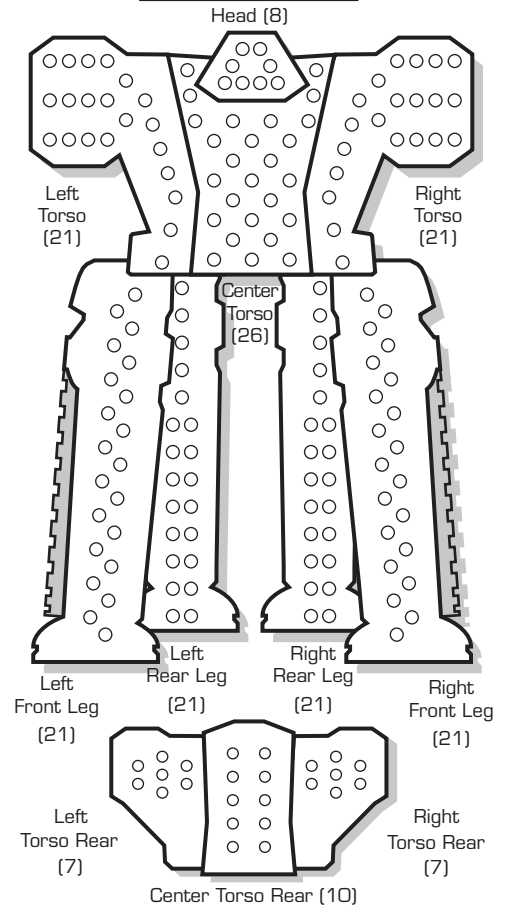
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

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

Left Rear Leg

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

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Center Torso

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

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

Right Front Leg

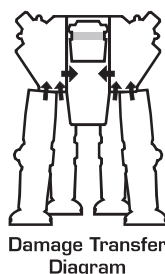
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Right Torso (CASE)

- Streak LRM 20
- Streak LRM 20
- Streak LRM 20
- Streak LRM 20
- Streak LRM 20
- Ammo (Streak LRM 20) 6
- Ammo (Streak LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

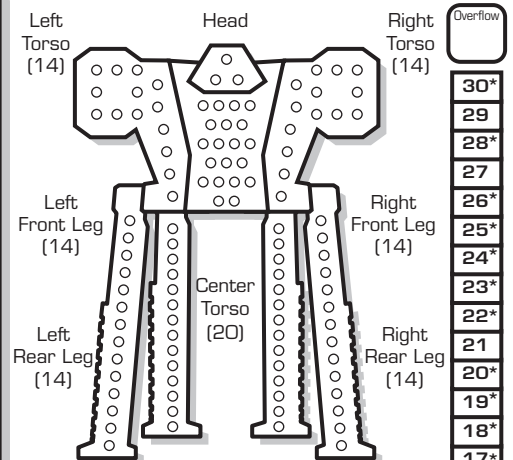
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

QUADVEE RECORD SHEET

MECH DATA

Type: Boreas C

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 4

Cruising: 4

Running: 6

Flank: 6

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 12	RT	8	[M,C,S]	4	5	10	15
	Standard			2 [Msl]	4	9	18	27
	Extended-Range			1 [Msl]	—	3	6	9
	High-Explosive			3 [Msl]	—	5	10	15
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15

BV: 1,502

WARRIOR DATA

Pilot: _____

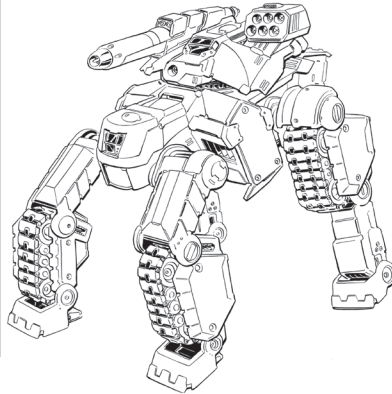
Gunnery Skill: _____ Piloting Skill: _____

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

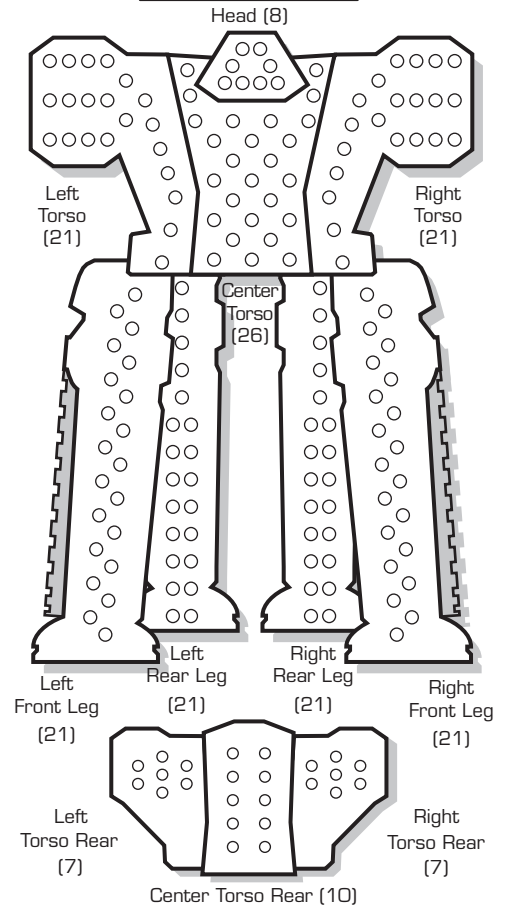
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- Laser Heat Sink
- Laser Heat Sink
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Rear Leg

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

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Center Torso

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

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

Right Front Leg

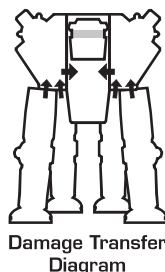
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Right Torso (CASE)

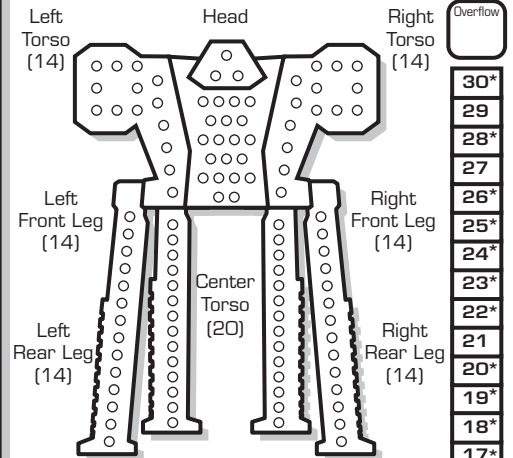
- ATM 12
- ATM 12
- ATM 12
- ATM 12
- ATM 12
- Ammo (ATM 12) 5
- Ammo (ATM 12 ER) 5
- Ammo (ATM 12 HE) 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Rear Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Laser Heat Sinks:
30	Shutdown	10 (20) Double
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™

QUADVEE RECORD SHEET

MECH DATA

Type: Boreas D

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 4

Cruising: 4

Running: 6

Flank: 6

Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15

BV: 1,394

WARRIOR DATA

Pilot: _____

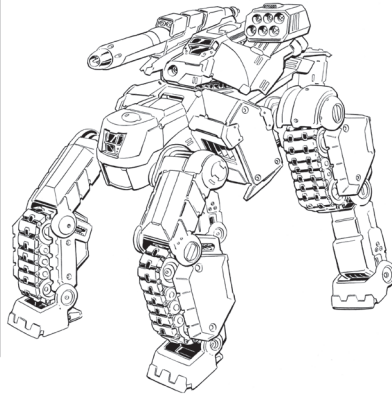
Gunnery Skill: _____ Piloting Skill: _____

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

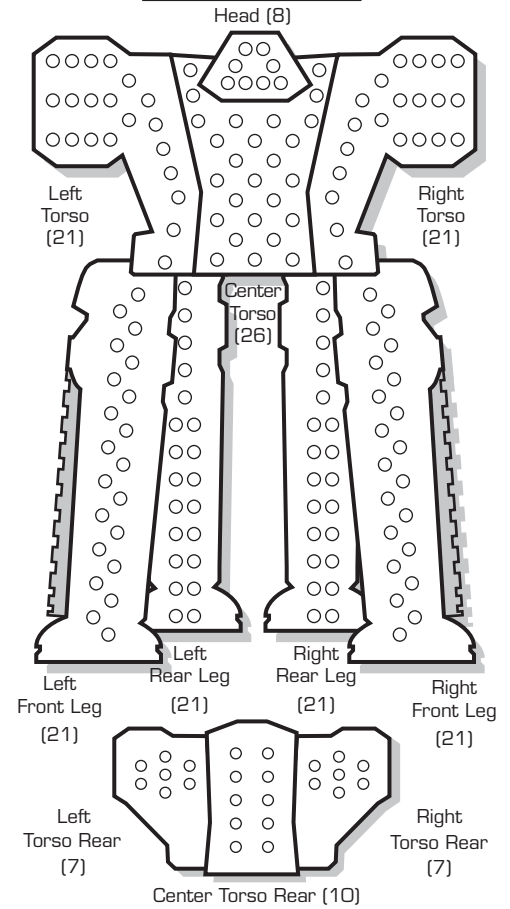
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Laser Heat Sink
- Laser Heat Sink

4-6

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

Left Torso

- Laser Heat Sink
 - Laser Heat Sink
 - Laser Heat Sink
 - Laser Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
- 1-3
- Heavy Large Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

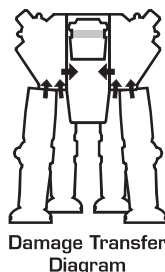
- Laser Heat Sink
 - Laser Heat Sink
 - Laser Heat Sink
 - Laser Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
- 1-3
- Heavy Large Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Rear Leg

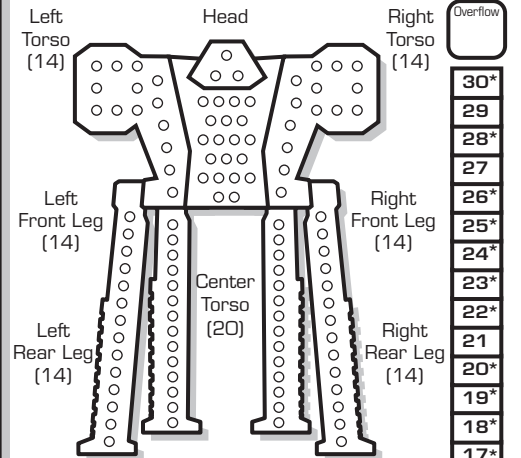
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Right Rear Leg

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



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	Laser Heat Sinks:
30	Shutdown	10 (20) Double
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: Hornet HNT-182

Movement Points: Tonnage: 20
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 (Experimental)
 Jumping: 5 Era: Dark Age

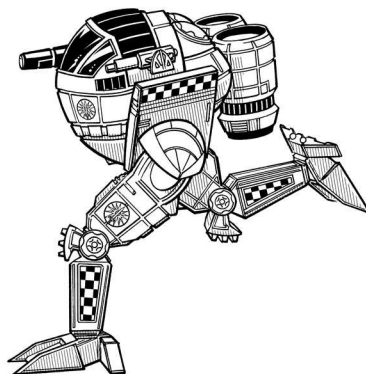
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5 LRM SRM	RT	3	(M.C.S) 1/Msl 2/Msl	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

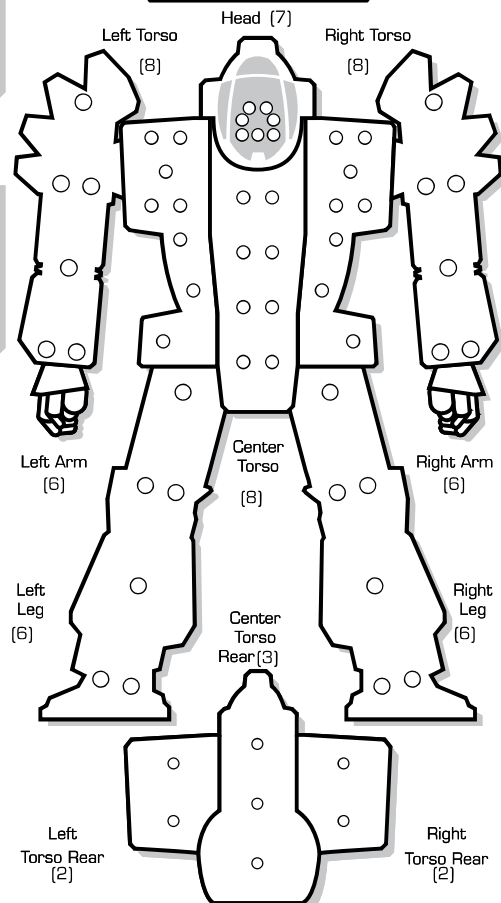
BV: 505

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
- Medium Laser
- 1-3 Endo Steel
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (MML 5/LRM) 24
- 1-3 Ammo (MML 5/SRM) 20
- 1-3 CASE

- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel

Left Leg

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

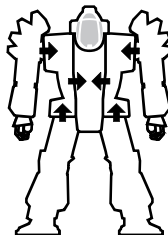
Head

- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
6. Life Support

Center Torso

- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 4-6 Gyro
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 2 Compact Heat Sinks
- 4-6 Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- 1-3 Endo Steel
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Roll Again

Right Torso

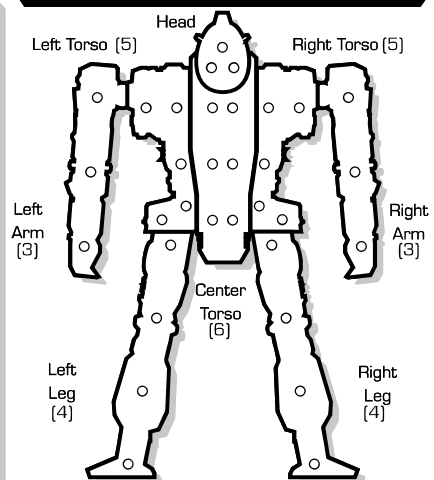
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 MML 5
- 1-3 MML 5
- 1-3 MML 5

- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: UrbanMech UM-R93

Movement Points: Tonnage: 30
 Walking: 2 Tech Base: Inner Sphere
 Running: 2 [Advanced]
 Jumping: 2 Era: Dark Age

Weapons & Equipment Inventory (hexes)

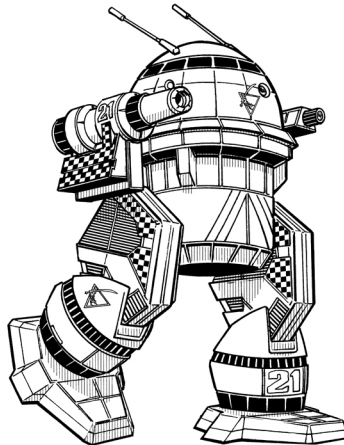
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

BV: 894

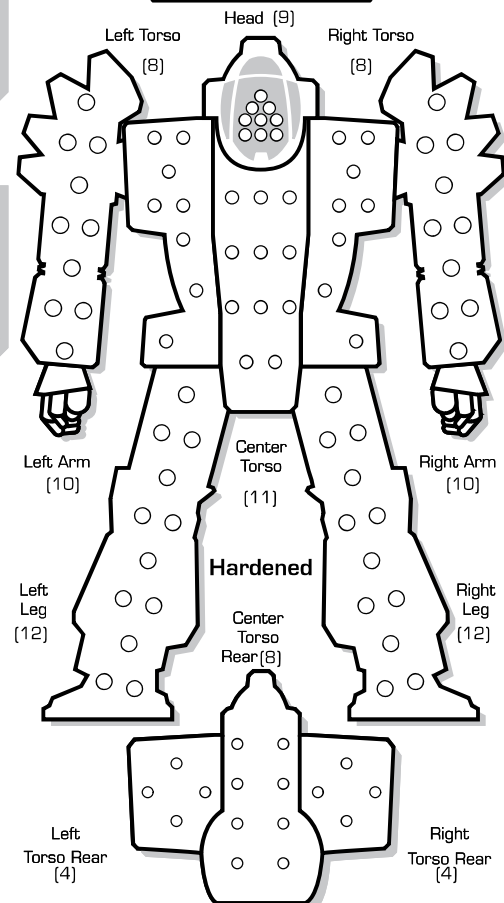
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Small Laser

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Roll Again
- Roll Again

Left Leg

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

Head

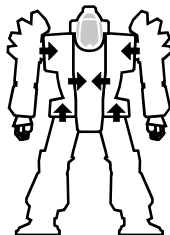
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle

- Plasma Rifle
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

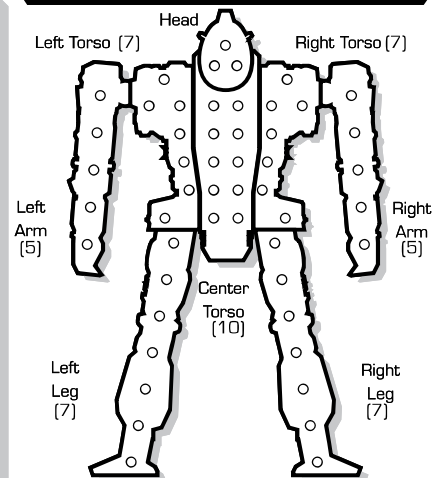
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Blade BLD-XR

Movement Points: Tonnage: 35
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 [Advanced]
 Era: Dark Age

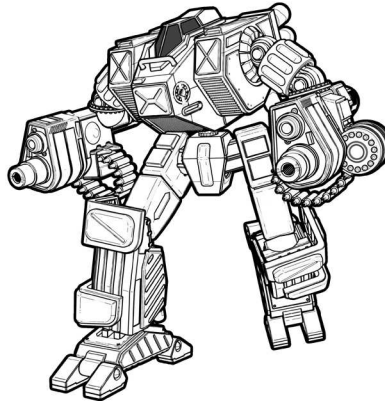
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LAC/2	RA	1	2 [DB,S]	—	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	LAC/2	LA	1	2 [DB,S]	—	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

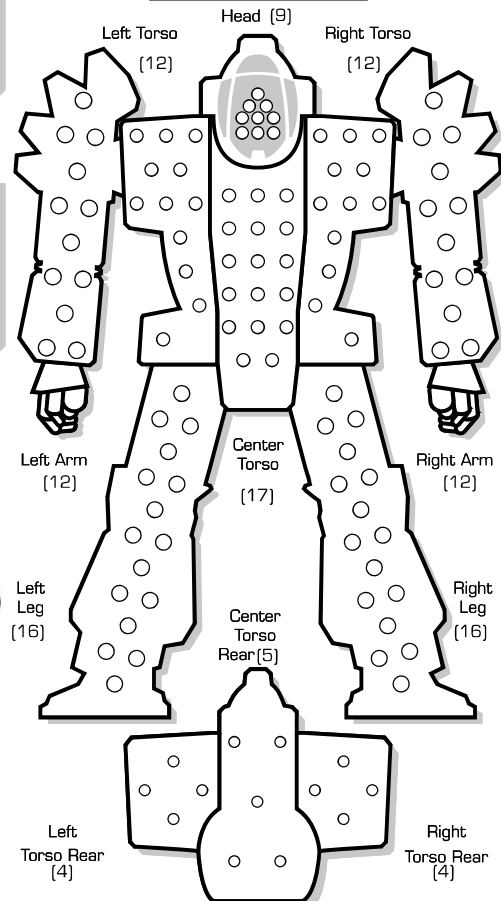
BV: 1,101

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 Light PPC
- 1-3 Light PPC
- LAC/2

- Ammo [LAC/2] 45
- Endo Steel
- Endo Steel
- 4-6 Reactive
- 4-6 Reactive
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Endo Steel
- 1-3 Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Reactive
- 4-6 Reactive
- 4-6 Reactive
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive
- Reactive

Head

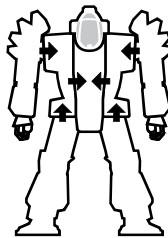
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Endo Steel

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- 1-3 Light PPC
- LAC/2

- Ammo [LAC/2] 45
- Endo Steel
- Endo Steel
- 4-6 Reactive
- 4-6 Reactive
- Roll Again

Right Torso

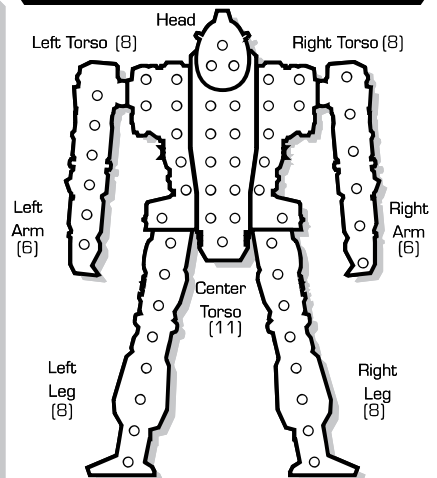
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Reactive
- 4-6 Reactive
- Reactive

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive
- Reactive

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-7S

Movement Points: 50
Walking: 6
Running: 9 [12]
Tonnage: 50
Tech Base: Inner Sphere [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

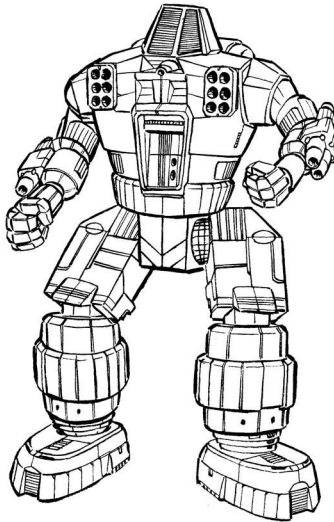
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,628

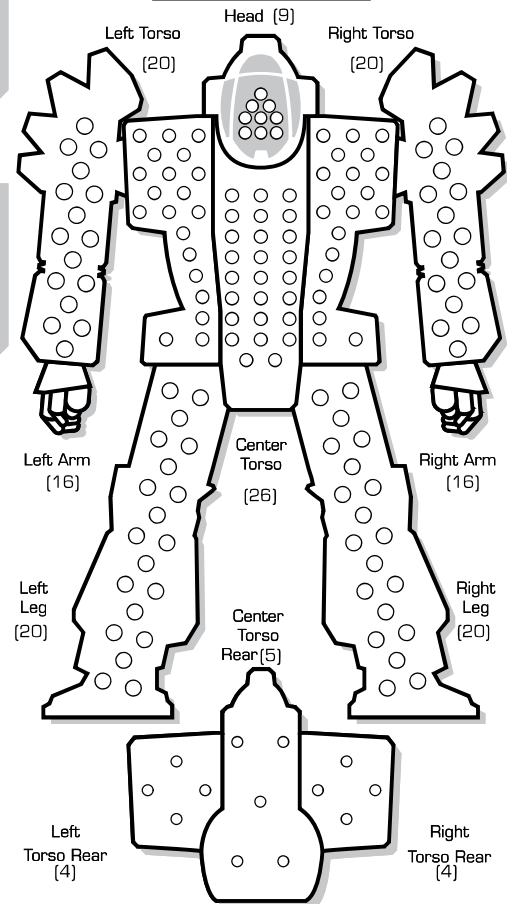
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- SRM 6
- SRM 6
- Ammo [SRM 6] 15
- Supercharger
- Endo Steel
- Endo Steel

Left Leg

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

Head

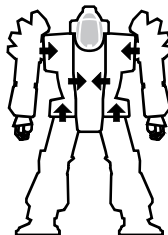
- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

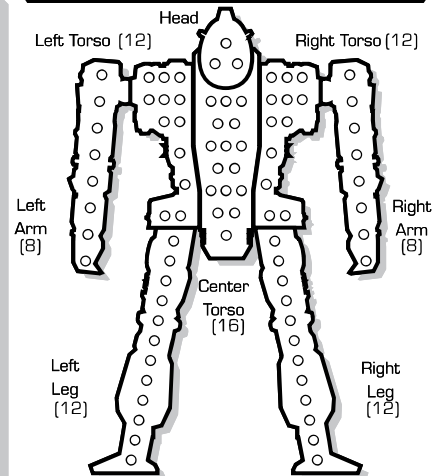
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- SRM 6
- SRM 6
- Ammo [SRM 6] 15
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Penthesilea PEN-3H

Movement Points: Tonnage: 75
Walking: 3 Tech Base: Inner Sphere
Running: 5 (Experimental)
Jumping: 3 Era: Dark Age

Weapons & Equipment Inventory (hexes)

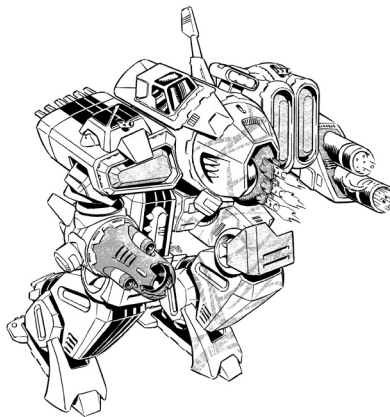
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Light Machine Gun	CT	0	1 [DB, AI]	—	2	4	6
1	Light Machine Gun Array	CT	—	1 [T]	—	—	—	—
1	Light Machine Gun	RT	0	1 [DB, AI]	—	2	4	6
1	Light Machine Gun	LT	0	1 [DB, AI]	—	2	4	6
1	AES	RA	—	1 [E]	—	—	—	—
1	Bombast Laser	RA	12	12 [DE, V]	—	5	10	15
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AES	LA	—	1 [E]	—	—	—	—
1	LAC/5	LA	1	5 [DB, S]	—	5	10	15
1	Medium VSP Laser	LA	7	9/7/5 [P, V]	—	2	5	9

BV: 1,666

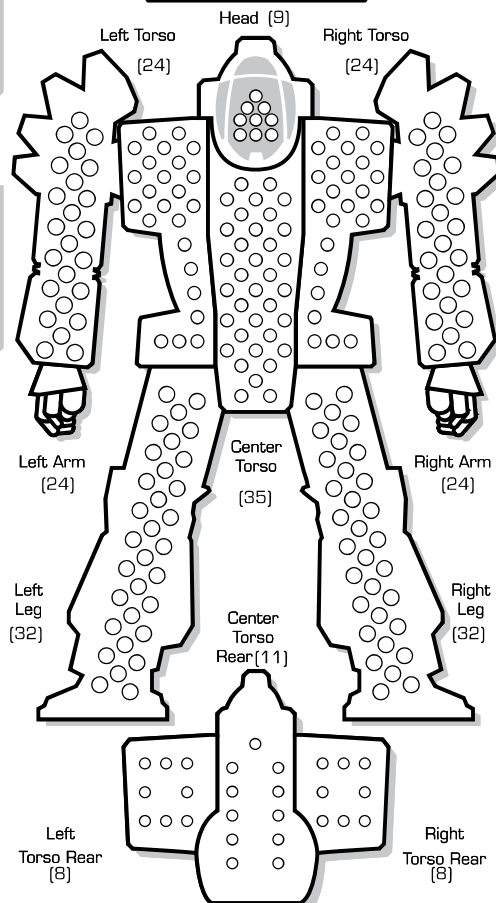
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium VSP Laser
- Medium VSP Laser
- LAC/5
- LAC/5
- AES
- AES
- 4-6 AES
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Light Machine Gun
- Ammo (Light Machine Gun) 100
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II
- 4-6 Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- 1-3 Compact Gyro
- Compact Gyro
- Jump Jet
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- 4-6 Light Machine Gun Array
- Endo Steel
- Endo Steel

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

Right Arm

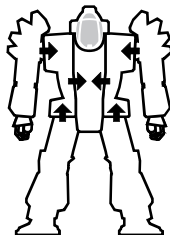
- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Bombast Laser
- Bombast Laser
- Bombast Laser
- Medium Laser
- Medium Laser
- Medium Laser
- 4-6 AES
- AES
- AES

Right Torso

- Light Machine Gun
- Endo Steel
- Endo Steel
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous

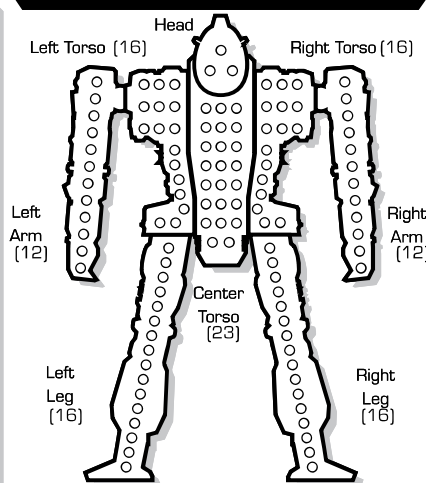
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Prefect PRF-1C

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Emergency Master	RT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	[DE]	—	4	8	12
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	LT	5	[DE]	—	4	8	12
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23

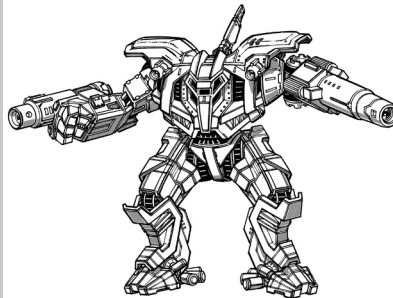
BV: 1,857

WARRIOR DATA

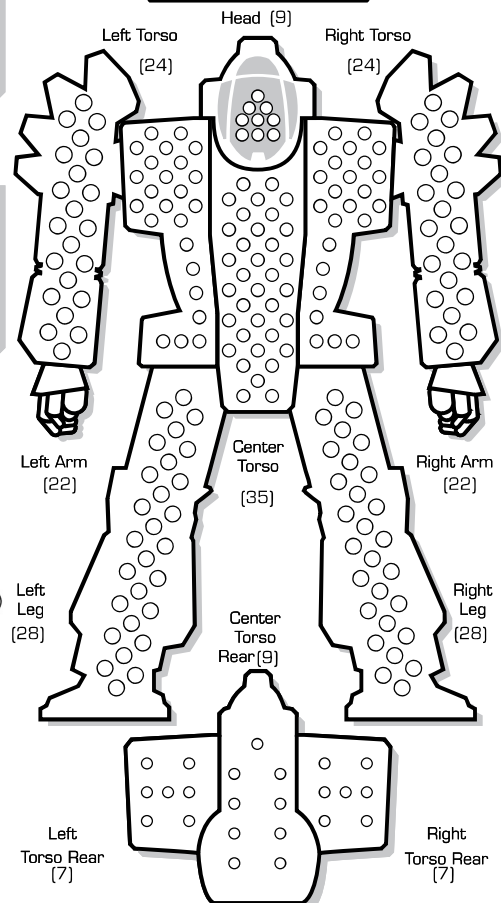
Name: _____

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
- ER PPC
- ER PPC
- ER PPC
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Angel ECM Suite
- Angel ECM Suite
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

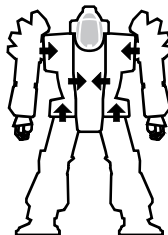
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Snub-Nose PPC
- Snub-Nose PPC

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

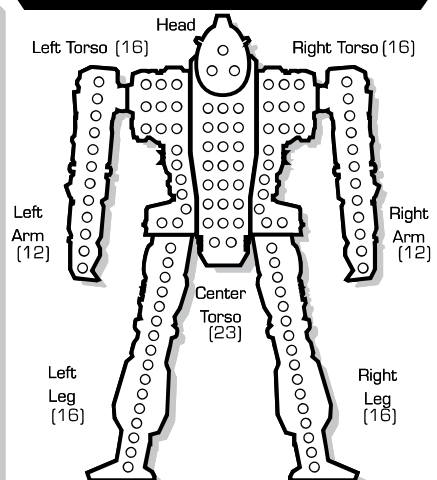
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- C³ Emergency Master
- C³ Emergency Master
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Awesome AWS-11R

Movement Points: 80
Walking: 3
Running: 5 [6]
Tonnage: 30
Tech Base: Inner Sphere [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

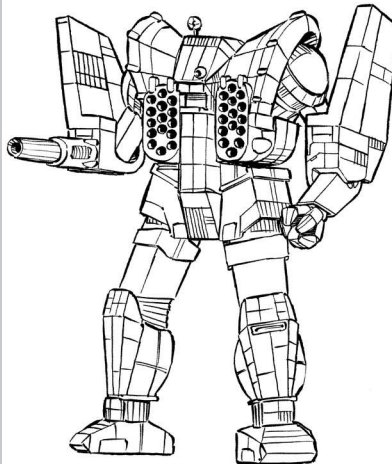
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Extended LRM 15	RT	8	1/Msl [M.C.S]	10	12	22	38
1	LRM 15	LT	5	1/Msl [M.C.S]	6	7	14	21
1	Light Gauss Rifle	RA	1	8 [DB,X]	3	8	17	25
1	Guardian ECM Suite	LA	—	[E]	—	—	—	6

BV: 1,878

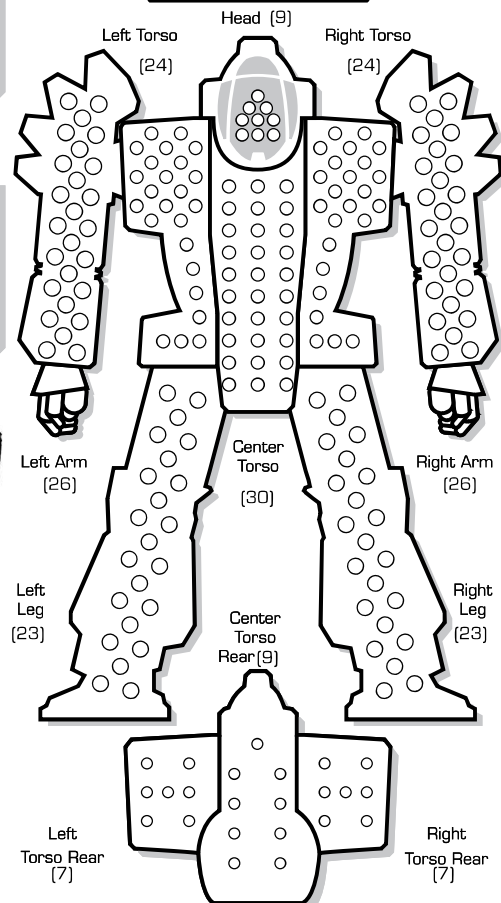
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Guardian ECM Suite
- Guardian ECM Suite
- Coolant Pod
- Stealth
- Stealth

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Supercharger
- CASE II
- Stealth
- Stealth

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

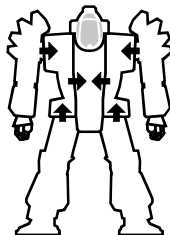
Head

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

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- CASE II

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

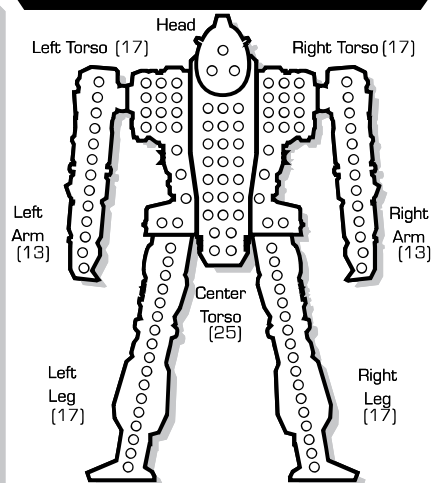
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hatamoto-Ku HTM-27W2

Movement Points: **Tonnage:** 80
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 (Experimental)
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LAC/5	RT	1	5 [DB,S]	—	5	10	15
1	C ³ Boosted Slave	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

BV: 1,699

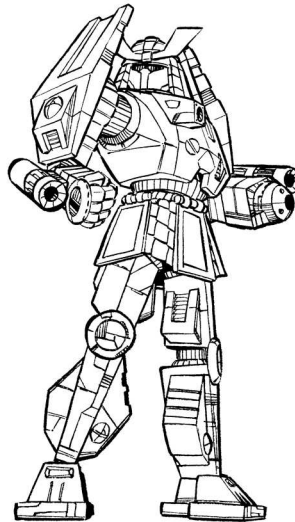
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

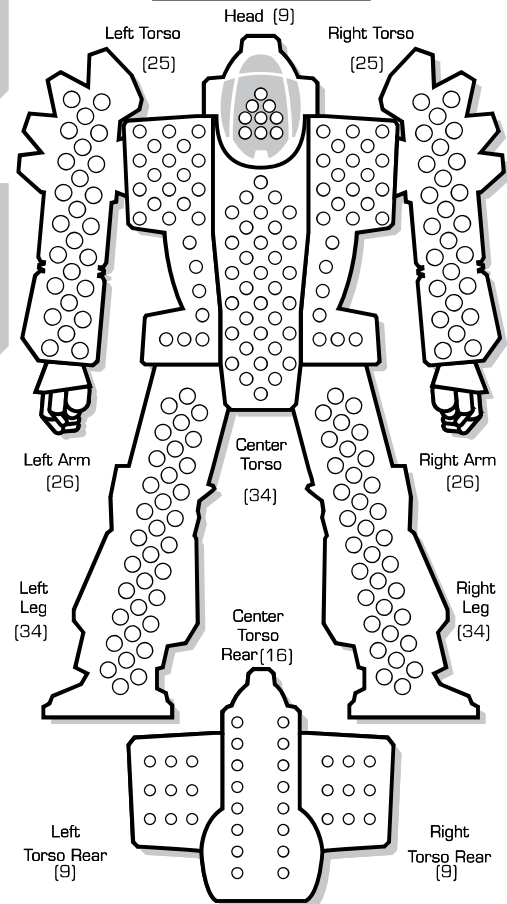
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness#

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- ER PPC
- ER PPC

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 C³ Boosted Slave
- C³ Boosted Slave
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

Left Leg

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

Head

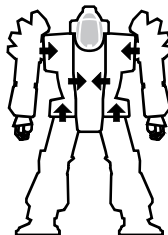
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

- Double Heat Sink
- ER PPC
- ER PPC
- 4-6 ER PPC
- Roll Again
- Roll Again

Right Torso

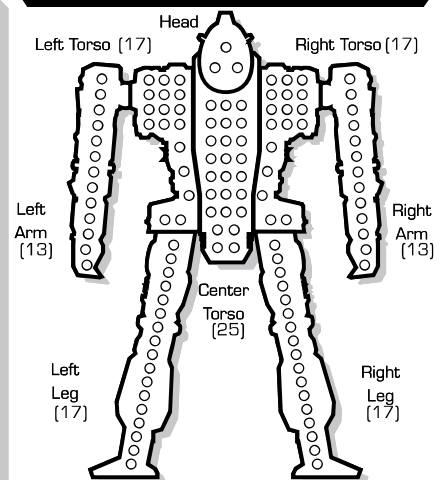
- LAC/5
- LAC/5
3. Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH

SUPERHEAVY 'MECH RECORD SHEET

'MECH DATA

Type: Orca OC-1X

Movement Points: Tonnage: 200
Walking: 2 Tech Base: Inner Sphere
Running: 3 (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	HD	—	[E]	—	—	—	6
1	Small X-Pulse Laser	CT	3	3 [P,AI]	—	2	4	5
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Sniper Cannon	RA/RT	10	10 [DB,AE]	2	4	8	12
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

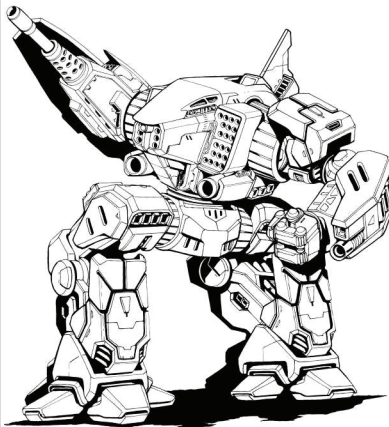
BV: 3,357

WARRIOR DATA

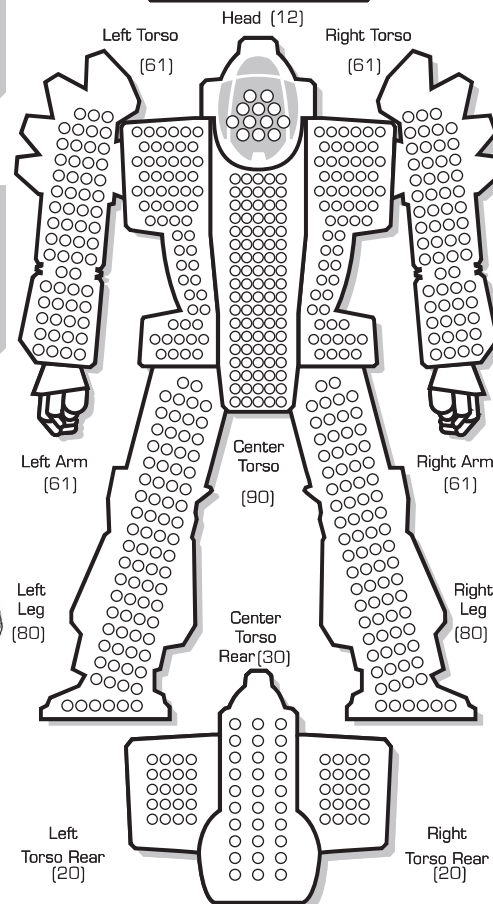
Name: _____

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
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- ER PPC
- ER PPC
- Ammo (LRM 20) 6 | LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 6) 15 | SRM 6) 15
- Ammo (Gauss) 8 | Gauss) 8
- CASE II

Left Leg

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

Head

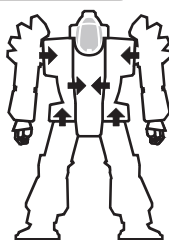
- Life Support
- Sensors
- Cockpit
- Guardian ECM Suite
- Sensors
- Life Support

Center Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- Small X-Pulse Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon

- Sniper Cannon
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

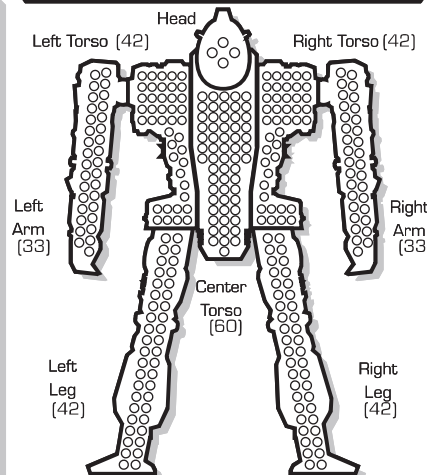
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- Ammo (Sniper Cannon) 10 | Sniper Cannon) 10
- Ammo (Sniper Cannon) 10
- CASE II
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	19 (38) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

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

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Thunderbird II

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle (DWP)	3 [DB,AI]	—	3	6	9
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC (DWP)4 [DB,C,F]	—	2	5	8	—
BC ³ (IS)	[E]	—	—	—	—

Must detach DWP before moving full ground speed.

Armor: Reflective

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 464/66

BATTLE ARMOR: SQUAD 2

Type: Thunderbird II

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle (DWP)	3 [DB,AI]	—	3	6	9
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC (DWP)4 [DB,C,F]	—	2	5	8	—
BC ³ (IS)	[E]	—	—	—	—

Must detach DWP before moving full ground speed.

Armor: Reflective

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 464/66

BATTLE ARMOR: SQUAD 3

Type: Thunderbird II

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle (DWP)	3 [DB,AI]	—	3	6	9
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC (DWP)4 [DB,C,F]	—	2	5	8	—
BC ³ (IS)	[E]	—	—	—	—

Must detach DWP before moving full ground speed.

Armor: Reflective

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 464/66

BATTLE ARMOR: SQUAD 4

Type: Thunderbird II

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle (DWP)	3 [DB,AI]	—	3	6	9
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC (DWP)4 [DB,C,F]	—	2	5	8	—
BC ³ (IS)	[E]	—	—	—	—

Must detach DWP before moving full ground speed.

Armor: Reflective

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 464/66

BATTLE ARMOR: SQUAD 5

Type: Thunderbird II

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle (DWP)	3 [DB,AI]	—	3	6	9
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC (DWP)4 [DB,C,F]	—	2	5	8	—
BC ³ (IS)	[E]	—	—	—	—

Must detach DWP before moving full ground speed.

Armor: Reflective

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 464/66

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

4-6
3
2
1

BASE TO-HIT MODIFIER

0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE

4-6
1-3

BASE TO-HIT MODIFIER

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

TROOPER NUMBER

1 Right Side (Unit 1/Unit 2)
2 Right Side (Unit 1/Unit 2)
3 Left Side (Unit 1/Unit 2)
4 Left Side (Unit 1/Unit 2)
5 Rear (Unit 1/Unit 2)
6 Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tortoise II [aSRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Advanced SRM 3 (Clan) 2/Msl [M.C.S] — 4 8 12
Ammo 0 0 0 0 0 0 0 0
ER Medium Pulse Laser (Clan) (DWP) 7 [P] — 5 9 14
Must detach DWP before moving full ground speed.

Armor: BA Stealth (Improved) [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 742/143

BATTLE ARMOR: SQUAD 2

Type: Tortoise II [aSRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Advanced SRM 3 (Clan) 2/Msl [M.C.S] — 4 8 12
Ammo 0 0 0 0 0 0 0 0
ER Medium Pulse Laser (Clan) (DWP) 7 [P] — 5 9 14
Must detach DWP before moving full ground speed.

Armor: BA Stealth (Improved) [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 742/143

BATTLE ARMOR: SQUAD 3

Type: Tortoise II [aSRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Advanced SRM 3 (Clan) 2/Msl [M.C.S] — 4 8 12
Ammo 0 0 0 0 0 0 0 0
ER Medium Pulse Laser (Clan) (DWP) 7 [P] — 5 9 14
Must detach DWP before moving full ground speed.

Armor: BA Stealth (Improved) [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 742/143

BATTLE ARMOR: SQUAD 4

Type: Tortoise II [aSRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Advanced SRM 3 (Clan) 2/Msl [M.C.S] — 4 8 12
Ammo 0 0 0 0 0 0 0 0
ER Medium Pulse Laser (Clan) (DWP) 7 [P] — 5 9 14
Must detach DWP before moving full ground speed.

Armor: BA Stealth (Improved) [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 742/143

BATTLE ARMOR: SQUAD 5

Type: Tortoise II [aSRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Advanced SRM 3 (Clan) 2/Msl [M.C.S] — 4 8 12
Ammo 0 0 0 0 0 0 0 0
ER Medium Pulse Laser (Clan) (DWP) 7 [P] — 5 9 14
Must detach DWP before moving full ground speed.

Armor: BA Stealth (Improved) [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 742/143

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

LARGE SUPPORT VEHICLE LOCATION *

1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tortoise II [SRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
SRM 6 [Clan] 2/Msl [M.C.S.] — 3 6 9
Ammo 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 788/152

BATTLE ARMOR: SQUAD 2

Type: Tortoise II [SRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
SRM 6 [Clan] 2/Msl [M.C.S.] — 3 6 9
Ammo 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 788/152

BATTLE ARMOR: SQUAD 3

Type: Tortoise II [SRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
SRM 6 [Clan] 2/Msl [M.C.S.] — 3 6 9
Ammo 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 788/152

BATTLE ARMOR: SQUAD 4

Type: Tortoise II [SRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
SRM 6 [Clan] 2/Msl [M.C.S.] — 3 6 9
Ammo 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 788/152

BATTLE ARMOR: SQUAD 5

Type: Tortoise II [SRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
SRM 6 [Clan] 2/Msl [M.C.S.] — 3 6 9
Ammo 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 788/152

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

LARGE SUPPORT VEHICLE LOCATION*

1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tortoise II [LRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
LRM 4 [Clan] 1/Msl [M.C.S.] — 7 14 21
Ammo 0 0 0 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	0 0 0 0 0 0 0 0 0 0
2	0 0 0 0 0 0 0 0 0 0
3	0 0 0 0 0 0 0 0 0 0
4	0 0 0 0 0 0 0 0 0 0

BV: 745/143

BATTLE ARMOR: SQUAD 2

Type: Tortoise II [LRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
LRM 4 [Clan] 1/Msl [M.C.S.] — 7 14 21
Ammo 0 0 0 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	0 0 0 0 0 0 0 0 0 0
2	0 0 0 0 0 0 0 0 0 0
3	0 0 0 0 0 0 0 0 0 0
4	0 0 0 0 0 0 0 0 0 0

BV: 745/143

BATTLE ARMOR: SQUAD 3

Type: Tortoise II [LRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
LRM 4 [Clan] 1/Msl [M.C.S.] — 7 14 21
Ammo 0 0 0 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	0 0 0 0 0 0 0 0 0 0
2	0 0 0 0 0 0 0 0 0 0
3	0 0 0 0 0 0 0 0 0 0
4	0 0 0 0 0 0 0 0 0 0

BV: 745/143

BATTLE ARMOR: SQUAD 4

Type: Tortoise II [LRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
LRM 4 [Clan] 1/Msl [M.C.S.] — 7 14 21
Ammo 0 0 0 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	0 0 0 0 0 0 0 0 0 0
2	0 0 0 0 0 0 0 0 0 0
3	0 0 0 0 0 0 0 0 0 0
4	0 0 0 0 0 0 0 0 0 0

BV: 745/143

BATTLE ARMOR: SQUAD 5

Type: Tortoise II [LRM] Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
ER Medium Pulse Laser [Clan] [DWP] 7 [P] — 5 9 14
LRM 4 [Clan] 1/Msl [M.C.S.] — 7 14 21
Ammo 0 0 0 0 0 0
Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	0 0 0 0 0 0 0 0 0 0
2	0 0 0 0 0 0 0 0 0 0
3	0 0 0 0 0 0 0 0 0 0
4	0 0 0 0 0 0 0 0 0 0

BV: 745/143

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

LARGE SUPPORT
VEHICLE LOCATION*

1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tortoise II [C3]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
BC ³	[E]	—	—	—
ER Medium Pulse Laser [Clen] [DWP]	7 [P]	—	5	9 14
Light Machine Gun	1 [DB, AI]	—	2	4 6
Light Machine Gun	1 [DB, AI]	—	2	4 6

Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 619/119

BATTLE ARMOR: SQUAD 2

Type: Tortoise II [C3]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
BC ³	[E]	—	—	—
ER Medium Pulse Laser [Clen] [DWP]	7 [P]	—	5	9 14
Light Machine Gun	1 [DB, AI]	—	2	4 6
Light Machine Gun	1 [DB, AI]	—	2	4 6

Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 619/119

BATTLE ARMOR: SQUAD 3

Type: Tortoise II [C3]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
BC ³	[E]	—	—	—
ER Medium Pulse Laser [Clen] [DWP]	7 [P]	—	5	9 14
Light Machine Gun	1 [DB, AI]	—	2	4 6
Light Machine Gun	1 [DB, AI]	—	2	4 6

Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 619/119

BATTLE ARMOR: SQUAD 4

Type: Tortoise II [C3]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
BC ³	[E]	—	—	—
ER Medium Pulse Laser [Clen] [DWP]	7 [P]	—	5	9 14
Light Machine Gun	1 [DB, AI]	—	2	4 6
Light Machine Gun	1 [DB, AI]	—	2	4 6

Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 619/119

BATTLE ARMOR: SQUAD 5

Type: Tortoise II [C3]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1 [2]

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
BC ³	[E]	—	—	—
ER Medium Pulse Laser [Clen] [DWP]	7 [P]	—	5	9 14
Light Machine Gun	1 [DB, AI]	—	2	4 6
Light Machine Gun	1 [DB, AI]	—	2	4 6

Must detach DWP before moving full ground speed.

Armor: BA Stealth [Improved] [+1/+2/+3]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 619/119

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

4-6
3
2
1

BASE TO-HIT
MODIFIER

0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

4-6
1-3

BASE TO-HIT
MODIFIER

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Persepolis 2

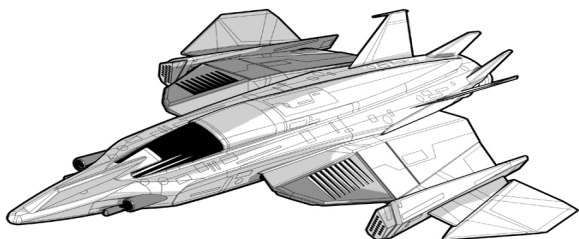
Thrust: Tonnage: 70
 Safe Thrust: 6 Tech Base: Clan
 Maximum Thrust: 9 Era: (Advanced) Dark Age

Weapons & Equipment Inventory

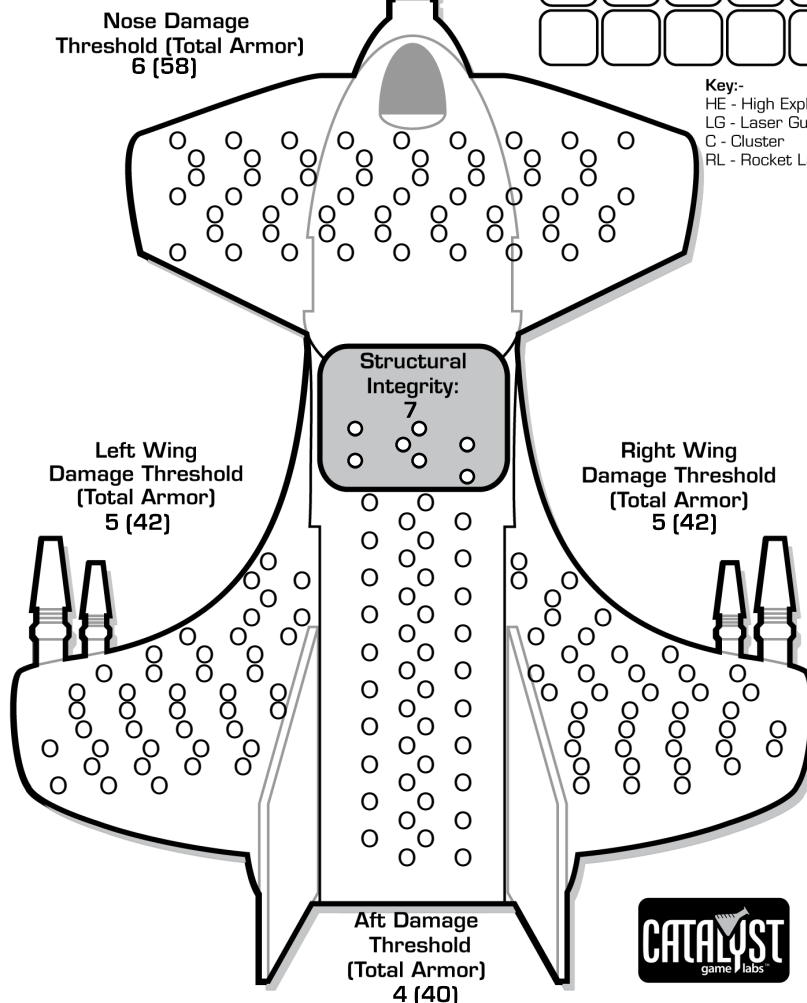
Qty	Type	Loc.	Ht	(0-6)	(6-12)	(13-20)	(21-25)
2	ER Large Laser [DE]	N	12	10	10	10	10
2	Improved Heavy Medium Laser [DE,X]	N	7	10	—	—	—
1	Targeting Computer [E]	N	0	—	—	—	—
1	LRM 20 [M,C,S] w/ Artemis V FCS	LW	6	16	16	16	—
1	LRM 20 [M,C,S] w/ Artemis V FCS	RW	6	16	16	16	—
2	Improved Heavy Small Laser [DE,X]	A	3	6	—	—	—

Ammo [CASE]: (LRM 20 Artemis V) 24
 Fuel: 400 Points

BV: 2,989



ARMOR DIAGRAM Ferro-Lamellar



EXTERNAL STORES/BOMBS

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

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

CRITICAL DAMAGE

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

PILOT DATA

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

HEAT DATA

Heat Level* Effects Heat Sinks:
 30 Shutdown 20 (40)
 28 Ammo Exp. avoid on 8+ Double
 27 Pilot Damage, avoid on 9+ 00
 26 Shutdown, avoid on 10+ 00
 25 Random Movement, avoid on 10+ 00
 24 +4 Modifier to Fire 00
 23 Ammo Exp. avoid on 6+ 00
 22 Shutdown, avoid on 8+ 00
 21 Pilot Damage, avoid on 6+ 00
 20 Random Movement, avoid on 8+ 00
 19 Ammo Exp. avoid on 4+ 00
 18 Shutdown, avoid on 6+ 00
 17 +3 Modifier to Fire 00
 15 Random Movement, avoid on 7+ 00
 14 Shutdown, avoid on 4+ 00
 13 +2 Modifier to Fire 00
 10 Random Movement, avoid on 6+ 00
 8 +1 Modifier to Fire 00
 5 Random Movement, avoid on 5+ 00

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										