

BATTLETECH



EXPERIMENTAL™
TECHNICAL
READOUT:

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PERIPHERY

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Dear Member,

Welcome to another exciting issue of *FrontierTech*. As a Platinum Client you already know the value of your membership in our exclusive organization. You've tried out some of the newest and most exciting military innovations in the Inner Sphere. You've seen combat firsthand in a way that most people only dream of. You've toured some exotic locales and enjoyed our renowned five-star service along the way. We know the experience you've had so far is second to none, which is why we're so excited to tell you about the changes in this month's issue.

First off, let us assure you that *FrontierTech* is still your number one source for exclusive adventure. Our income-qualified opportunities ensure discriminating clientele from around the Inner Sphere, and give you once-in-a-lifetime excitement. No one else offers you the opportunity to truly live.

But what if we could give you more?

What if we said you could experience the best adventure vacations available and *make money* at the same time?

In the pages that follow, you will be treated to the most exciting MWFAD® opportunities to be found in the Periphery states. Long known for their adventurous and carefree lifestyle, the Periphery is one of the most exciting markets in the budding post-Jihad economy. While the military juggernaut that was the Word of Blake crumbles to dust, and the rest of the Inner Sphere is busy bickering over what to do with its remnants, the Periphery continues to innovate. Some of the region's brightest minds are behind the designs you'll find in these pages.

Although we would love to offer MWFAD® packages for all of these designs, circumstances do not always permit that option. In the past, these *avant-garde* designs would have languished in mediocrity or quietly slipped into the unknown. Instead, we're excited to tell you about an opportunity to make your mark in the defense industry like never before.

Beginning with this month's issue, *FrontierTech* (thanks to our exclusive partnership with Inter-Planetary Investments) now offers some exciting financial opportunities. IPI has a proven track record in speculative brokerage services, venture capital opportunities, and other esoteric investment opportunities. The average IPI client is earning twenty-eight percent on their investment, and some of their most illustrious risk-takers are earning over 200 percent. That's right, *200 percent!*

Now, *you* have the opportunity to get in on the ground floor of what is sure to become the venture capital opportunity of the century. That's right; thanks to our partnership with IPI, you can now sponsor your very own 'Mech design. Of course, other options are available as well—from combat vehicle, to prototype WarShip—we have it all.

For the discerning investor, a number of different investment packages are available. Each and every one has been thoroughly reviewed and categorized by IPI. Your account manager has all the details. We hope you will be just as excited about this tremendous opportunity as we are. And as CEO of *FrontierTech, Inc.*, I can honestly say that there has never been an opportunity like this, but don't take my word for it. Here's what renowned investment guru Darien Laurent had to say about these opportunities:

"FrontierTech and IPI have put together a truly remarkable investment product that I'm proud to recommend to my friends and clients."

Friends, I can't say it any better than that. Now without further ado, I'm proud to present this issue of *FrontierTech*.

Cornelius MacGillicutty
CEO, *FrontierTech, Inc.*
20 March 3082

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Periphery* provide players with a sampling of the various custom designs that have appeared along the militarized borders of the Major Periphery States. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

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

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Special Thanks: Go to Herb for providing this fun playground. Joel Bancroft-Connors and the factchecking & playtesting teams (they really are incredible). The other XTR authors for their wonderful contributions to this series. Last, but certainly not least, to my family and friends for their support and encouragement



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CAT35XT010

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



ABS-3MC ANUBIS

Field Testing Summation: Prototype Anubis Refit
Producer/Site: Detroit Consolidated MechWorks / Detroit
Supervising Technician: Commander Sheryl Wilson
Project Start Date: 3075
Non-Production Equipment Analysis:
 Enhanced LRM 5s
 Angel ECM Suite

Overview

Introduced almost fifteen years ago, the *Anubis* surprised many of *FrontierTech's* analysts. Few expected the insular Capellan Confederation would ever deign to share their stealth armor technology with anyone outside their borders. Those same analysts also failed to predict that the Capellans would give Detroit Consolidated MechWorks the opportunity to prototype new designs for both Confederation and Canopian use. (Most of those analysts are now out of work.) Information gleaned by our new team reveals that DCM temporarily retooled their *Anubis* assembly line to complete a production run of twelve ABS-3MC variants with upgraded weaponry and electronics.

The 3MC reduces the *Anubis's* usual long-range firepower by half, but uses enhanced LRM launchers in place of the Sian/Ceres Jaguars found on the stock 3L version. The NLRMs mitigate minimum range problems that have plagued Inner Sphere LRMs for centuries, but are not apparent from visual inspection, as both the 3L and 3MC both use five launch tubes in each torso.

The 3L's Diverse Optics small laser in the left arm has been upgraded to a medium-class laser, and an identical unit is housed in the 'Mech's right arm. This, combined with the enhanced LRMs, gives the 3MC an ideal engagement range of 120 meters. This added firepower only increases the 3MC's heat curve by nine percent over the 3L version, while still retaining the 3L's visual profile. The final touch was the replacement of the 3L's Guardian ECM with a prototype Angel suite (also provided by Ceres Metals). The most advanced ECM system in current testing, the Angel can even confound the targeting system of Streak missile launchers, while enhancing the capabilities of the 3MC's stealth armor.

Since the 3MC's introduction last year, rumors have circulated that Magistracy scientists are attempting another variant that takes stealth warfare a step farther, perhaps replacing its Hellespont Stealth armor with a functional prototype of the Chameleon LPS and Null Signature System that made the Star League-era *Exterminators* so fearsome. This, of course, may all be disinformation and propaganda generated by Capellan and Canopian sources, as not even the Word of Blake has managed to duplicate those feats of Star League engineering en masse.

MechWarrior-for-a-Day programs featuring this exciting design have yet to begin, but post-Jihad pre-orders are sold out and less than a dozen pre-order opportunities remain. Clients with Trinity Alliance affiliations will receive preferential consideration when booking packages. Due to the current state of unrest, additional background checks are required. Contact your account manager today!

Type: Anubis

Technology Base: Inner Sphere (Experimental)
 Tonnage: 30
 Battle Value: 1,074

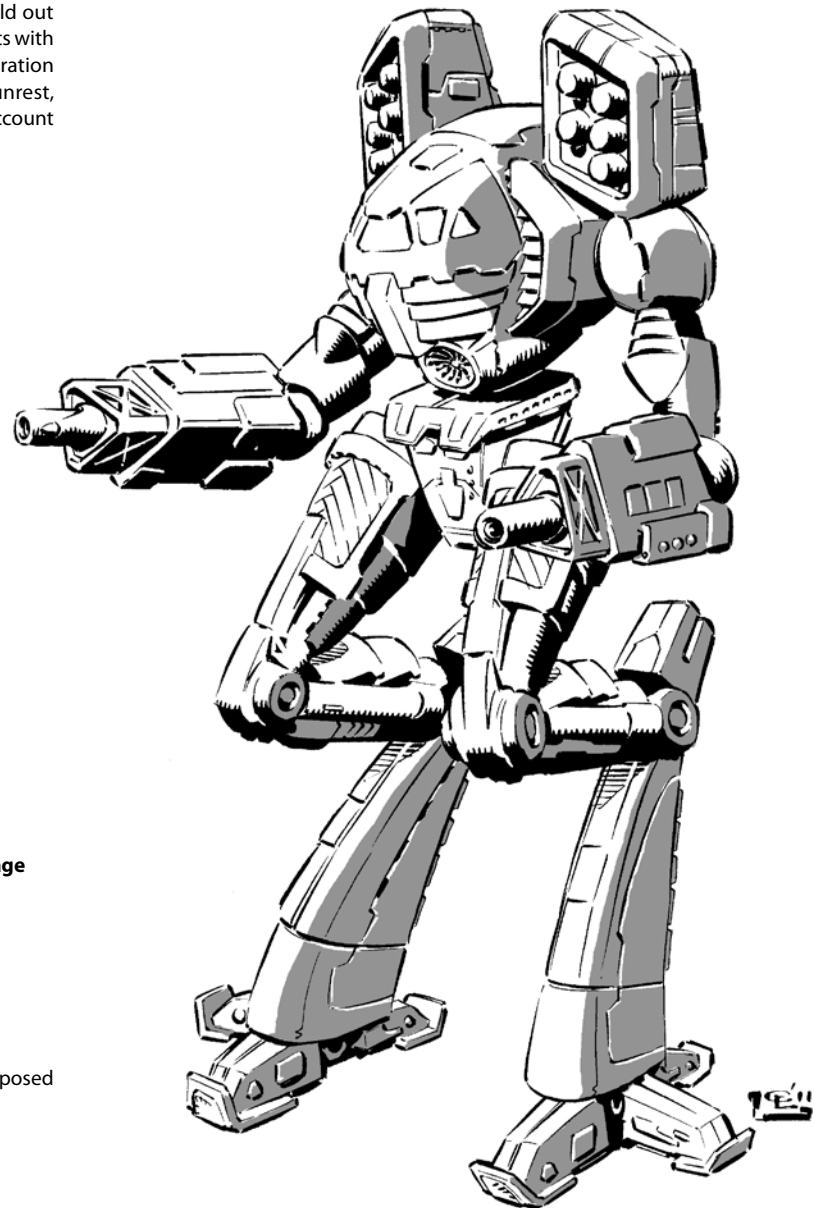
Equipment

	Mass	
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	88	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	12

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Enhanced LRM-5	RT	2	3
Angel ECM Suite	CT	2	2
Enhanced LRM-5	LT	2	3
Ammo (NLRM) 24	LT	1	1
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Prototype, Exposed Actuators, Extended Torso Twist



EXPERIMENTAL

TBT-XK7 TREBUCHET

Field Testing Summation: Prototype TBT-5S Refit

Producer/Site: Vandenburg Mechanized Industries / Pinard

Supervising Technician: Kiersten Askelson

Project Start Date: 15 September 3074

Non-Production Equipment Analysis:

Chain Whip

Modular Armor

Overview

In late 3074, the threat of an imminent FedSuns assault on New Vandenburg spurred VMI to ship many important projects off world—among them the Enhanced Survivability Initiative (ESI).

Hidden in plain sight as an upgrade to the *Thunderbolt* production line on Pinard, the factory retooling gave VMI a sandbox for retrofitting armor on existing designs. After successfully testing their fabrication techniques on multiple chassis, the TBT-5S was selected for the next phase of the project; owing primarily to the destruction of ATC's Perdition facilities in 3075 and VMI's unexpected ability to cheaply procure two lances of the 'Mechs.

Four years of development followed as project leader Kiersten Askelson and her team tried to marry every piece of experimental equipment they could acquire to the 'Mechs. By 3079, the project was in shambles. Disparate weapon selection overloaded the TBT-5S's targeting system. High-yield energy weapons created heat-management disasters—including the accidental death of one MechWarrior. Ultimately, Askelson scrapped four of the test machines and refocused her team on a new goal.

The result was the first prototype TBT-XK7 in mid-3081. The remaining three TBT test beds were completed (with the same configuration) earlier this year and *FrontierTech* has secured an agreement with VMI to put you in the MechWarrior's seat during the live-fire trials that will be conducted in the coming months. (Standard waivers and terms apply.)

The XK7 refit is extensive and time consuming, but this Taurian *Trebuchet* comes out as one tough close-range brawler. Eight heat sinks are removed from the TBT-5S, but the remaining ten are upgraded to double-strength freezers, freeing up enough space to equip the 'Mech with an XL fusion engine and triple-strength myomer. For its offensive punch, TBT-XK7 features twin Streak SRM-6 racks, while a mixture of extended-range lasers, pulse lasers, and flamers give the design solid backup weaponry. A robust shield bolted to the left arm adds additional protection. Askelson deviates from traditional melee weapons equipping the design with an erratic chain whip. While popular on game worlds, this weapon has yet to prove its usefulness on a traditional battlefield.

Notes: *MP with modular armor is 4/6/4. MP with modular armor and active TSM is 5/8/4. MP without modular armor is 5/8/5. MP without modular armor and active TSM is 6/9/5; †Modular Armor provides an additional 10 points to these locations, decreases Walk MP by 1, and applies a +1 Piloting Skill target modifier; Features the following Design Quirks: Prototype, Non-Standard Parts, Fast Reload, Jettison-Capable Weapon (Chain Whip)

Type: **Trebuchet**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

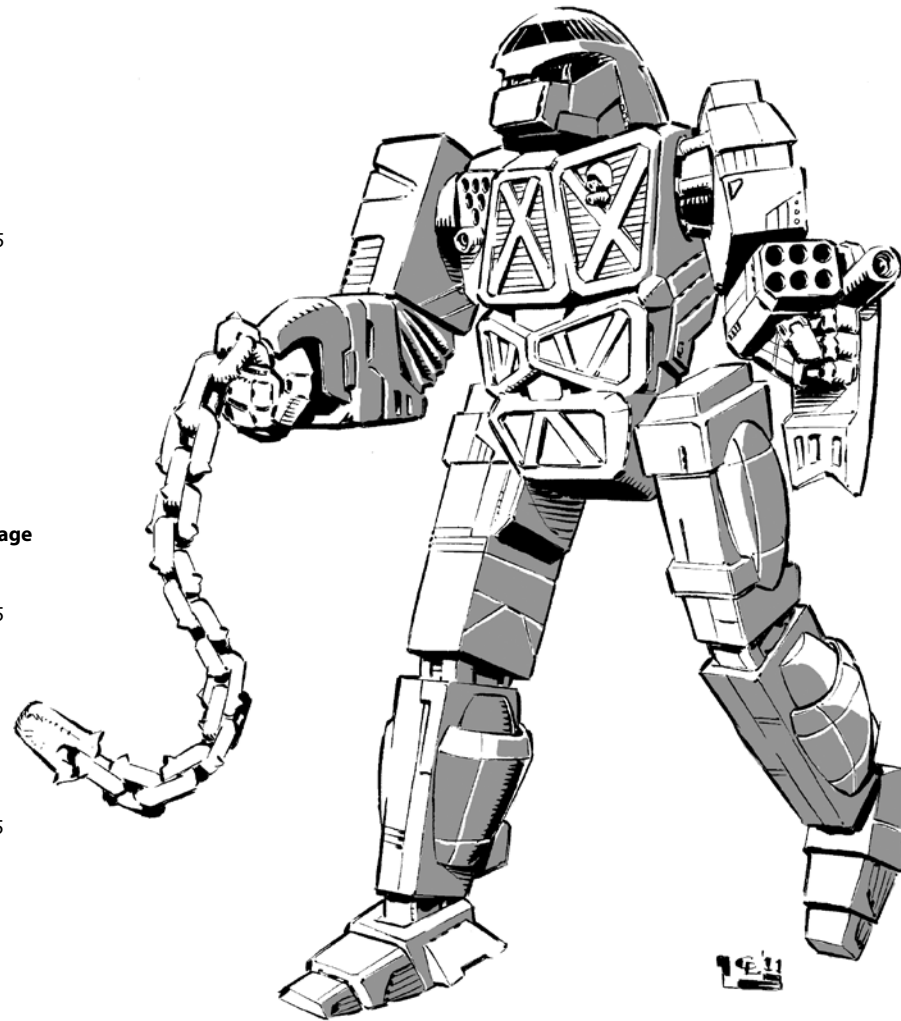
Battle Value: 1,559

Equipment

	Mass	
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5*	
Running MP:	8*	
Jumping MP:	5*	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	168	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	24†
Center Torso (rear)		7
R/L Torso	12	19†
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo	Location	Critical	Tonnage
Chain Whip	RA	2	3
Medium Pulse Laser	RT	1	2
Streak SRM 6	RT	2	4.5
Modular Armor	RT	1	1
Modular Armor	CT	1	1
ER Flamer	LT	1	1
Cosmetic Weapon (ER Flamer)	LT	0	0
Ammo (Streak) 15	LT	1	1
Modular Armor	LT	1	1
Small Shield	LA	3	2
Streak SRM 6	LA	2	4.5
ER Medium Laser	LA	1	1
Triple-Strength Myomer	RT/LT	3/3	0
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1



EXPERIMENTAL

AS7-00 ATLAS JURN

Field Testing Summation: Custom Atlas Refit

Producer/Site: Lushann Industrials Limited / Lushann

Supervising Technician: Preceptor Anton Jurn

Project Start Date: 3079

Non-Production Equipment Analysis:

Hyper-Velocity AC/10

Armored Components

Cockpit Command Console

Overview

The grandson of Uriah Jurn (of Alliance Borderers fame), Anton Jurn has been instrumental in the development of this unique *Atlas* refit. The BattleMech is currently undergoing live combat trials, and Jurn hopes to attract investors to partner with Lushann Industrials to begin limited assembly of the design within the year. Already, he has accrued enough investors to begin assembly of a second chassis. (Interested parties may contact their *FrontierTech* account manager for a prospectus.)

Most of Jurn's modifications swap out the *Atlas*' larger weapons for smaller, lighter versions. Custom power couplers and connector plates, retooled mounting brackets, heat shielding, and the like are required for each, but according to Jurn, most of the refit is easy to assemble.

Jurn started with a stripped-down AS7-K chassis. Where the 'Mech mounted a Dragon's Fire Gauss rifle, Jurn's design carries an experimental hyper-velocity autocannon, and where the Shiugunga LRM rack once resided, a salvaged heavy Thunderbolt launcher now takes its place. This single-tube launcher in place of the rapid-cycling five-tube system marks one of two visually significant changes. The other—a Lords Light 5 Snub-Nose PPC, placed above the HVAC—takes up the space once used for CASE in the 7-K. Two Lords Light 4 Light PPCs now replace the Victory lasers in the arms. The reduced damage and range are offset by significantly lowering this BattleMech's heat output. Ammunition for the weapons is now stored in a CASE II-protected compartment in the left torso (another upgrade over the 7-K model). Jurn preserved the existing ammo feed routing, but the feed mechanisms have been retooled. Another simple modification installs a Beagle active probe in the center torso, at the expense of the rear-firing pulse lasers.

In upgrading his *Atlas* to double-strength freezers, Jurn removed the four sinks from the 7-K's legs only to place an equal number of freezers in the arms to compensate. While the arms already had cooling system connectors, the entire system had to be rerouted to accommodate the change; a lengthy endeavor. This modification freed up space to install remote sensor dispensers in each leg—an unusual choice, but potentially useful nevertheless. Finally, a cockpit command console and additional armoring for both the console and the cockpit itself, makes for a roomier, and better-protected command center ideal for advanced tactical leadership in the field.

Type: **Atlas Jurn**

Technology Base: Inner Sphere (Experimental)

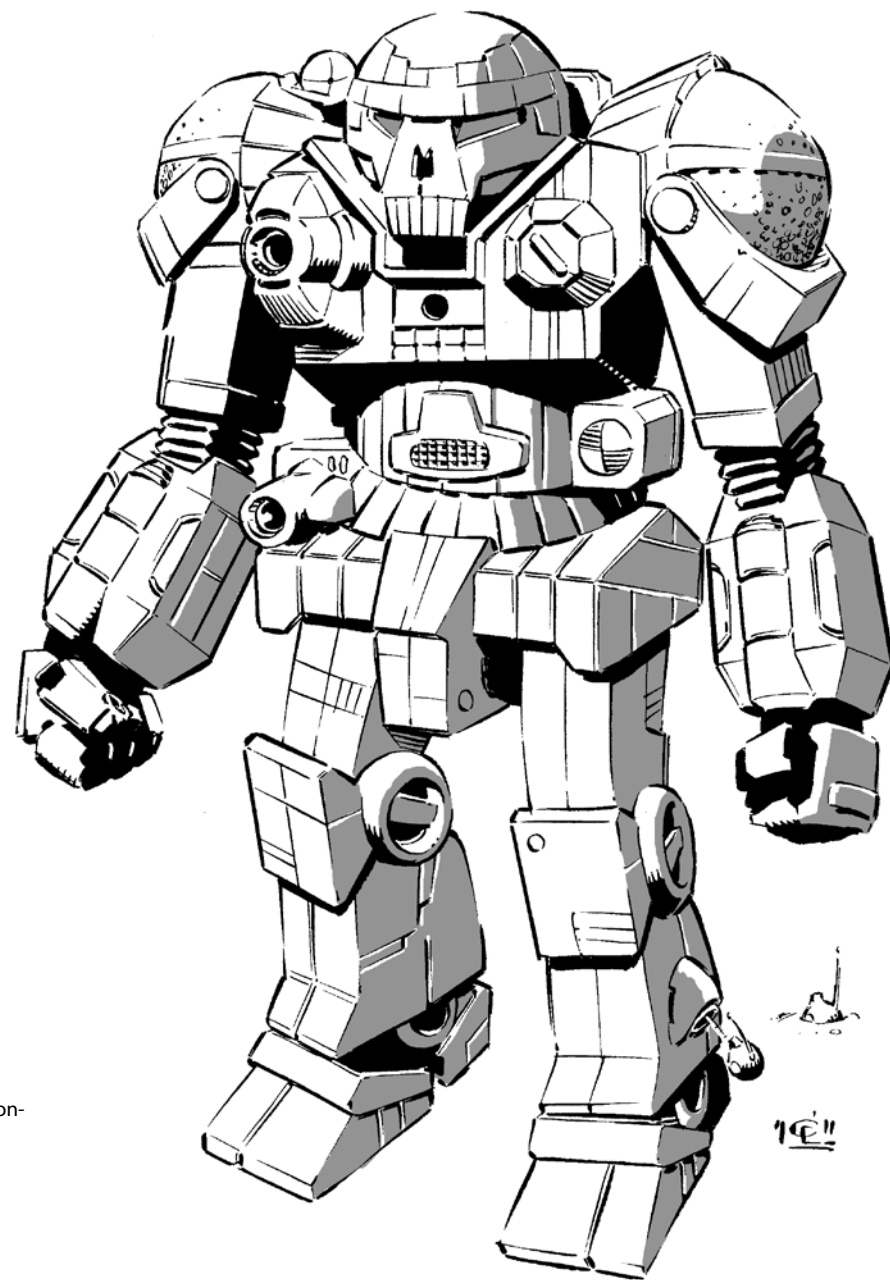
Tonnage: 100

Battle Value: 2,052

Equipment	Mass	
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit (Armored):		4
Armor Factor:	304	19
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	RA	2	3
Hyper-Velocity AC/10	RT	6	14
Snub-Nose PPC	RT	2	6
Remote Sensor Dispenser	RL	1	.5
Cockpit Command Console (Armored)	H	1	4
Beagle Active Probe	CT	2	1.5
Remote Sensor Dispenser	LL	1	.5
Thunderbolt 15	LT	3	11
Ammo (Thunderbolt) 8	LT	2	2
Ammo (HVAC) 16	LT	2	2
CASE II	LT	1	1
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Prototype, Non-Standard Parts, Command BattleMech, Distracting



EXPERIMENTAL

RCL-Z1 DIG LORD ARMED MINING 'MECH

Field Testing Summation: Custom RCL-4 Refit
Producer/Site: Unknown Refit Facility / Erod's Escape
Supervising Technician: Shaun Mulanax
Project Start Date: Early 3079

Non-Production Equipment Analysis:

Medium Vibroblade
Heavy Rifle
Actuator Enhancement System
Shoulder Turret

Overview

Since their split with the Taurian Concordat, the Calderon Protectorate has suffered from a dearth of military hardware. Lacking any heavy industry or significant factories they have been forced to import, acquire, or improvise most of their 'Mech assets. While other realms embraced RetroTech to fill their ranks during the downturns of the Jihad, the Protectorate has diversified and created a number of paramilitary units—including several lances of armed IndustrialMechs under the guidance of Shaun Mulanax.

A former subaltern in the TDF, Mulanax is known better today for his technical reputation; his MechWarrior days only an afterthought. A master tinker, he is renowned for unorthodox repairs and refits, quirky solutions, and jury-rigged genius. Among technicians in the Protectorate, this thirty-year-old wunderkind has attained near celebrity status. Mulanax has capitalized on his fame and actively trades tech gear through an extensive network of associates.

The armed *Dig Lord* is his latest project. This ponderous, militarized MiningMech is well-armed against the pirates and brigands that plague the Periphery, and should comport itself well against softer targets. (Engaging dedicated BattleMechs, however, is strongly discouraged and will void the insurance clause of your contract.)

A five-tube multi-missile launcher, with variable ordinance options, and a heavy rifle are this *Dig Lord's* primary weapons. For the MML, Mulanax eschewed the standard ammunition management system in favor of one he personally designed. The revolutionary system virtually eliminates the chance of a misfeed and can cycle between bins nearly a second faster than standard MML launchers. The shoulder mount used by the heavy rifle is also a Mulanax creation, and will certainly surprise unwary opponents with its 300-degree field of fire. Unfortunately, Mulanax's design lacks a fire control system, leaving his *Dig Lord* with "iron sights" point-and-shoot targeting.

For close combat, the *Dig Lord* comes equipped with an actuator-enhanced vibroblade, which delivers devastating melee power in a sleek and efficient package. Eight tons of heavy industrial plates provide armor protection equivalent to most light BattleMechs.

Due to the volatile situation in the Protectorate, clients booking a *Dig Lord* adventure must accept *FrontierTech's* standard substitution clause allowing for another of Mulanax's creations to be selected in the event that this one-of-a-kind machine is unavailable. A substitution credit will, of course, be applied to your next adventure.

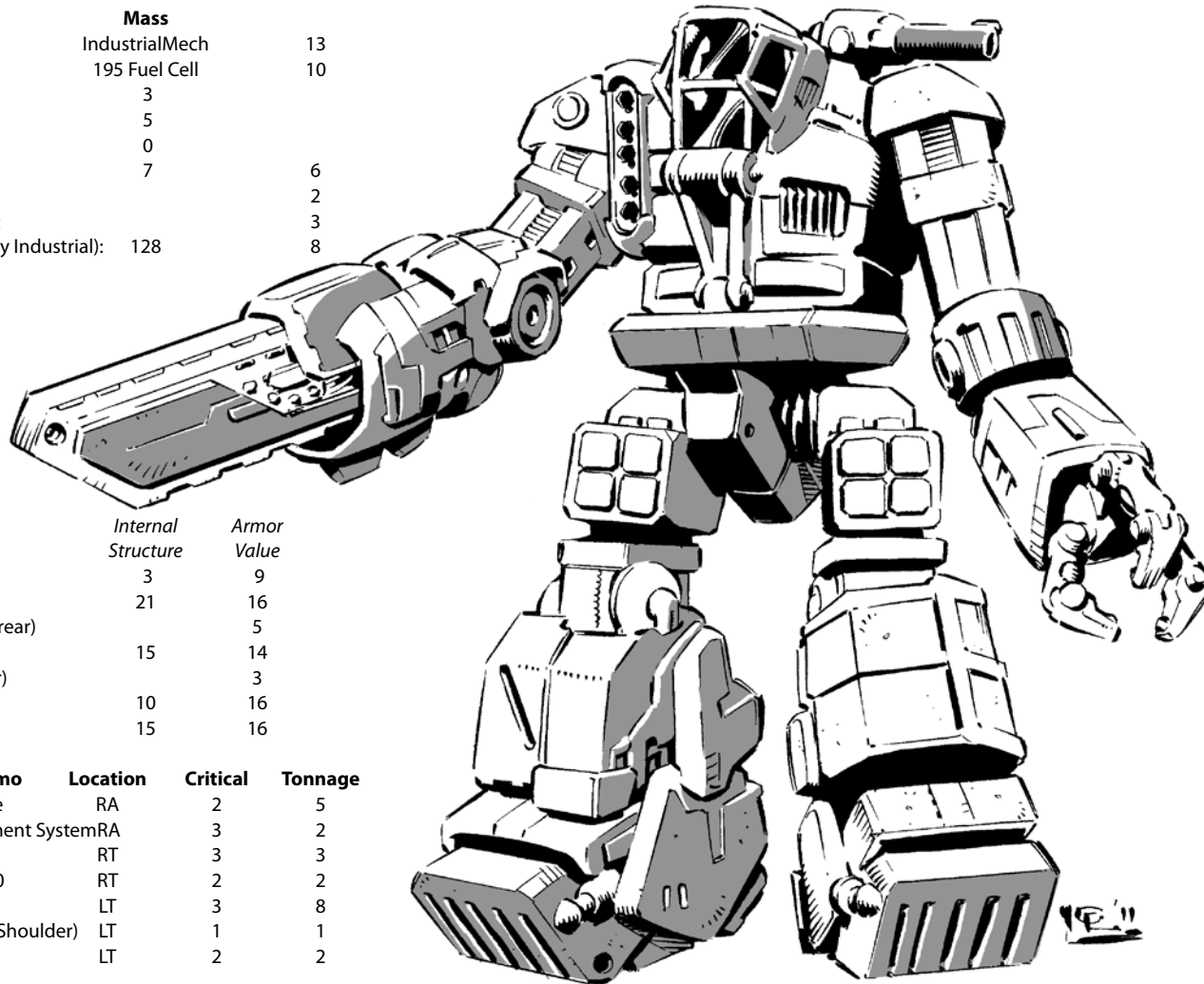
Type: **Dig Lord Armed MiningMech**
Technology Base: Inner Sphere (Experimental)
Tonnage: 65
Battle Value: 698

Equipment	Mass	
Internal Structure:	IndustrialMech	13
Engine:	195 Fuel Cell	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	7	6
Gyro:		2
Cockpit (Industrial):		3
Armor Factor (Heavy Industrial):	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	16
Center Torso (rear)		5
R/L Torso	15	14
R/L Torso (rear)		3
R/L Arm	10	16
R/L Leg	15	16

Weapons and Ammo	Location	Critical	Tonnage
Medium Vibroblade	RA	2	5
Actuator Enhancement System	RA	3	2
MML 5	RT	3	3
Ammo (MML) 24/20	RT	2	2
Heavy Rifle*	LT	3	8
BattleMech Turret (Shoulder)	LT	1	1
Ammo (Rifle) 12	LT	2	2

Notes: *Mounted in a BattleMech Shoulder Turret; Features no Fire Control; Features the following Design Quirks: Prototype, Protected Actuators, Jettison-Capable Weapon (Medium Vibroblade).



EXPERIMENTAL

SALADIN IFRIT

Field Testing Summation: Custom Saladin Refit
Producer/Site: Trondel Refit & Repair Facility / Fronc
Supervising Technician: Dante de Laurent
Project Start Date: 3077
Non-Production Equipment Analysis:
Vehicular Jump Jets

Overview

The Fronc Cuirassiers (née Derek's Devils) came to the Fronc Reaches about fifteen years ago. After losing Detroit, Fronc lacked any significant military industry and one of the Cuirassiers first assignments was to safeguard the construction of refit and repair facilities necessary to keep the Reaches' fledgling military in fighting shape. The Trondel facility was the first to be completed and opened for business, under the supervision of Dante de Laurent, with a two-month backlog of work. A shrewd improviser, de Laurent has proven time and again his unorthodox strategies and technical brilliance get units battle-ready with a minimum of downtime. Although most militaries would eschew his methodology, it is quite welcome in the Reaches.

The Saladin Ifrit is unique among de Laurent's many customizations for its use of vehicular jump jets (last seen in the Inner Sphere on the SLDF's Kanga hover tanks). Rebuilt from the wreckage of a LB-X Saladin variant and a Hiryo WIGE, de Laurent replaced the Saladin's destroyed Norse-Storm autocannon with the Hiyro's Lords Light 2b Snub-Nose PPC. He then used the remaining weight savings to install a targeting computer and the vehicular jump jet system that provides the Ifrit an amazing jumping range of 270 meters. The resulting vehicle lacks the raw firepower of the Saladin, but has greater battlefield endurance due to its lack of ammo-dependency and shocking mobility.

Where or how de Laurent acquired the knowledge to build and configure the elaborate computerized guidance systems to stabilize this tank's flight remains a mystery—especially as we have it on good authority that even the Clans found the process so daunting after decades of research! If he has acquired a full (or partial) copy of the New Dallas Memory Core, that could explain the Ifrit and many of this master tech's more experimental refits, but de Laurent denies this. Citing his work as merely "inspired", all of de Laurent's custom designs are one-off creations. As such, it is unlikely for any of them to enter full-scale production, particularly in the factory-starved Fronc Reaches.

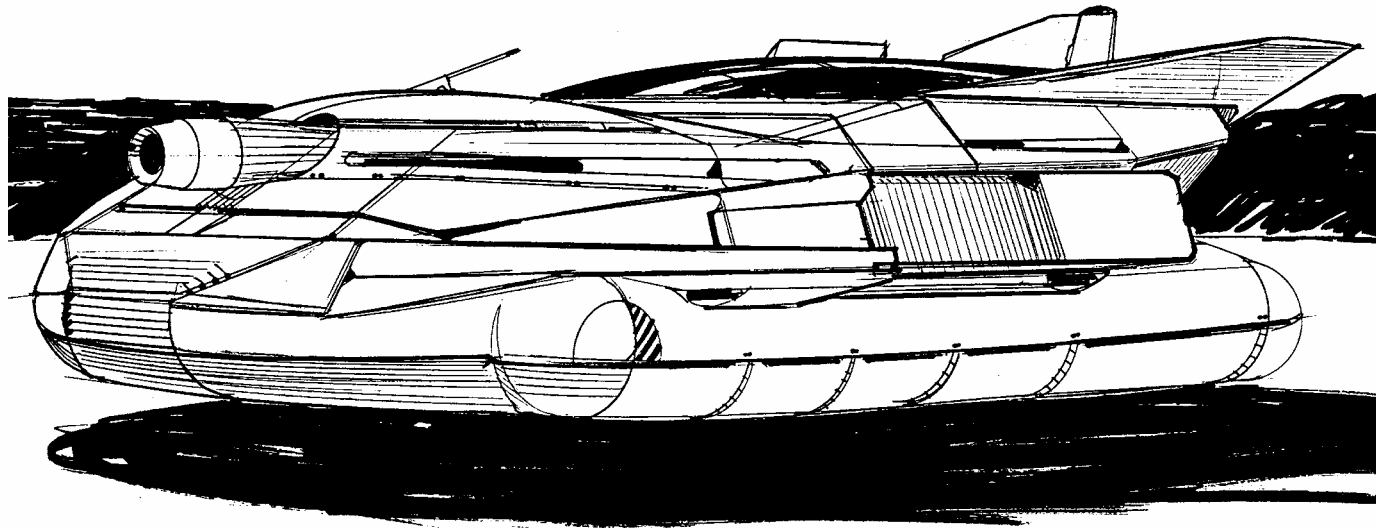
Due to the unique nature of this vehicle and the volatile conditions on Fronc, opportunities to pilot this unique tank cannot be guaranteed. *FrontierTech* reserves the right to substitute another of de Laurent's creations should the Ifrit be destroyed or otherwise rendered unavailable.

Type: **Saladin Ifrit**
Technology Base: Inner Sphere (Experimental)
Movement Type: Hover (Jump)
Tonnage: 35
Battle Value: 955

Equipment		Mass
Internal Structure:		3.5
Engine:	140	7.5
Type:	Fusion	
Cruise MP:	9	
Flank MP:	14	
Jump MP:	9	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Turret:		0
Armor Factor (Heavy Ferro):	119	6
	<i>Armor Value</i>	
Front	40	
R/L Side	30	
Rear	19	

Weapons and Ammo	Location	Tonnage
Snub-Nose PPC	Front	6
Targeting Computer	Body	2
Jump Jets	Body	4.5

Notes: Features the following Design Quirks: Prototype, Hard to Pilot, Non-Standard Parts, Rumble Seat



EXPERIMENTAL

DANAI ARROW

Field Testing Summation: Prototype Danai Refit
Producer/Site: Detroit Consolidated Vehicle Works / Detroit
Supervising Technician: Sagira Tabatabai
Project Start Date: 3075
Non-Production Equipment Analysis:
 Vehicular Stealth Armor

Overview

The Blakists assaults on Detroit left DCVW with some heavily damaged vehicles, among them a great deal of factory-fresh Danais that were caught in the crossfire. What began as a project simply aimed at cobbling together functional units from this salvage ultimately led to a prototype refit of the chassis. The new variant, a brainchild of DCVW's resident R&D manager Sagira Tabatabai, substitutes an Arrow IV launcher and two tons of ammunition for its Bithinian Ballistics Thumper. This change reduces the Danai's operational support range, but provides more flexible deployment roles thanks to a variety of special munitions available for the Arrow IV. Four Magshot Gauss rifles also replace the turret-mounted Firmir lasers, for a better defensive posture against conventional and armored infantry. Four prototypes were produced with this configuration and four and a half tons of Maximilian 43 armor.

A year later, when a parts shortage stopped production of the *Anubis*, DCVW attempted to adapt the 'Mech's Hellespont Stealth armor for use on combat vehicles. The three surviving Arrow IV prototypes were brought back to the repair yard and stripped. A smaller DAV 160-rated engine was installed to accommodate the additional space and weight requirements of a Guardian ECM system. This reduced the Danai's maximum speed by over twenty kph, but increased armor protection by a half ton over the original specs.

Although physically attaching the new armor proved a simple task, problems with the Magestrix Gamma targeting system and Guardian continue to confound technicians. The targeting system was not hardened against hostile ECM fields, and when the Guardian is engaged, it gives faulty targeting information, sometimes fails to send the launch command to the missiles, and occasionally shuts down. Should this happen during combat, the Danai would be defenseless while the system reboots. Appropriately, DCVW has given orders to deploy the prototype only in dire circumstances.

Although weekly live fire trials are expected to continue for the next few months, the Danai Arrow may never enter production. Tabatabai remains optimistic that a solution will be found, but the project is slowly losing funding and support as other initiatives are brought online. All three prototypes are in danger of being scrapped. The minimum investment for this opportunity is a modest 5,000,000 C-Bills. Interested parties should contact their account managers today!

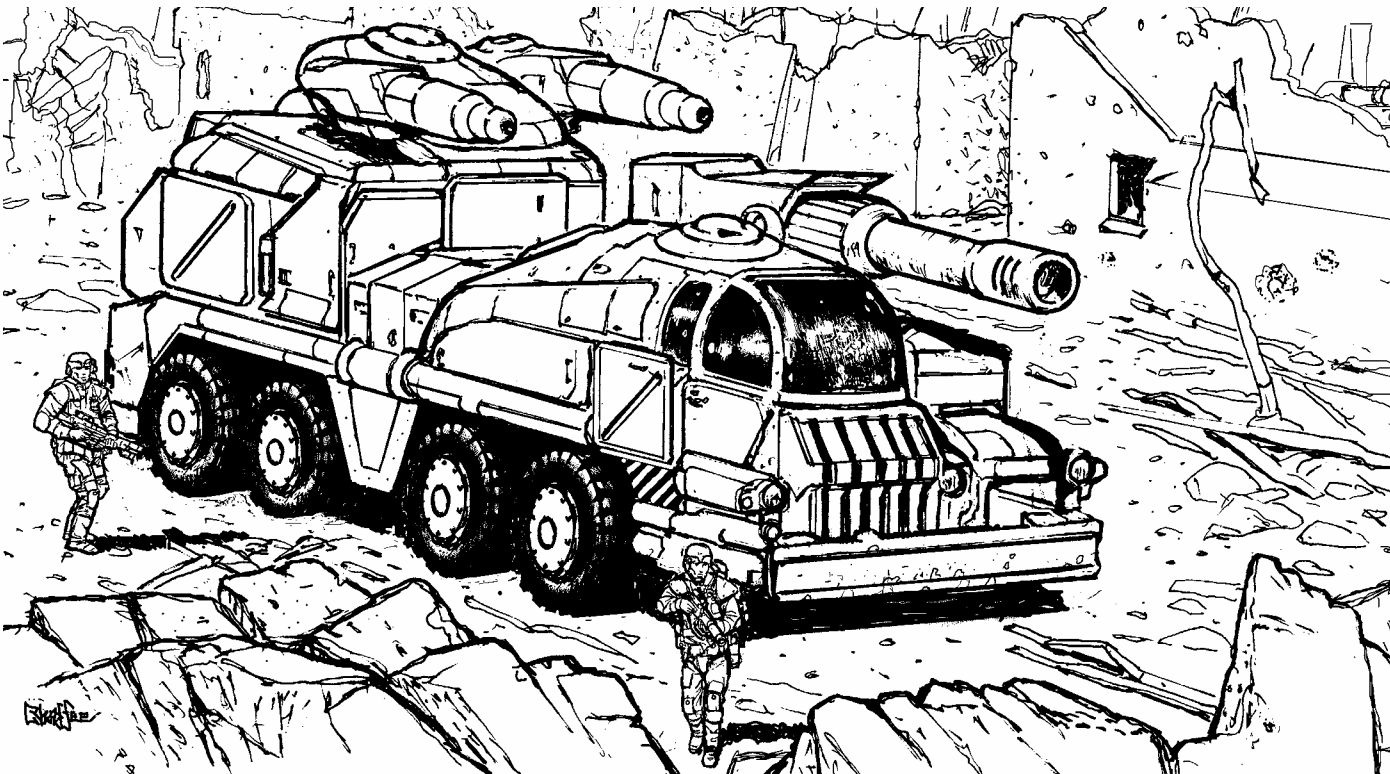
Type: **Danai Arrow**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Wheeled
 Tonnage: 45
 Battle Value: 855

Equipment		Mass
Internal Structure:		4.5
Engine:	160	9
Type:	Fusion	
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5

Equipment		Mass
Armor Factor (Stealth):	112	7
	Armor Value	
Front	31	
R/L Side	19	
Rear	16	
Turret	27	

Weapons and Ammo	Location	Tonnage
4 Magshot Gauss Rifles	Turret	2
Ammo (Magshot) 50	Body	1
Arrow IV Artillery	Front	15
Ammo (Arrow) 10	Body	2
Guardian ECM Suite	Body	1.5

Notes: Features the following Design Quirks: Prototype, Sensor Ghosts, Trailer Hitch



EXPERIMENTAL

PATTON-SB

Field Testing Summation: Custom Patton Refit
Producer/Site: Taurus Territorial Industries / Taurus
Supervising Technician: Kliment Sterba
Project Start Date: 3079

Non-Production Equipment Analysis:

Silver Bullet Gauss Rifle
 Supercharger

Overview

The Taurian love of putting weapons platforms on asteroids is well known, given the asteroid-heavy nature of their capital world. Generally, this defensive strategy has taken the form of fixed emplacements, zero-gee trained infantry, and BattleMechs adapted to the environment. Conventional vehicles, with their frail construction and limited mobility, are seldom chosen for this duty, but move from an asteroid to a small moon, planetoid, or any other dead rock large enough to possess a pull of half a G or more, and vehicles suddenly have a place. At least, that is the philosophy behind Kliment Sterba's one-off Patton refit. As the head of TTI's Advanced Projects (Adpro) team, Sterba has an illustrious history of developing cutting edge technological innovations for the Taurian Defense Force.

The Patton-SB features a number of improvements that prepare it for vacuum combat. Adpro spent six months in one of TTI's refit hangars disassembling the Patton chassis and rebuilding it with environmental sealing. A Magna 260-rated extralight engine was installed. This created significant weight savings, but also required considerable modifications to the aft section of the tank to accommodate the increased bulk. A supercharger was then installed, boosting speeds to nearly ninety kph in short bursts—further when operating at less than Terrestrial gravity. The combination of the XL engine and supercharger forced a redesign of the turret platform assembly that resulted in a smaller turret ring and a slower traverse speed.

The Patton-SB's weapons are designed to take advantage of the hazards of vacuum combat by spreading out their damage to maximize the chances of a breach. Its Silver Bullet Gauss rifle, combined with a Holly five-tube LRM launcher combine hull breach seeking ordinance and long range firepower in an attractive package; both with plenty of ammunition. Two Diverse Optics lasers serve as the tank's secondary weapons and deter close assault. This is good because the heavy environmental sealing components forced a slight reduction in the armor protection this Patton variant possesses. (Still, with eleven and a half tons of Durallex Special heavy ferro-fibrous, the Patton-SB retains ninety-seven percent of the standard Patton's protection.)

TTI needs significant numbers of inventors and buyers to get this project out of the prototype stage. With hostilities still simmering between the Taurians and the FedSuns, the biggest hurdle promises to be the acquisition of a reliable source for the Silver Bullet Gauss rifles. This would force TTI (or some partner supplier) to manufacture the unusual weapon domestically. (Interested parties should contact their account manager for a prospectus.)

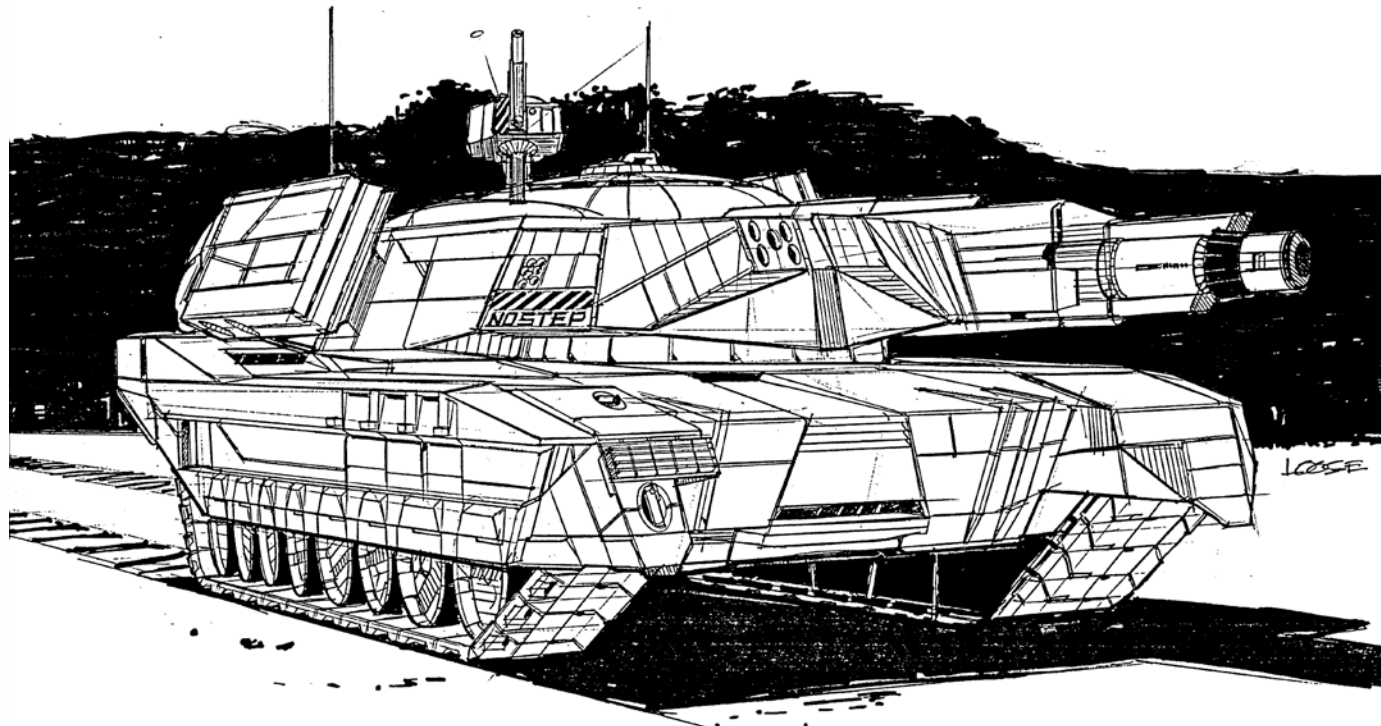
Type: **Patton-SB**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Tracked
 Tonnage: 65
 Battle Value: 1,468

Equipment		Mass
Internal Structure:		6.5
Engine:	260	10.5
Type:	XL Fusion	
Cruise MP:	4	
Flank MP:	6 (8)	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2

Equipment		Mass
Armor Factor (Heavy Ferro):	228	11.5
	<i>Armor Value</i>	
Front	50	
R/L Side	44/44	
Rear	40	
Turret	50	

Weapons and Ammo	Location	Tonnage
Silver Bullet Gauss Rifle	Turret	15
LRM 5	Turret	2
2 ER Medium Lasers	Turret	2
Ammo (SB Gauss) 24	Body	3
Ammo (LRM) 24	Body	1
Supercharger	Body	1.5
Environmental Sealing	—	6.5

Notes: Features the following Design Quirks: Prototype, Trailer Hitch



EXPERIMENTAL

DREADNOUGHT MK II LAND TRAIN

Field Testing Summation: Custom Gienah-Durapaq Elite Series 3 Refit

Producer/Site: Marian Arms / Alphard

Supervising Technician: Proculeius Lodi

Project Start Date: 3072

Non-Production Equipment Analysis:

Tractor:

Hyper-Velocity AC/2s

Extended LRM 5s

Trailer Configuration #1

HVAC/2

Trailer Configuration #2

Extended LRM 10

Trailer Configuration #3

Extended LRM 5

Trailer Configuration #4

Hyper-Velocity AC/5

Overview

As an inexpensive way to transport nearly 200 tons of ore, Gienah-Durapaq land trains have been a valuable part of the Marian infrastructure from the beginning. These mammoth vehicle trains ferry cargo from the mines to improvised landing fields, and later to Nova Roma. As the Marian Hegemony grew from a mere germanium mining operation to a pirate realm and finally to a bona-fide Periphery state, it began to attract an ever-increasing number of raiders hoping to profit off the realm's growing economy. Thus, the land trains were organized into convoys and protected by whatever military assets the Hegemony could field.

By the time of the Blake terrorist attack on Nova Roma, land train convoys were well-protected symbols in Hegemony industrial might, and transported a wide variety of cargo. In the chaos that followed, ore shipments stopped. When they resumed a year later, Lugdunum was the primary destination, but the Hegemony could no longer spare military assets to protect them. When Caesar Cassius O'Reilly assumed the throne, one of his first orders was to establish an armament program for the land trains, appointing Proculeius Lodi as the overseer.

With Alphard's industry in shambles, building new land trains was not an option. Instead, Lodi worked closely with HAF commander Michael Alexander to develop specifications for an ambitious refit. Named the Dreadnought Land Train, these refits feature improved armor for both the tractor and trailer units, and enough firepower to defend themselves against a variety of aggressors. By the late 3070s, many of Alphard's land trains boasted the Dreadnought upgrades, and life was slowly returning to normal in the Hegemony.

In September of 3079, O'Reilly met with Lodi and Alexander to review the project. During that closed-door session, Lodi pitched an upgrade to

the Dreadnought—the Mk II. This new design would take advantage of the latest technologies to further enhance defensive capabilities. O'Reilly approved the refit of two Dreadnoughts for testing, and in consideration of Lodi's success, gave him a generous budget.

The upgrades to both land trains only recently completed, and both trains are now undergoing field trials on Alphard. Train 838 and train 520 both feature the same armored tractor module. Train 838 normally runs with two Configuration One and two Configuration Two trailers, while train 520 is most commonly pulling two each of Configurations Three and Four. The trailer modules are frequently exchanged for specific cargo runs, and four of each configuration have been completed.

The heart of both trains is the Dreadnought Mk II tractor module. With eight tons of commercial grade ATC armor protecting a hardy frame, these vehicles can withstand repeated strikes from medium-class lasers. Unfortunately, heavier lasers and particle cannon can punch through with a single shot, but the choice of non-military armor was a concession deemed worthwhile to avoid over-burdening the structure and mobility of these cargo haulers.

As the land train is a slow moving vehicle, its weaponry emphasizes two defensive strategies: First, long range firepower to drive off would-be attacker; and second., anti-infantry capabilities to repel boarding parties. The first is handily addressed by a brace of hyper-velocity autocannon, backed by a pair of extended-range five-tube missile launchers. A total of six arrayed machine guns defend the cab from predations by conventional infantry, and in the event of a successful boarding action, five *contubernias* of infantry stand ready to defend the tractor. These enhancements come at the price of comfort for all aboard the Mk II. The vehicle commander and his second make do with steerage-class quarters. The rest of the crew shares a single infantry bay. The fifty soldiers assigned to the land train share two infantry bays, with NCOs garnering larger bunks. A field kitchen and four tons of cargo space (usually devoted to food and medical supplies) round out the cab.

All four of the trailer configurations include turreted weaponry, advanced fire control systems, improved armor, and twenty gross tons of cargo space. Configuration One uses a light HVAC and five-tube multi-missile launcher. Configuration Two—so far the most popular—features an extended-range ten-tube missile launcher and a six-tube SRM rack. The third trailer model drops the LRM launcher to a five rack, upgrades the SRMs to Streak models, and includes a machine gun. The final variant is outfitted with a medium-class HVAC and a fifteen-tube rocket launcher. Trailer gunners bunk with the Mk II crew.

FrontierTech is proud to present this unique investment opportunity. Additionally, adventure packages are also available through the end of this year (when testing of the Mk II concludes). Contact your account manager today!

Type: **Dreadnought Mk II Tractor Module**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Equipment Rating: E/X-X-D/E

Mass: 200 tons

Battle Value: 1.057

Equipment

Equipment		Mass
Chassis:		60
Engine/Controls:	Fusion	49
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel N/A	0	
Turret:		3
Sponson Turrets		.5
Armor Factor (BAR 7):	200	8
	Internal Structure	Armor Value
Front	20	35
Front R/L Side	20	26/26
Rear R/L Side	20	26/26
Rear	20	26
Turret	20	35

Weapons and Ammo

Weapons and Ammo	Location	Mass
2 Hyper-Velocity AC/2	Turret	16
Ammo (HVAC) 90	Body	3
2 Extended LRM 5	Turret	12
Ammo (ELRM) 90	Body	5
3 Machine Guns	Right Front Sponson	1.5
Machine Gun Array	Right Front Sponson	.5
3 Machine Guns	Left Front Sponson	1.5
Machine Gun Array	Left Front Sponson	.5
Ammo (MG) 200	Body	1
Advanced Fire Control	Body	3.5

Crew: 27 (5 officers, 6 enlisted/non-rated, 16 gunners)

Cargo:

2 Infantry Bays (10 tons)	2 Doors (Front Right/Left)
4 tons standard	1 Door (Rear)

Notes: Features Tech D Chassis and Armor, Tractor Chassis Modification, 3 steerage-class quarters (15 tons), lift hoist (3 tons, Rear), field kitchen (3 tons); Features the following Design Quirks: Prototype, Non-Standard Parts

DREADNOUGHT MK II LAND TRAIN

Type: Dreadnought Mk II Trailer

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

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

Mass: 50 tons

Equipment

Chassis:		Mass	7.5
Engine/Controls:			0
Cruise MP:	N/A		
Flank MP:	N/A		
Heat Sinks:	0		0
Fuel:	N/A		0
Turret:			1.5
Armor Factor (BAR 7):	100		4.5
	Internal Structure	Armor Value	
Front	5	20	
R/L Side	5	20/20	
Rear	5	20	
Turret	5	20	

Notes: All trailer configurations feature the Tractor and Trailer Chassis Modifications; All trailer configurations feature the following Design Quirks: Non-Standard Parts, Rumble Seat

Weapons and Ammo

Location	Tonnage
<i>Trailer Configuration #1</i>	
Hyper-Velocity AC/2	Turret 8
Ammo (HVAC) 30	Body 1
MML 5	Turret 3
Artemis IV FCS	Turret 1
Ammo (MML) 48/40	Body 2
Advanced Fire Control	Body 1.5

Crew: 4 (4 gunners)

Cargo:

20 tons standard

Battle Value: 273

4 Doors (Front, Right, Left, Rear)

Trailer Configuration #2

Extended LRM 10	Turret	8
Ammo (ELRM) 18	Body	2
SRM 6	Turret	3
Ammo (SRM) 30	Body	2
Advanced Fire Control	Body	1.5

Crew: 4 (4 gunners)

Cargo:

18.2 tons liquid (20 tons)

Battle Value: 234

4 Doors (Front, Right, Left, Rear)

Trailer Configuration #3

Extended LRM 5	Turret	6
Ammo (ELRM) 36	Body	2
Streak SRM 6	Turret	4.5
Ammo (Streak) 15	Body	1
Machine Gun	Turret	.5
Ammo (MG) 200	Body	.5
Advanced Fire Control	Body	1.5

Crew: 6 (1 officer, 5 gunners)

Cargo:

17.4 tons Refrigerated (20 tons) 4 Doors (Front, Right, Left, Rear)

Battle Value: 307

Trailer Configuration #4

Hyper-Velocity AC/5	Turret	12
Ammo (HVAC) 30	Body	2
Rocket Launcher 15	Turret	1
Advanced Fire Control	Body	1.5

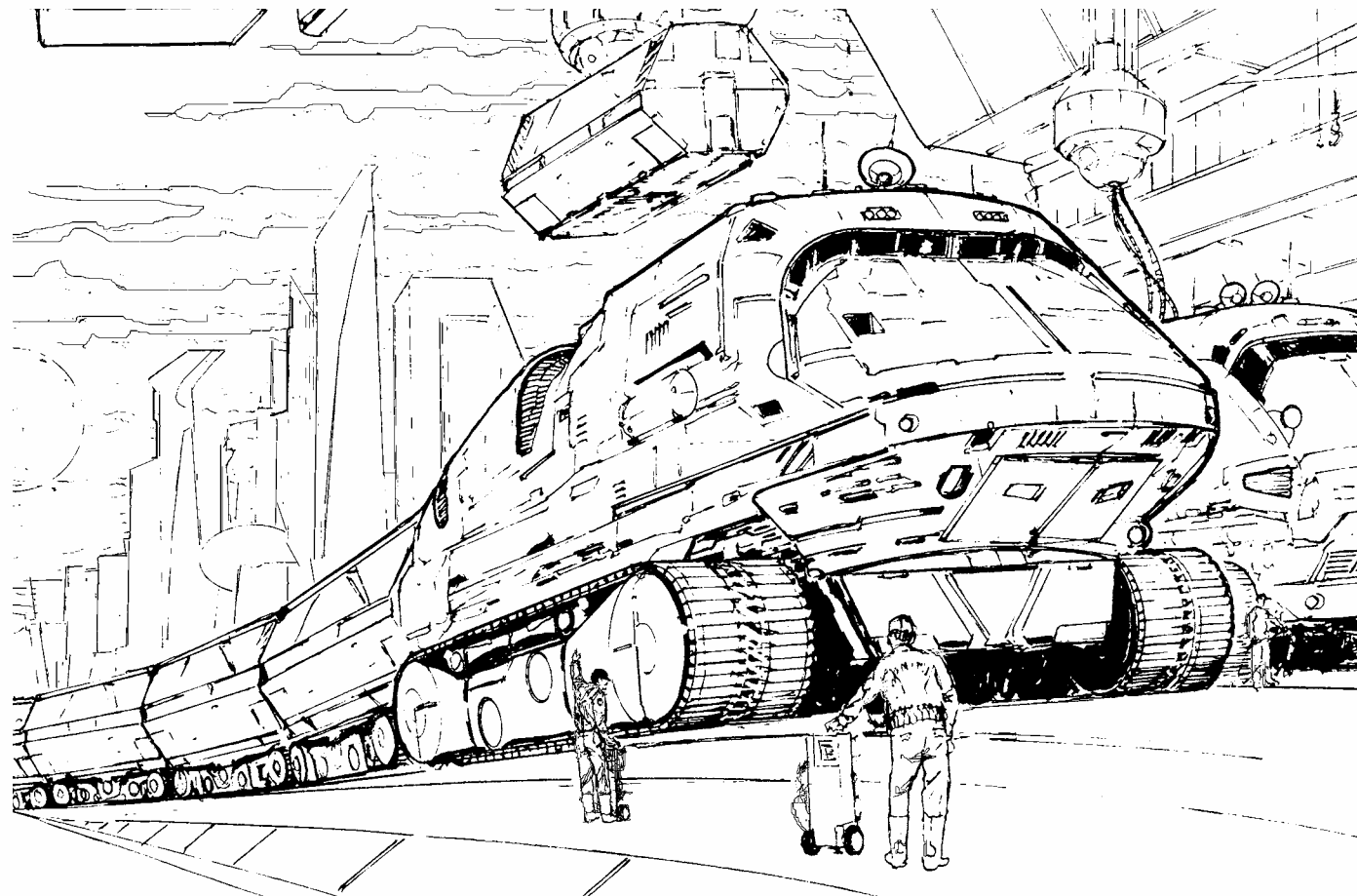
Crew: 6 (1 officer, 5 gunners)

Cargo:

16.6 tons Livestock (20 tons)

4 Doors (Front, Right, Left, Rear)

Battle Value: 291



EXPERIMENTAL

SEABUSTER

Field Testing Summation: Prototype Mechbuster Refit

Producer/Site: Praxton Fusion Products, Praxton

Supervising Technician: Amarante No

Project Start Date: Circa 3060

Non-Production Equipment Analysis:

Improved Heavy Gauss Rifle

Overview

"Ask any Mechbuster pilot about their bird, and they'll tell you it's a marvelous, responsive airframe, but getting in close with its Zeus-75 autocannon is more painful than the ending to *Sonezaki Shinjū*. Give your pilots the edge they need for today's battlefield. Upgrade to the Seabuster today!"

—Seabuster Advertising Campaign

Aerospace engineer Amarante No's proposal for a refit of the popular Mechbuster was not well received in the Draconis Combine, so she made her way to the Outworlds Alliance, where she wooed Praxton Fusion Products. PFP bankrolled the project in exchange for exclusive rights to supply the 250-rated fusion engine to any licensee of the design.

Ms. No set up shop in Praxton's warehouse facilities, and started the lengthy manual refit process. Her original design called for a Heavy Gauss Rifle and one airframe was completed with that configuration. During live-fire tests the fighter suffered a critical failure of the main wing spar due to a fault in the recoil suppression system and it was destroyed in the subsequent crash. (The test pilot ejected safely.)

Completion of a second airframe was delayed for five years while Ms. No attempted to resolve the recoil problem. Ultimately, she negotiated a deal with Defiance Industries. In exchange for undisclosed concessions, Defiance provided test samples of an Improved Heavy Gauss Rifle. Its advanced recoil suppression system reduced the stress on the Mechbuster airframe and literally saved the project.

After several successful trials, five additional fighters were assembled on Praxton. In 3075, all six were subsequently adapted with flotation hulls at the request of a prospective client on an unidentified water-rich world. This adaptation proved so popular it became a permanent fixture, and resulted in the variant's new name.

In its present configuration, the Seabuster fills an interesting niche. While not as flexible as its STOL-based competitors, the Seabuster can operate out of any unimproved area with a sufficiently sized body of water eliminating the need for costly airfield construction. Additionally, few STOLs can match its firepower.

Ms. No is currently looking for prospective companies to assemble the refit or produce it from scratch. Although her licensing agreements with PFP and Defiance make this the most expensive Mechbuster variant to-date, she is confident that it will soon enter full-scale production.

FrontierTech is proud to offer adventure packages for this exciting platform.

Type: **Seabuster**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

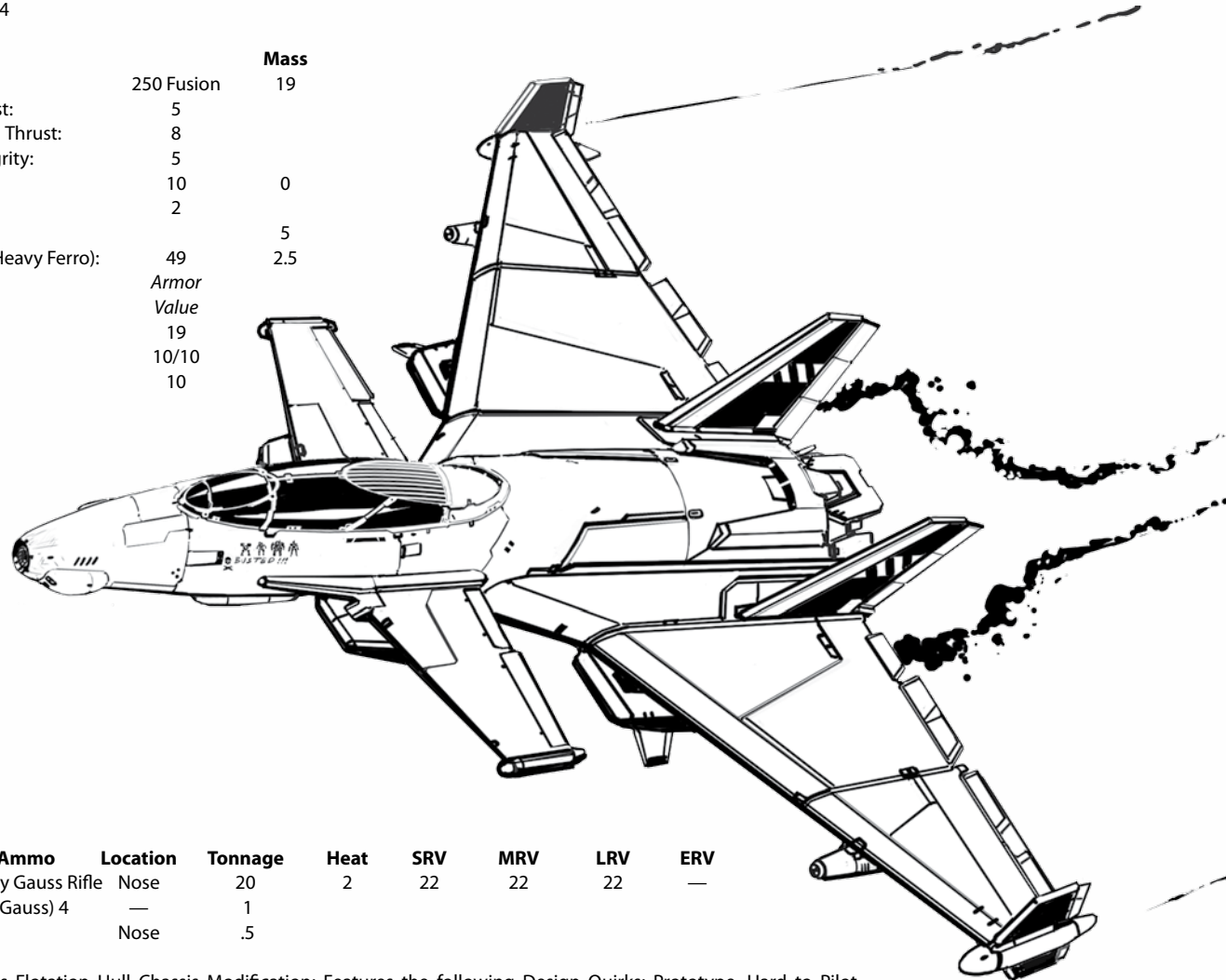
Battle Value: 764

Equipment

		Mass
Engine:	250 Fusion	19
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	10	0
Fuel: 320	2	
Cockpit:		5
Armor Factor (Heavy Ferro):	49	2.5
	<i>Armor Value</i>	
Nose	19	
Wings	10/10	
Aft	10	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss Rifle	Nose	20	2	22	22	22	—
Ammo (iHeavy Gauss) 4	—	1					
Recon Camera	Nose	.5					

Notes: Features Flotation Hull Chassis Modification; Features the following Design Quirks: Prototype, Hard to Pilot, Rumble Seat



EXPERIMENTAL

TRB-XTS THUNDERBIRD

Field Testing Summation: Custom Thunderbird Refit

Producer/Site: Rim Salvage / Gillfillan's Gold

Supervising Technician: Srikkhar Swaminathan

Project Start Date: 3073

Non-Production Equipment Analysis:

Centurion Weapon System
Laser Insulators

Overview

[Editor's Note: The Thunderbird is a lie! Shortly before press time, we discovered incontrovertible evidence identifying Rim Salvage as a Blakist shell corporation and this Thunderbird variant as one of their black projects. Based upon this information, we believe development is actually taking place on Circinus, not Gillfillan's Gold, and have alerted Able's Aces to the Blakist presence in their back yard. FrontierTech has severed all contact with Rim Refit, and presents the following only to showcase the Blakist talent for misinformation.]

Finding an aerospace fighter sporting experimental Star League lostech in the Rim Collection would raise curious eyebrows for those not versed in the history of the region. In 3062, Able's Aces defended the Collection against Morrison's Extractors, a pirate band known to have stumbled upon a lostech cache.

Rim Salvage obtained a recovery contract for that campaign and, during the process, uncovered information hidden aboard a wrecked Extractors BattleMech that pointed to another cache. It took ten years to raise the funds to launch an expedition, but in 3072 they grounded on a lifeless planet in an unnamed system, where they discovered a SLDF aerospace testing facility.

Selling four of the six fighters they recovered from the site more than paid for the expedition and left Rim Salvage with two experimental *Thunderbird* chassis, equipped with the quixotic Centurion Weapon System. A failed SLDF project, the Centurion system was theoretically capable of remotely forcing target units to shutdown without inflicting any damage whatsoever. The system was apparently scrapped as unreliable and overcomplicated, but all four of the Centurions recovered by Rim Salvage are in working condition and their capabilities are impressive—when they work.

Rim chose to refit the *Thunderbirds* with these weapons, rather than restore the venerable fighters to their original configurations. Their variant stripped the SLDF secondary weapons and replaced them with paired pulse lasers and rotary autocannons. The combination creates a devastating medium-range dogfighter. Lostech laser insulators and nineteen freezers give the fighter sufficient heat dissipation for sustained fire, should the Centurions fail to do their job.

Neither airframe is available for sale or test flight, as Rim considers them too precious to lose in an accident. However, these impressive examples of lost technology mated with new tech are behind Rim's latest effort to raise funds for another expedition—this time in pursuit of additional SLDF proving grounds in the Periphery they may have located deeper in the Periphery.

Type: **Thunderbird**

Technology Base: Inner Sphere (Experimental)

Tonnage: 100

Battle Value: 2,494

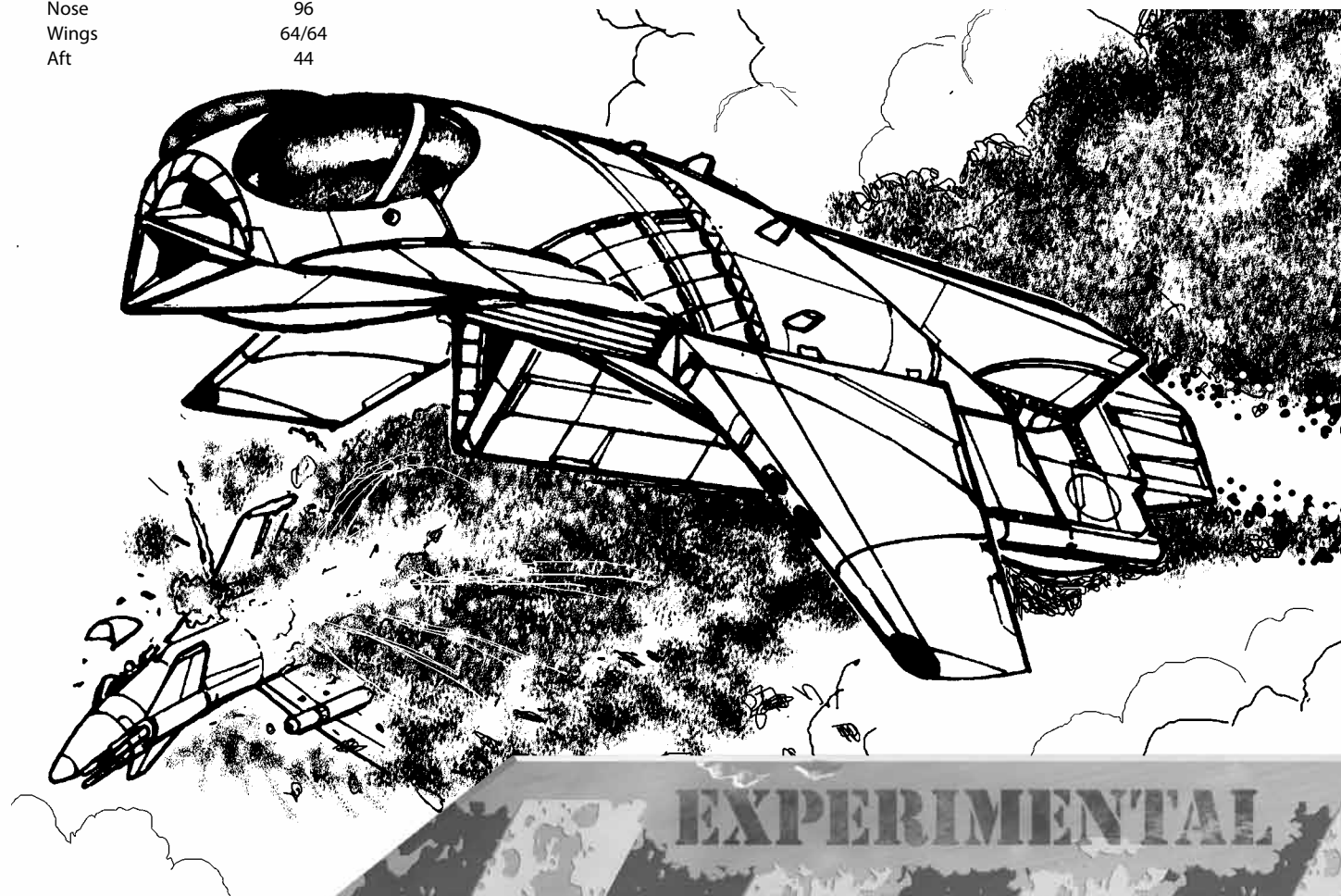
Equipment

		Mass
Engine:	300	19
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	10	
Heat Sinks:	19 [38]	9
Fuel: 400	5	
Cockpit:		3
Armor Factor (Ferro):	268	15
	Armor Value	
Nose	96	
Wings	64/64	
Aft	44	

Weapons and Ammo

Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Centurion Weapon Systems	Nose	10	8	†	†	—
Large Pulse Laser with Insulator	RW	7.5	9*	9	9	—
Rotary AC/5	RW	10	6	20	20	—
Large Pulse Laser with Insulator	LW	7.5	9*	9	9	—
Rotary AC/5	LW	10	6	20	20	—
Ammo (RAC) 80	—	4				—

Notes: †Against units susceptible to the Centurion, it has an aerospace range of Medium; against units that are not susceptible it has an aerospace range of short. On a successful hit, the target immediately rolls for shutdown as if its heat level were 14 points higher than it actually is. (see p. 127, *Jihad Conspiracies: Interstellar Players 2*);. *Laser Insulator reduces heat by 1 point; Features the following Design Quirk: Prototype, Rumble Seat



VENGEANCE-CLASS POCKET WARSHIP PROTOTYPE

Field Testing Summation: Customized *Vengeance*-Class Refit

Producer/Site: Ebon Magistrate / Classified

Supervising Technician: Unknown

Project Start Date: Unknown

Non-Production Equipment Analysis:

Piranha Sub-Capital Missile Launchers

Enhanced LRM 20s

Overview

The Taurian News Service called the MCS *Danai Centrella* the "New Vandenberg White Wings of our generation". While that may be hyperbole, the heavily customized DropShip is an enigma that no credible theory has yet explained. Officially, she was overhauled under direction of the Ebon Magistrate at a classified location in the Magistracy of Canopus. Based upon her arsenal of Piranha missiles, many have speculated the Blakists started her refit during their occupation and later abandoned her. Even if these origins are true, however, they fail to explain how the Ebon Magistrate could have completed the work, as the only capable facilities in the Magistracy were lost over a century ago.

Built upon an obsolete Kallon Industries *Vengeance* hull, the *Centrella* resembles her peers well enough to pass for them in casual observation, but a closer inspection reveals significant changes from the standard design. The DropShip sacrifices roughly half of her fighter complement to mount an impressive array of Piranha, LRM, and Enhanced LRM missile launchers. Piranha launchers and ammunition consume the uppermost decks along with the top half of the port and starboard hangars, and the LRMs all make use of Artemis IV fire control systems for improved damage potential. Meanwhile, improved armor provides twice the protection of the obsolete *Vengeance*-class, but the structural reinforcements necessary to support all of this even intrudes into the remaining hangars, complicating launch and recovery operations.

A product of naval strategies developed during the Jihad, the *Danai Centrella* features a robust point defense system and bunk space for over a hundred zero-gee trained marines—enough troops to repel simultaneous boarding attempts from two *Battle Taxis*. Upgraded heat sinks, combined with ample ammunition for the main launchers, permit sustained use of aggressive firing solutions. The inclusion of a Naval Comm-Scanner suite further enhances the *Centrella's* multi-role capabilities, and additional cargo and fuel capacity allow for extended operations.

The refit has received mixed reviews. Critics have focused on the reduction in fighter capacity and the Piranhas' vulnerability to point defense systems as critical flaws in the design. Proponents contend the added versatility is an acceptable trade.

The *Centrella* will be touring the Magistracy this year and *FrontierTech* is pleased to announce that we have secured permission for a limited number of observers to accompany her. While we cannot guarantee combat, the present state of the Periphery certainly raises the possibility. Contact your account executive now for reservations!

Vengeance-Class PWS Prototype MCS *Danai Centrella*

Type: Military Aerodyne

Use: Pocket WarShip

Tech: Inner Sphere (Experimental)

Introduced: 3080

Mass: 11,400 tons

Battle Value: 19,450

Dimensions

Length: 234 meters

Width: 96 meters

Height: 20 meters

Fuel: 600 tons (18,000 points)

Tons/Burn Day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 148 (296)

Structural Integrity: 17

Armor:

Nose: 400

Wings: 300

Aft: 198

Cargo:

Bay 1: Fighters (18)

4 Doors

Bay 2: Small Craft (3)

2 Doors

Bay 3: Foot Infantry Transport Bays (4)

1 Door

Bay 4: Cargo (376 Tons)

1 Door

Life Boats: 0

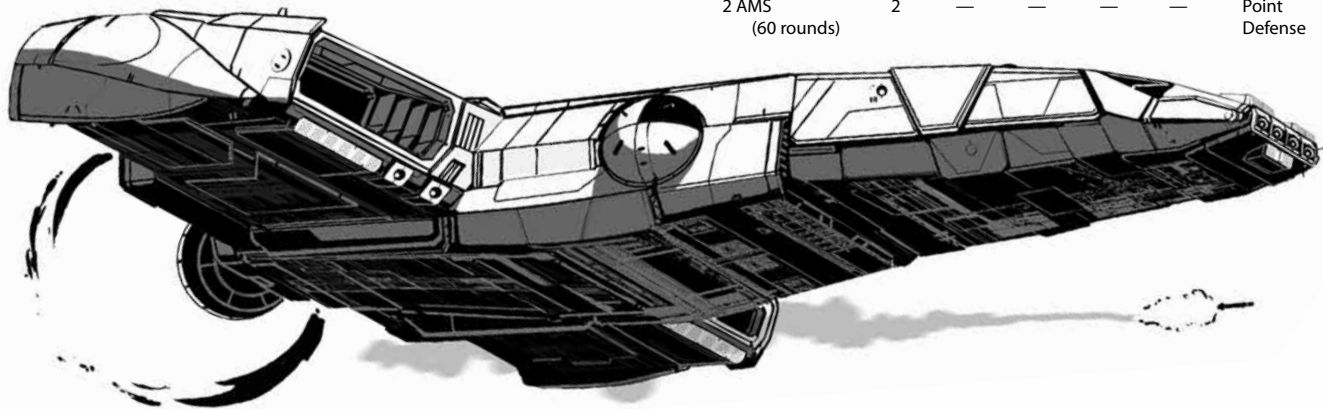
Escape Pods: 33

Crew: 7 officers, 7 enlisted/non-rated, 20 gunners, , 6 NCSS crew, 51 bay personnel, 112 marines

Notes: Equipped with 76 tons of Heavy Ferro-Aluminum armor and a Small Naval Comm-Scanner (100 tons); Features the following Design Quirks: Prototype, Unstreamlined

Weapons:Capital Attack Values (Standard)

Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class
Nose (74 Heat)						
4 Piranha Launchers (60 Missiles)	36	12 (120)	12 (120)	12 (120)	—	Capital Missile
4 LRM 20 + Artemis IV (96 rounds)	24	6 (64)	6 (64)	6 (64)	—	LRM
2 Enhanced LRM 20 + Artemis IV (48 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 AMS (60 rounds)	2	—	—	—	—	Point Defense
RW/LW (68 Heat)						
2 Piranha Launchers (30 Missiles)	18	6 (60)	6 (60)	6 (60)	—	Capital Missile
4 LRM 20 + Artemis IV(96 rounds)	24	6 (64)	6 (64)	6 (64)	—	LRM
2 Enhanced LRM 20 + Artemis IV (48 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium X-Pulse Lasers	12	1 (12)	—	—	—	Pulse Laser
2 AMS (60 rounds)	2	—	—	—	—	Point Defense
Aft (40 Heat)						
2 LRM 20 + Artemis IV (48 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
1 Enhanced LRM 20 + Artemis IV (24 rounds)	6	2 (16)	2 (16)	2 (16)	—	LRM
4 ER Medium Lasers	20	2 (20)	2 (20)	—	—	Laser
2 AMS (60 rounds)	2	—	—	—	—	Point Defense



EXPERIMENTAL

AILETTE RESCUE PA(L)

Field Testing Summation: Prototype Ailette Refit
Producer/Site: Taurus Territorial Industries / Sterope
Supervising Technician: Mike Peterson
Project Start Date: 3076
Non-Production Equipment Analysis:
 Battle Armor Mechanical Jump Booster

Overview

The Ailette engineering exoskeleton is a common sight in the Taurian Concordat. TTI licensed the Ailette from Federated Boeing in 3069, after a Blakist assault destroyed the Galax shipyards, and has been producing it non-stop since then.

In 3073, Lance Sergeant Julia Wilson was killed during a high-profile training accident. The accident investigation board identified two primary causes for her death: First, that Search and Rescue (SAR) lacked the appropriate equipment to extract her from her damaged *Seydiltz* fighter; and second, a faulty directional thruster in two of the SAR exoskeletons delayed response time. Public backlash was brutal, and ultimately led to a review of all Taurian SAR protocols. The review took two years to complete, and agreed with the previous finding regarding extraction equipment. (The second finding was not substantiated.)

Anticipating the need, TTI started work on a new rescue suit based on the Ailette engineering exoskeleton even before the investigations were concluded. The result entered production in 3074, and continues to earn excellent marks in service and performance from the Concordat government. The version demonstrated for *FrontierTech* (and documented below) is an experimental upgrade featuring a battle armor mechanical jump booster. The BAMJB is a miniaturized version of the system found on some prototype 'Mechs today. Using a combination of high-strength myomer and other specialized components, the BAMJB generates propulsion without the need for reaction mass or other fuel sources. This is an unusual choice for search and rescue, as BAMJB cannot be steered once engaged. TTI demonstrated the system functions faster than jump jets and other motive systems, and can be triggered where jump jets would inflict unacceptable damage. Still, extreme care must be taken with the system as a trajectory error could send an inexperienced operator careening off into space. TTI plans to provide extensive training opportunities should the new suit design enter mainstream production. In addition, this suit also features a versatile salvage arm to aid in difficult extraction scenarios and an impressive improved sensor array to meet SAR needs in a variety of conditions.

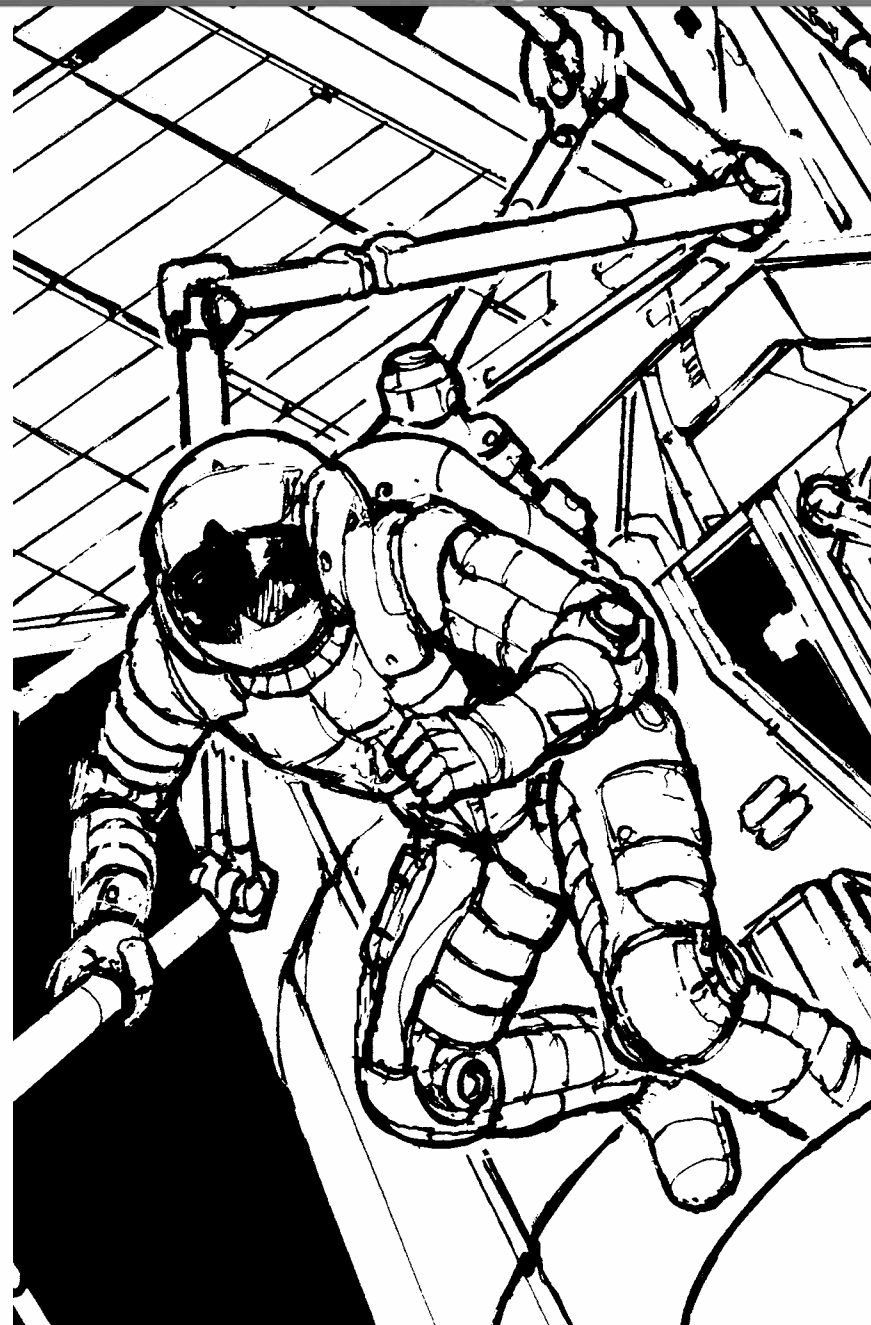
Investors should contact their account manager for additional information before 1 May.

Type: Ailette Rescue PA(L)
Manufacturer: Taurus Territorial Industries
Primary Factory: Taurus
Equipment Rating: E/X-X-F/C

Tech Base: Inner Sphere (Experimental)
Chassis Type: Humanoid
Weight Class: PA(L)
Maximum Weight: 400 kg
Battle Value: 5
Swarm/Leg Attack/Mechanized/AP: No/No/No/Yes
Notes: May not attempt Anti-Mech Swarm and Leg Attacks in the same turn as it uses Jump MP; Features the following Design Quirks: Prototype, Easy to Pilot.

Equipment		Slots	Mass
Chassis:			80 kg
Motive System:			
Ground MP:	2		0 kg
Jump MP:	1		0 kg
Manipulators:			
Right Arm:	Armored Glove		0 kg
Left Arm:	Salvage Arm		30 kg
Armor:	Standard		50 kg
Armor Value:	1 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Improved Sensors	RA	1	65 kg
Space Ops Adaptation Gear	Body	1	100 kg
Extended Life Support	Body	1	25 kg
Mechanical Jump Booster	—	—	50 kg



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Anubis ABS-3MC

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Enhanced LRM 5	RT	2	1/Mel [M.C.S]	3	7	14	21
1	Enhanced LRM 5	LT	2	1/Mel [M.C.S]	3	7	14	21
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost:

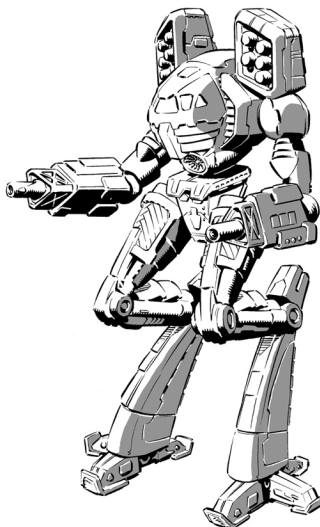
BV: 1,074

WARRIOR DATA

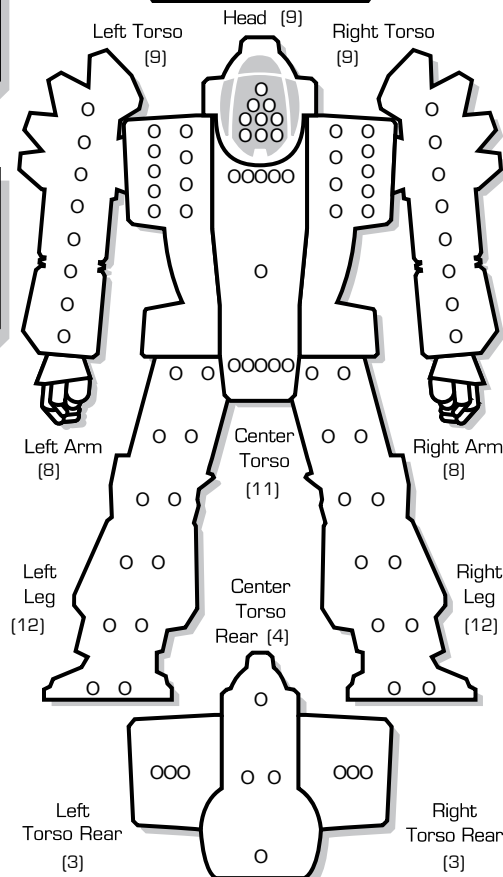
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- Enhanced LRM 5
- Enhanced LRM 5
- Ammo (NLRM 5) 24
- Endo Steel
- Stealth
- Stealth

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

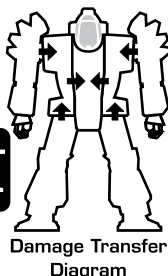
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Enhanced LRM 5
- Enhanced LRM 5
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth

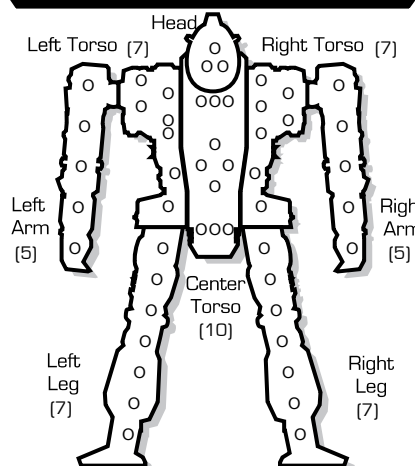
Right Leg

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



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-XK7

Movement Points: Tonnage: 50
 Walking: 4 [5] Tech Base: Inner Sphere
 Running: 6 [8] (Experimental)
 Jumping: 4 Era: Jihad

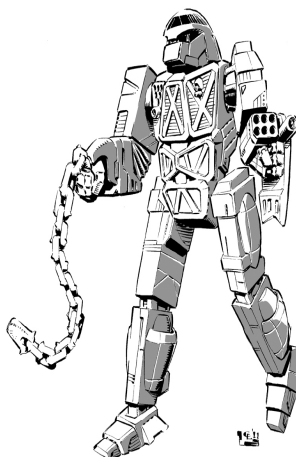
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Modular Armor	CT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	ER Flamer	LT	4	2 [DE,HAI]	—	3	5	7
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Chain Whip	RA	—	3	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Small Shield	LA	—	3	—	—	—	—
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

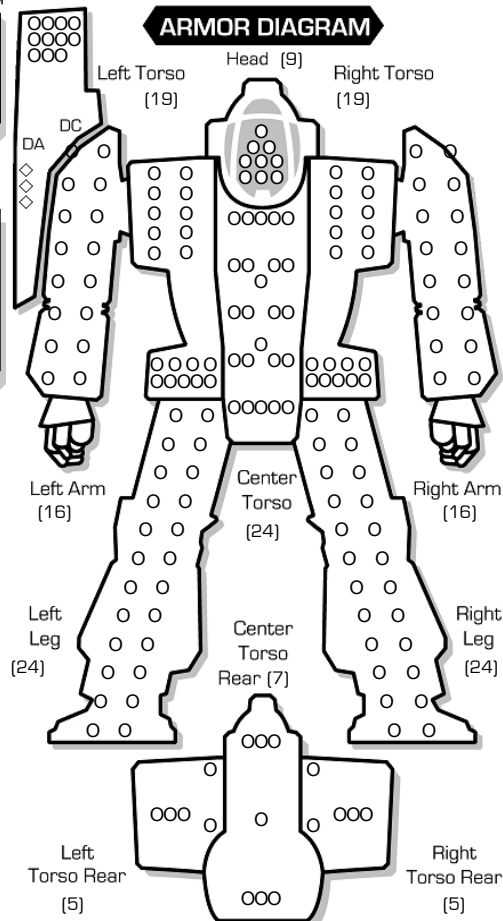
Cost: BV: 1,559

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
- Streak SRM 6
- Streak SRM 6

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Chain Whip
- Chain Whip

Center Torso

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

Endo Steel

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

Left Torso

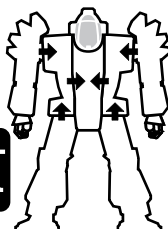
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Flamer
- Ammo (Streak SRM 6) 15
- Modular Armor [0000000000]

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Modular Armor [0000000000]

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Medium Pulse Laser

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



Damage Transfer Diagram

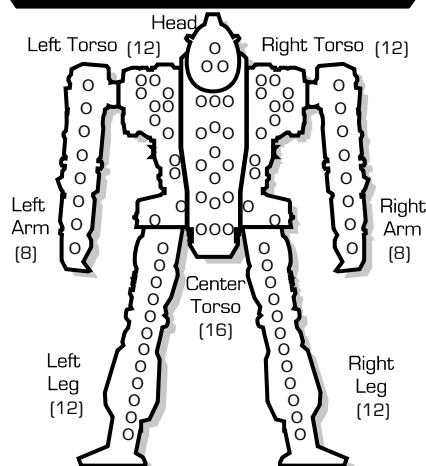
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
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: Atlas Jurn AS7-00

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 (Experimental)
Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	HVAC/10	RT	7	10 [DB]	—	6	12	20
1	Snub-Nose PPC	RT	10	10/8/5 [DEV]	—	9	13	15
1	Thunderbolt 15	LT	7	15[M]	5	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Remote Sensor Dispenser	RL	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	LL	—	[E]	—	—	—	—

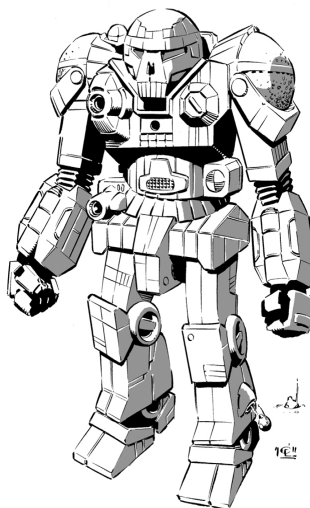
Cost: BV:2,052

WARRIOR DATA

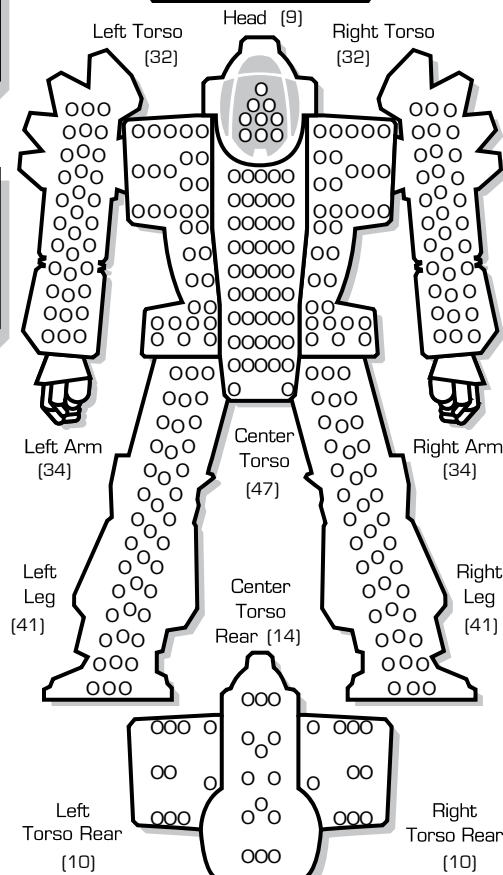
Name: _____

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
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15

- Ammo (Thunderbolt 15) 4
- Ammo (Thunderbolt 15) 4
- Ammo (HVAC/10) 8
- Ammo (HVAC/10) 8
- CASE II
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Remote Sensor Dispenser
- Roll Again

Head

- Life Support
- Sensors
- Command Console
- Command Console
- 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
- Beagle Active Probe
- Beagle Active Probe

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

Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC

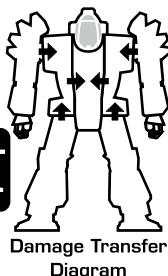
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- HVAC/10
- HVAC/10
- HVAC/10

- HVAC/10
- HVAC/10
- HVAC/10
- Snub-Nose PPC
- Snub-Nose PPC
- Roll Again

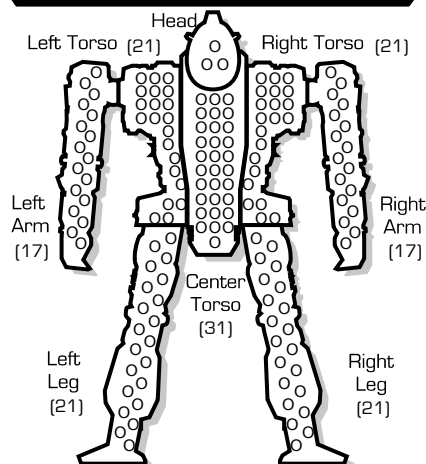
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Remote Sensor Dispenser
- Roll Again



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

(Industrial)

'MECH DATA

Type: Dig Lord RCL-Z1 Armed Mining 'Mech

Movement Points: Tonnage: 65
Walking: 3 Tech Base: Inner Sphere
Running: 5 (Experimental)
Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	[M.S.C]	6	7	14	21
1	SRM			2/[M.S]	3	6	9	
1	Heavy Rifle	LT	4	9	2	6	12	18
				[D.B.S]				
1	Shoulder Turret	LT	—	[E]	—	—	—	—
1	AES	RA	—	[E]	—	—	—	—
1	Medium Vibroblade	RA	5	10	—	—	—	—

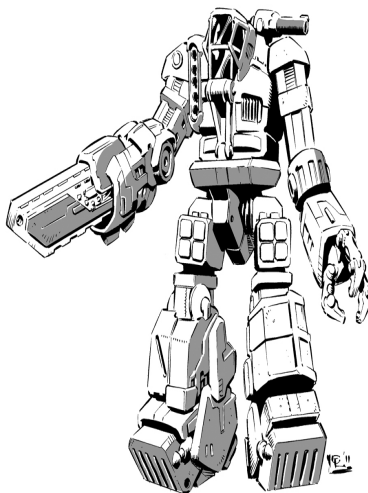
Cost: BV: 698

WARRIOR DATA

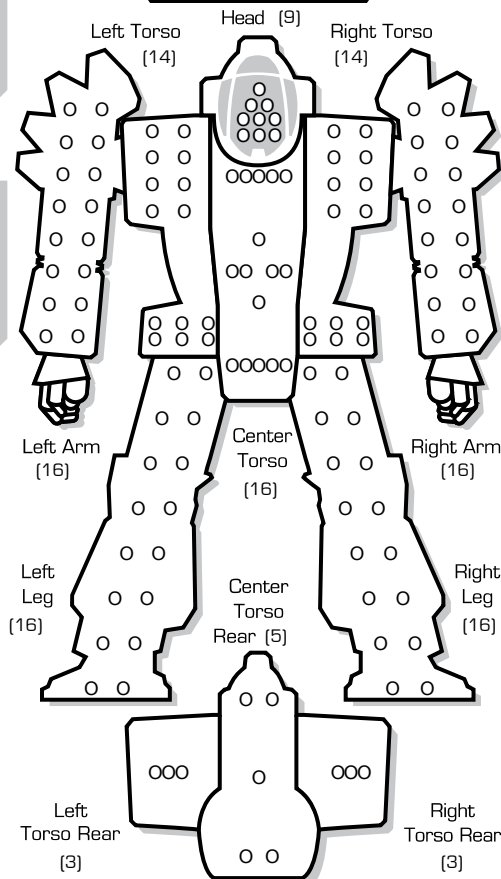
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AES
- AES

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

Right Arm

- AES
- Medium Vibroblade
- Medium Vibroblade
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heavy Rifle (T)
- Heavy Rifle (T)
- Heavy Rifle (T)
- Shoulder Turret
- Ammo (Heavy Rifle) 6
- Ammo (Heavy Rifle) 6

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

Right Torso

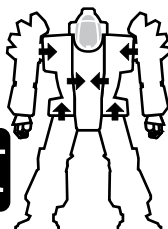
- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

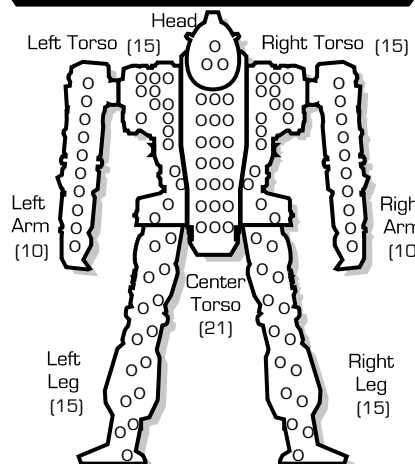
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 7 [7] Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Saladin Ifrit**

Movement Points:

Cruising: 9

Flank: 14

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 35

Tech Base: Inner Sphere

[Experimental]

Era: Jihad

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

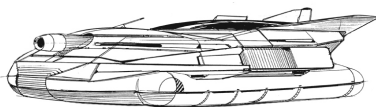
Stabilizers

Front ☐

Left ☐

Right ☐

Rear ☐



ARMOR DIAGRAM

Front Armor
(40)

(30)

Left Side Armor

Right Side Armor

(30)

Rear Armor
(19)



Cost: BV:955

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Danai Arrow**

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
 (Experimental)
Era: Jihad

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Arrow IV	FR	20 [AE,S,F]	—	1	2	8
4	MagShot	T	2 [DB,X]	—	3	6	9

Ammo: (Magshot) 50, (Arrow IV) 10

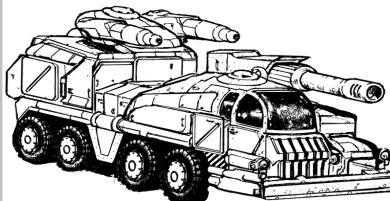
Cost: BV:855

CREW DATA

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

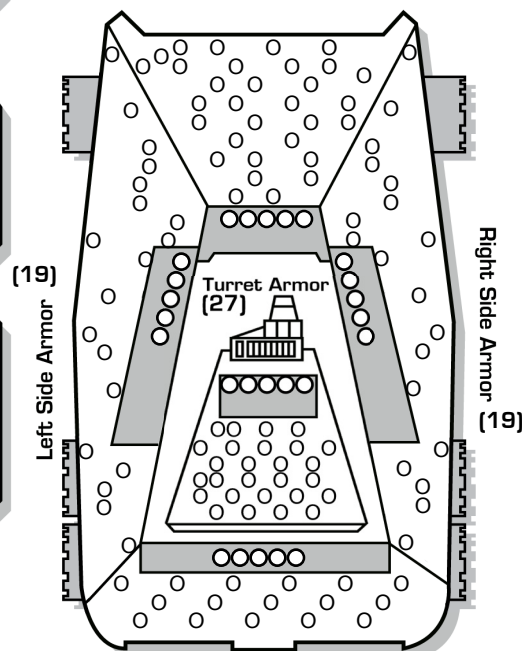
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Stealth
Front Armor
(31)



Rear Armor
(16)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Patton-SB

Movement Points:

Cruising: 4

Flank: 6 [8]

Movement Type: Tracked

Engine Type: XL Fusion Engine

Tonnage: 65

Tech Base: Inner Sphere

[Experimental]

Era: Jihad

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

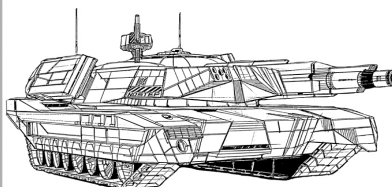
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

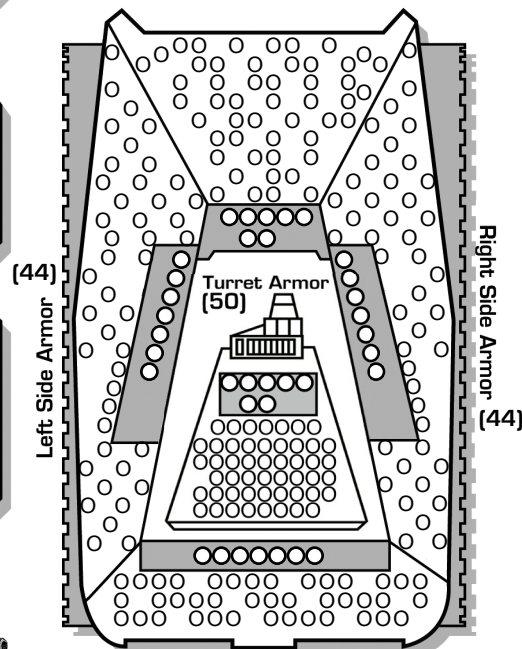
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor
(50)



Rear Armor
(40)



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	LRM 5	T	1/Msl [M.C.S]	6	7	14	21
1	Silver Bullet Gauss Rifle	T	15 [D.B.C.F.X]	2	7	15	22

Chassis Modifications: Environmental Sealing

Ammo: (LRM 5) 24, (Silver Bullet) 24

Cost: BV: 1,468

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Dreadnought Mk II Tractor

Movement Points: **Cruising:** 3 **Flank:** 5 **Movement Type:** Tracked **Engine Type:** Fusion Engine

Tonnage: 200 **Tech Base:** Inner Sphere (Experimental) **Era:** Jihad

Weapons & Equipment Inventory

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD [E]	—	—	—	—	—
1	Field Kitchen	BD [E]	—	—	—	—	—
3	Machine Gun	FRRS 2	—	1	2	3	—
		[DB, AI]					
1	Machine Gun Array	FRRS [T]	—	—	—	—	—
3	Machine Gun	FRLS 2	—	1	2	3	—
		[DB, AI]					
1	Machine Gun Array	FRLS [T]	—	—	—	—	—
1	Lift Hoist	RR [E]	—	—	—	—	—
2	ExtendedLRM 5	T 1/Msl	10	12	22	38	—
		[M.C.S]					
2	HVAC/2	T 2 [DB]	3	10	20	35	—

Chassis Modifications: Tractor

Cargo:
Battle Armor Bay - 10 squads (2 doors)
Cargo Space - 4 tons (1 door)
Steerage Quarters - 3

Ammo: [ELRM 5] 90, [Machine Gun] 200, [HVAC/2] 90

Cost: BV: 1.057

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

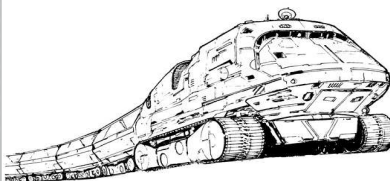
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

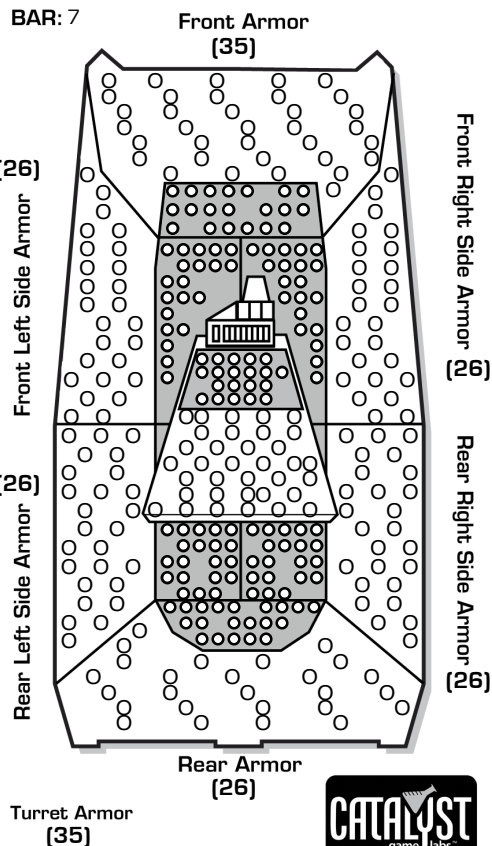
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Dreadnought Mk II Trailer 1

Movement Points:
 Cruising: 0
 Flank: 0
 Movement Type: Tracked
 Engine Type: None

Tonnage: 50
 Tech Base: Inner Sphere
 (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	HVAC/2	T	2 [DB]	3	10	20	35
1	MML 5	T	[M,S,C]	—	—	—	—
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
	w/Artemis IV FCS						

Cargo Space - 20 tons
 Chassis Modifications: Tractor, Trailer

Ammo: [MML 5 SRM Artemis] 20, [HVAC/2] 30
 [MML 5 LRM Artemis] 24

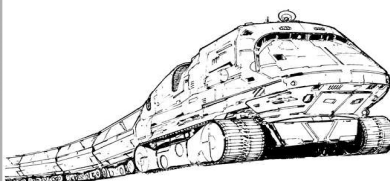
Cost: BV:273

CREW DATA

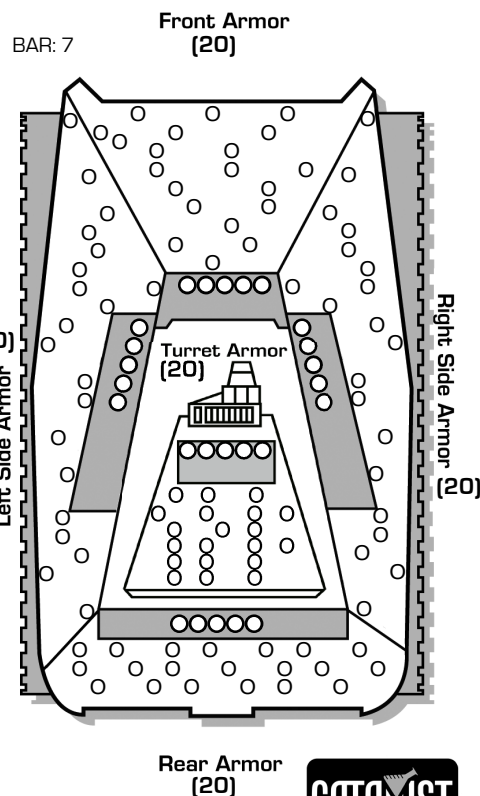
Crew:
 Gunnery Skill:
 Driving Skill:
 Commander Hit +1
 Driver Hit +2
 Modifier to all Skill rolls
 Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DREADNOUGHT MK II TRAILER 2

Movement Points:
 Cruising: 0
 Flank: 0
 Movement Type: Tracked
 Engine Type: None

Tonnage: 50
 Tech Base: Inner Sphere
 (Experimental)
 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	ExtendedLRM 10	T	1/Msl [M,C,S]	10	12	22	38
1	SRM 6	T	2/Msl [M,C]	—	3	6	9

Liquid Cargo Space - 18,20 tons
 Chassis Modifications: Tractor, Trailer

Ammo: [ELRM 10] 18, [SRM 6] 30

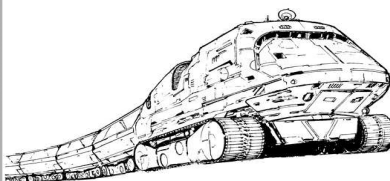
Cost: BV:334

CREW DATA

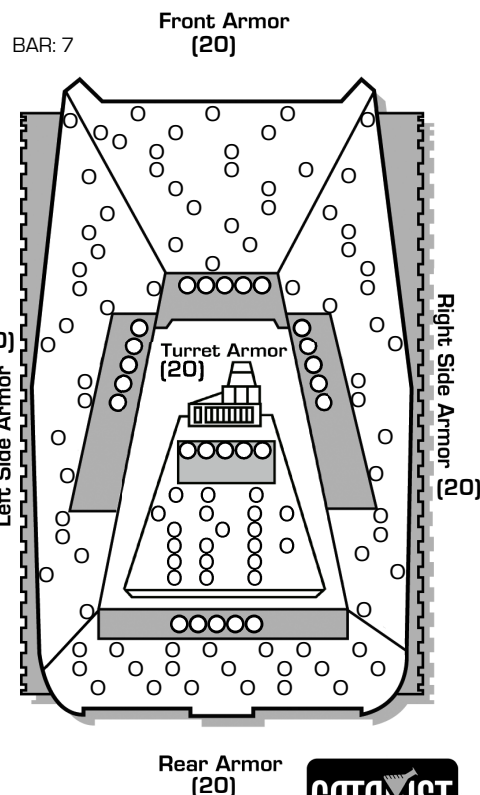
Crew:
 Gunnery Skill:
 Driving Skill:
 Commander Hit +1
 Driver Hit +2
 Modifier to all Skill rolls
 Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Dreadnought Mk II Trailer 3

Movement Points:

Cruising: 0

Flank: 0

Movement Type: Tracked

Engine Type: None

Tonnage: 50

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	ExtendedLRM 5	T	1/Msl [M,C,S]	10	12	22	38
1	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	Streak SRM 6	T	2/Msl [M,C]	—	3	6	9

Refrigerated Cargo Space - 17,40 tons
Chassis Modifications: Tractor, Trailer

Ammo: [ELRM 5] 36, [Machine Gun] 200, [Streak SRM 6] 15

Cost: BV:307

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

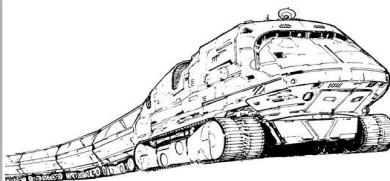
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM

BAR: 7

Front Armor
(20)

(20)

Left Side Armor

Turret Armor
(20)

Right Side Armor
(20)

Rear Armor
(20)



BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DREADNOUGHT MK II TRAILER 4

Movement Points:

Cruising: 0

Flank: 0

Movement Type: Tracked

Engine Type: None

Tonnage: 50

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	HVAC/5	T	5 [DB]	—	8	16	28
1	Rocket Launcher 15	T	1/Msl [M,C]	—	4	9	15

Livestock Cargo Space - 16,60 tons
Chassis Modifications: Tractor, Trailer

Ammo: [HVAC/5] 30

Cost: BV:291

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

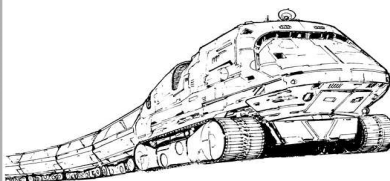
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM

BAR: 7

Front Armor
(20)

(20)

Left Side Armor

Turret Armor
(20)

Right Side Armor
(20)

Rear Armor
(20)



BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Seabuster

Thrust: Tonnage: 50
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 (Experimental)
 Era: Jihad

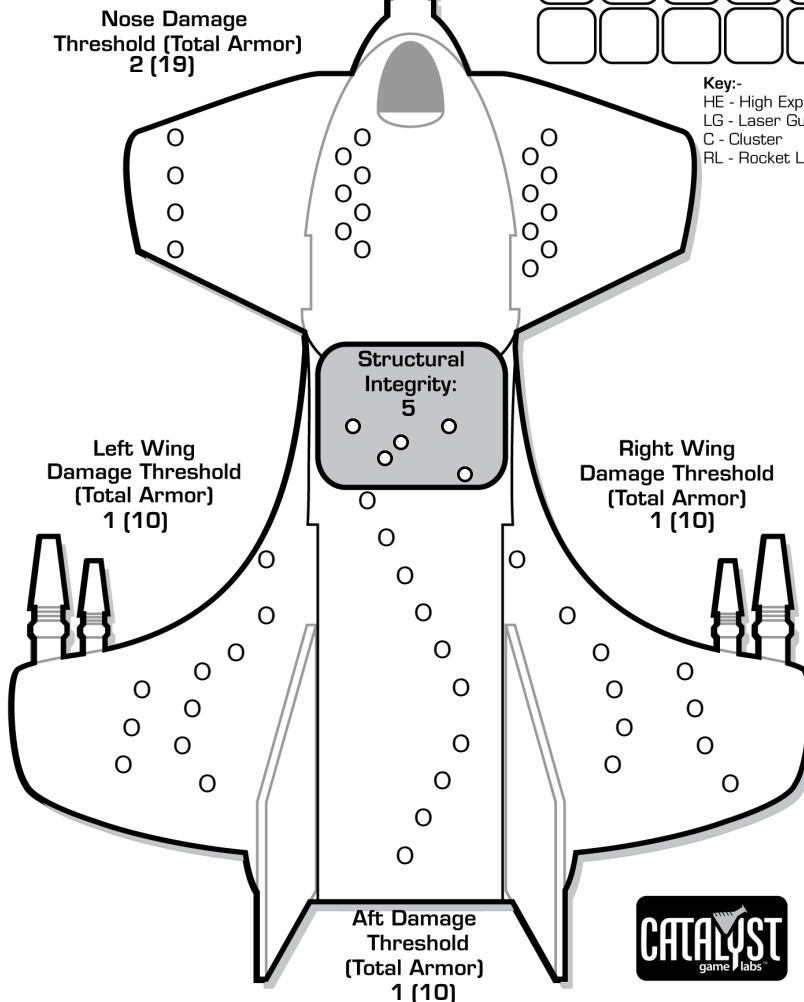
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Flotation Hull [E]	N	0	—	—	—	—
1	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	—

Ammo: [Heavy Gauss] 4
 Fuel: 320 Points

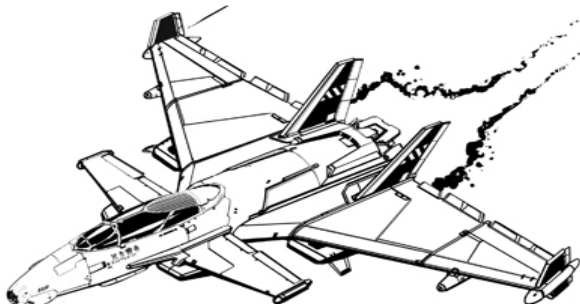
Cost: BV: 764

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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



CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

VELOCITY RECORD

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

HEAT DATA

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

Heat Scale

Overflow

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



BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Thunderbird TRB-XTS

Thrust: Tonnage: 100
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 (Experimental)
 Era: Jihad

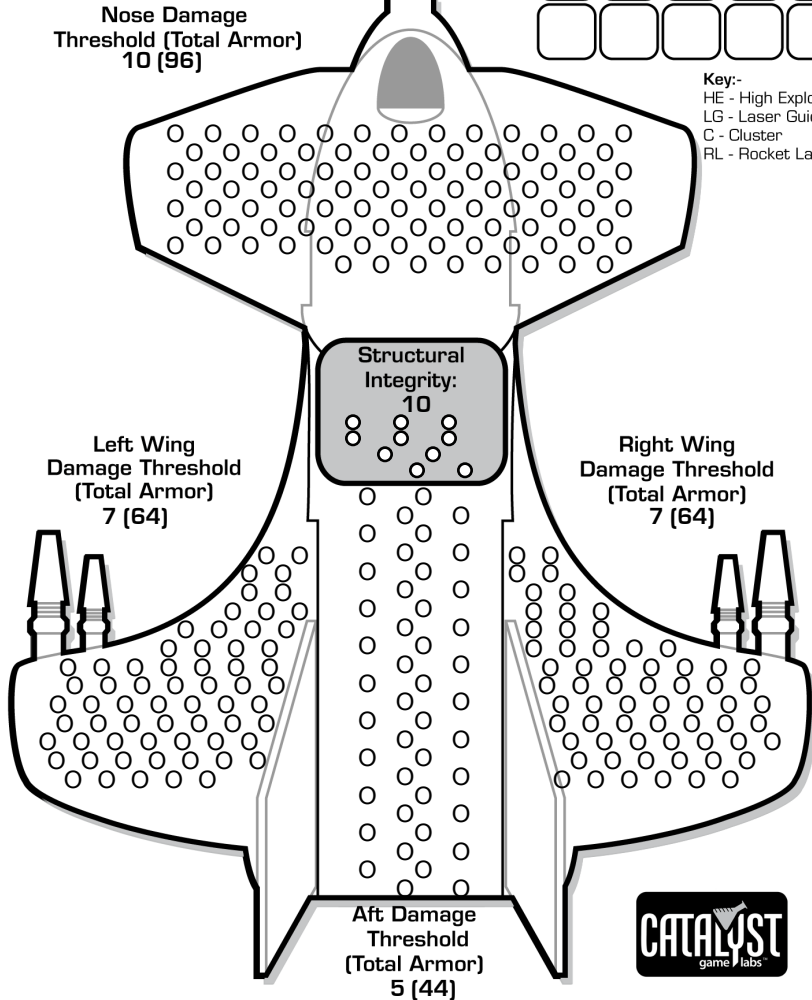
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Centurion Weapon System [DE]	N	4	—	—	—	—
1	Large Pulse Laser [P]	LW	10	9	9	—	—
1	Laser Insulator [E]	LW	0	—	—	—	—
1	Rotary AC/5 [DB,R,C]	LW	1	20	20	—	—
1	Large Pulse Laser [P]	RW	10	9	9	—	—
1	Laser Insulator [E]	RW	0	—	—	—	—
1	Rotary AC/5 [DB,R,C]	RW	1	20	20	—	—

Ammo: (RAC/5) 80
 Fuel: 400 Points

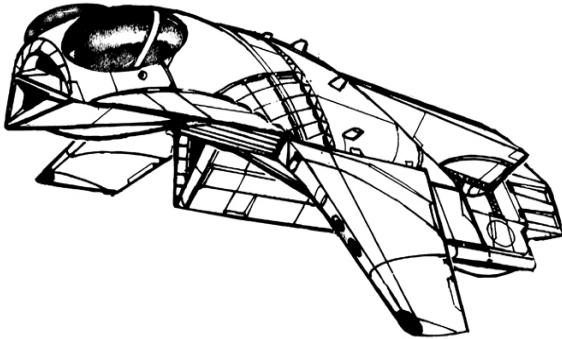
Cost: BV: 2,494

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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



CRITICAL DAMAGE

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

PILOT DATA

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19 (38)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

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

Nose Damage
Threshold
(Total Armor)
40 (400)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Vengeance-Class Pocket WarShip

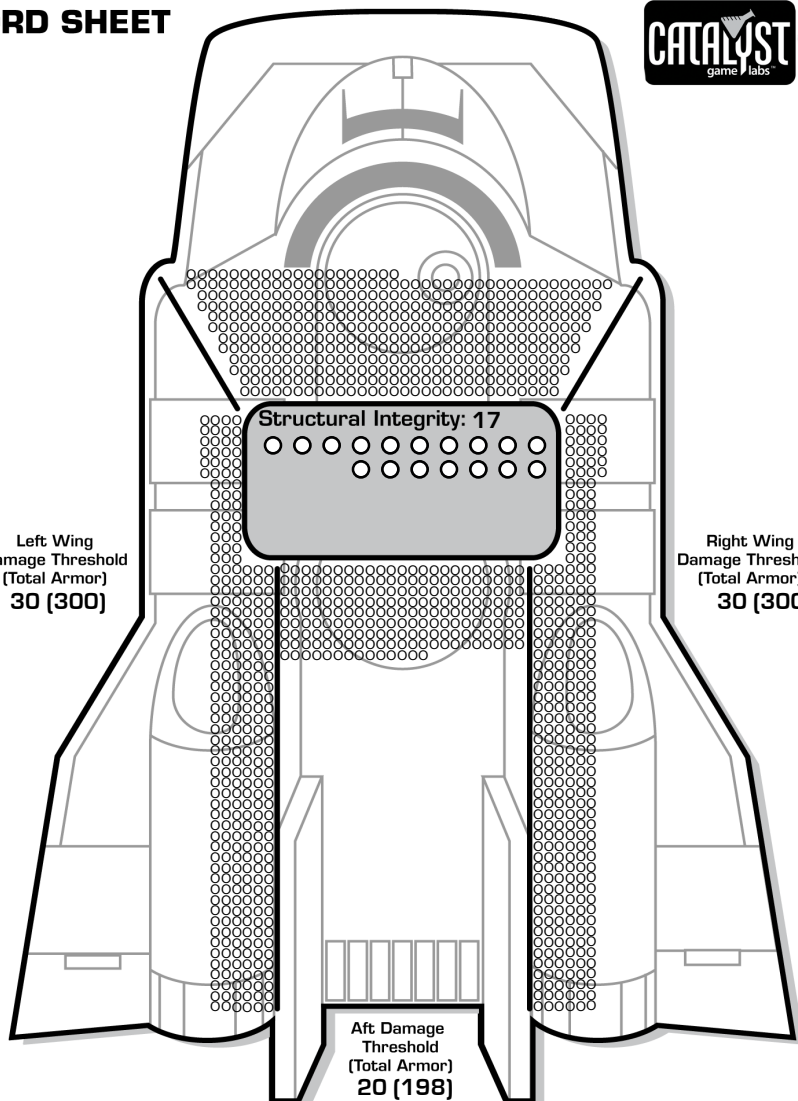
Name: Tonnage: 11400
Thrust: Tech Base: Inner Sphere
Safe Thrust: 4 (Experimental)
Maximum Thrust: 6 Era: Jihad
Fighters/Small Craft: 4 / 2 Launch Rate: 8 / Turn

Weapons & Equipment Inventory

Capital Scale							
Bay	Loc	Ht	(1-12)	(13-24)	(25-40)	(41-50)	
4	Piranha	N	36	SRV	MRV	LRV	ERV
	[60 misl]			12	12	12	—
2	Piranha	FL/FR	18	6	6	6	—
	[30 misl]						
Standard Scale							
Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)	
4	LRM 20	N	24	SRV	MRV	LRV	ERV
	[96 misl]			4 (48)	4 (48)	4 (48)	—
2	w/ Artemis IV FCS	N	12	2 (24)	2 (24)	2 (24)	—
	Enhanced LRM 20						
	[48 misl]						
2	w/ Artemis IV FCS	N	2	0 (6)	Point Defense		
	AMS						
	[60 rnds]						
4	LRM 20	FL/FR	24	4 (48)	4 (48)	4 (48)	—
	[96 misl]						
2	w/ Artemis IV FCS	FL/FR	12	2 (24)	2 (24)	2 (24)	—
	Enhanced LRM 20						
	[48 misl]						
2	w/ Artemis IV FCS	FL/FR	12	1 (12)	—	—	—
	Medium X-Pulse Laser						
2	AMS	FL/FR	2	0 (6)	Point Defense		
	[60 rnds]						
2	LRM 20	A	12	2 (24)	2 (24)	2 (24)	—
	[48 misl]						
1	w/ Artemis IV FCS	A	6	1 (12)	1 (12)	1 (12)	—
	Enhanced LRM 20						
	[24 misl]						
4	w/ Artemis IV FCS	A	20	2 (20)	2 (20)	—	—
	ER Medium Laser						
2	AMS	A	2	0 (6)	Point Defense		
	[60 rnds]						

Notes:
Small Naval Comm-Scanner Suite
Cargo:
Aerospace Fighter Bay - 18 units (4 doors)
Small Craft - 3 units (4 recovery open) (2 doors)
Infantry - 4 platoons (1 door)
Cargo Space - 375 tons (1 door)

Cost: BV: 19,450



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 40 Marines: 112
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 0/33

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 148 (296)
Double

Heat Generation Per Arc

Nose:	74	Aft:	40
Left Wing:		Right Wing:	
Fwd:	68	Fwd:	68
Aft:	0	Aft:	0

BATTLETECH



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Ailette Rescue PA(L) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 2 Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	—	—	—	2
Improved Sensors	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Space Operations Adaptation	[E]	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ● ○

2 ● ○

3 ● ○

4 ● ○

Cost: BV: 28/5

BATTLE ARMOR: SQUAD/POINT 2

Type: Ailette Rescue PA(L) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 2 Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	—	—	—	2
Improved Sensors	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Space Operations Adaptation	[E]	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ● ○

2 ● ○

3 ● ○

4 ● ○

Cost: BV: 28/5

BATTLE ARMOR: SQUAD/POINT 3

Type: Ailette Rescue PA(L) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 2 Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	—	—	—	2
Improved Sensors	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Space Operations Adaptation	[E]	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ● ○

2 ● ○

3 ● ○

4 ● ○

Cost: BV: 28/5

BATTLE ARMOR: SQUAD/POINT 4

Type: Ailette Rescue PA(L) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 2 Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	—	—	—	2
Improved Sensors	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Space Operations Adaptation	[E]	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ● ○

2 ● ○

3 ● ○

4 ● ○

Cost: BV: 28/5

BATTLE ARMOR: SQUAD/POINT 5

Type: Ailette Rescue PA(L) Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 2 Jump: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Extended Life Support	[E]	—	—	—	2
Improved Sensors	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Space Operations Adaptation	[E]	—	—	—	—

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ● ○

2 ● ○

3 ● ○

4 ● ○

Cost: BV: 28/5

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
---------------------------------	-------------------------

4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
---------------------------------	-------------------------

4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units