

# BATTLETECH™

## TURNING POINTS TOKASHA™







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# TOKASHA™

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35TP023



# HOLDING THE LINE

**River Elb  
Tokasha  
Hell's Horses' Enclave  
4 November 2921**

Gunner Tikki peered through her viewfinder, searching the smoke for movement. An Arrow IV landed downrange, throwing up more dust and flushing something out of cover. Tikki tracked her Kolibri Deltas over the target, spraying laser bolts through the smoke before losing visual contact.

"Stravag!" Tikki swore as a shell smashed into the berm protecting her Kokou. Dirt sprayed against her viewfinder. She swore again.

The Kokou rocked as it launched a salvo of missiles at the attacker.

"Thresher, ten degrees left," announced Commander Anouk calmly, voice muffled by her respirator.

Already spinning the turret, Tikki almost snapped back. Instead she focused on her target. The 'Mech jinked forward and back, making it hard to track. Autocannon fire from Alonso's Ishtar tore up the ground in front of the enemy 'Mech. The *Thresher* pulled up short.

*Thank you very much.* Tikki opened fire. Multiple bolts lit up the *Thresher*. The MechWarrior couldn't compensate from the abrupt stop and the barrage of laser fire. It toppled onto its back. The rest of the Star joined in and the *Thresher* was buried under an avalanche of fire.

"Cease fire," said Anouk.

Tikki decreased the magnification on her viewfinder to scan for new targets. The Bears had retreated back into the thick undergrowth of the swamp.

"I claim that *Thresher*," Tikki stated clearly.

"Yes, Tikki," Anouk answered wearily.

Chuckles emerged from the back of the tank. Tikki turned and stared, daring anyone to say something.

Finding no answer to her challenge, she returned her gaze to the battlefield. Infantry squads checked wrecks for survivors. The cleared river valley stretched from the rocky ridge where her Trinary was perched down to the swamp below. Impassable jungle provided a backstop. It was a perfect killing ground.

Anouk stopped speaking into her headset and addressed the crew.

"A Ghost Bear force is massing on the other side of the swamp. Fire support will flush them toward us."

*That will annoy the MechWarriors*, thought Tikki. Artillery was not honorable but not much was when you served in a tank. Long ago, maybe. The Clan still gave lip service to men over machines, but Tikki knew you had to be a 'MechWarrior to get respect. Even thickheaded Elementals got more respect than tankers.

"Tikki. Focus."

Tikki glanced at Anouk and then scanned the horizon. Smoke was rising from the swamp and she could feel the crump as Arrow IVs landed. She watched the tree line intently, waiting for the first Bear to appear. From the corner of her eye, she saw Anouk sit bolt upright and press her headset with both hands. The commander turned and stared to the right as if she could see through the turret.

"Tahlia, pull back to position two," she snapped.

Tikki rocked forward as the big fusion engine brought the tank up to speed.

Anouk shouted, "*Fire Moth* to the right!"

Tikki swung the turret, unable to track the fast moving 'Mech. It passed by, raking them with missile fire. The *Fire Moth* turned back to the jungle lining the river, giving Tikki a shot. She missed as the enemy 'Mech accelerated back into cover. To her horror a wave of Ghost Bear 'Mechs emerged between the retreating Star of *Fire Moths*. Something thumped into the turret roof. Elementals. Alarms sounded as the Elementals began peeling armor from the top of the tank. The Kokou rocked from side to side as Tahlia tried to shake the armored warriors off.

"Brace!" shouted Anouk.

From the edge of her viewfinder, Tikki saw the gaping barrels of Alonso's Ishtar swivel toward them.

"Kerensky help us."

Metal hail slammed into the side of the tank. They were still moving. Tikki couldn't believe their tracks were intact. And the Elementals were gone from the turret. Tikki saw them regrouping. She lashed them with her lasers. She smiled as they collapsed.

The tank stopped. They had reached position two.

"Tikki, targets forward. Fire at will."

A line of heavy 'Mechs had emerged from the swamp and were halfway across the clearing.

"What about the flankers?"

"Ignore them. Alpha and Beta are engaging."

The Kokou rocked under fire from the right. Tikki gritted her teeth and ignored it. Holding the triggers down she lashed lasers into the approaching 'Mechs. To the right, beyond her line of sight, explosions and weapons fire drew near. Tikki wondered if the MechWarriors would be in time.

Then the Bears broke. The big 'Mechs in the valley started retreating while the fighting to the right faded.

"Cease fire," said Anouk.

Tikki composed herself. They were alive. The line had held, and the Bears were beaten again. There was only one thing to do.

"I claim the *Minsk*, the *Black Knight*, and the *King Crab*."

"Yes, Tikki."



# TURNING POINTS TOKASHA™

**W**elcome to the next in the series of *Turning Points* campaign books, designed to give players the opportunity to fight in some of the landmark conflicts of *BattleTech's* tumultuous history using the *Total Warfare* and *Alpha Strike* ruleset.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Tokasha, while the **Tracks** detail some of the more pivotal battles between Clan Ghost Bear and Clan Hell's Horses. The Tracks section can also be used with stand-alone games set in the Golden Century time frame.

The **Atlas** section presents a global overview and some quick facts about Tokasha. Included in this section are terrain tables broken into various categories. These tables can be used as a random means to determine the maps used in the tracks or simply as a guide to the types of terrain found on the world. This section also contains a list of various additional terrain types, environments, and other rules that can be used to enhance the gameplay experience. All players should agree whether to use any or all of these features before play begins.

The **Combatants** section details the units that participated in the conflict and can be used by players who wish to add authenticity to their games. However, these forces are provided only as a guideline, and players are encouraged to use other forces at their option to attempt to rewrite history. This allows the players to pursue the tracks with different forces as they desire. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of units, or whatever else suits them.

The **Tracks** section presents eight *Turning Point* tracks set during the events listed. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains TO&Es for both the Hell's Horses and Ghost Bear commands present in the battles on Tokasha. There is also new creature data for two native species of Tokasha.

## CREDITS

**Project Development:** Geoff 'Doc' Swift

**BattleTech Line Developer:** Brent Evans

*Assistant Line Developer:* Ray Arrastia

**Writing:** Luke Robertson

**BattleTech Line Editor:** Aaron Cahall

**Editing:** Geoff 'Doc' Swift

### Production Staff

*Cover Design:* Ray Arrastia, David Kerber

*Layout:* David Kerber

*Evolved Faction Logos Design:* Jason Knight

*Maps and Logos:* Ray Arrastia, David Kerber, Geoff 'Doc' Swift

*Record Sheets:* Johannes Heidler, Dave Nawton, Carl Spain

**Factchecking/Playtesting:** Rick Cencarik, Stephan Frabartolo, Joshua Franklin, Keith Hann, Mike Miller, Joshua Perian, Andreas Rudolph, Eric Salzman, Elliotte Want, and Chris Wheeler

**Special Thanks:** To my little Chloe for having no idea what I do, but loving the little robots.

For more information about Tokasha and the people who have lived and died there, please see: *Warriors of Kerensky (WoK)*, *Wars of Reaving (WoR)*, *Way of the Clans*, *Invading Clans (IC)*, *Field Manual: Crusader Clans (FM:CC)*, *Field Manual: Warden Clans (FMWC)*.

## STAR LEAGUE ERA



## CLAN INVASION ERA



## JIHAD ERA



## SUCCESION WARS ERA



## CIVIL WAR ERA



## DARK AGE ERA

### NOTE!

The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.



TOKASHA (2921)

**Star Type (Recharge Time):** K5IV (196 hours)  
**Position in System:** 4 (of 5)  
**Time to Jump Point:** 4.12 days  
**Number of Satellites:** 1 (Shinshu)  
**Surface Gravity:** 0.8  
**Atm. Pressure:** High (Toxic)  
**Equatorial Temperature:** 35°C (High)  
**Surface Water:** 60 percent  
**Recharging Station:** Nadir  
**HPG Class Type:** A  
**Highest Native Life:** Birds  
**Population:** 4,300,000 (2921)  
**Socio-Industrial Levels:** B-D-A-C-A





# TOKASHA

Tokasha was first colonized by Clan Mongoose in 2840. Attracted by the presence of a breathable atmosphere (at high altitude) as much as the potential of mineral wealth, the Mongooses established themselves on the northern side of the Bearded Mountains. Attempts to exploit the Feuchtwald foundered on disease and hostile wildlife. In any case the colonists were claimed and evacuated entirely in 2844 by Clan Star Adder following the Marshall Massacre. Attempts to restart the colony were hindered by Clan Mongoose's ongoing rivalries with Clans Smoke Jaguar and Star Adder. Thus the resources could not be exploited. The arrival of new Clans forced the retreat of Clan Mongoose into the Cashell Peninsula, from which they were finally evicted by Clan Jade Falcon in 2851.

Over the following decades, Clans Ghost Bear, Goliath Scorpion, Hell's Horses, and Jade Falcon all established enclaves on Tokasha. While the Falcons dominated Manadou and the islands, the Bears and Scorpions fought over Lazuk, leaving the Horses restricted to the Trojan Peninsula.

The defining feature of Tokasha is its high oxygen level. This makes the world inhospitable to humans except at high altitudes where the lower atmospheric pressure reduces the oxygen content below toxic levels. As a result, the major cities are all in the mountain ranges that ring Tokasha's continents. Unfortunately, the main mineral deposits, and thus mines and their attendant industrial complexes, are in the lowlands. As it is impractical to provide atmospheric processing equipment, all but the biggest mining operations require workers to use respirators.

The lowlands are dominated by hectares of primordial forest and jungle. Hot and humid swamps at the equator become foreboding mazes of bogs closer to the poles. Transport is typically by DropShip and airship; maintaining continent-spanning roads or railways is impractical since the forests rapidly reclaim any open space. The wildlife in the forests of Tokasha is described as universally hostile. A wide range of reptiles and avian species hunt each other across Tokasha's landmasses. Ranging from the size of mice to small horses, most attack interlopers on sight. Interestingly there are no insects. Instead, arthropods, including some flying species, are ubiquitous; aquatic species can measure meters in length.

The highlands' poor soils and lower oxygen levels result in more open forests. With less pressure, introduced animals have had more success here. Indeed, one of the Mongoose's lasting successes has been the introduction of sheep, on sub-arctic ranches on Cashell peninsula safely behind the Bearded Mountains. Others have been less successful. It is believed that the Tokasha Stone Lion evolved from large, genetically-modified cats introduced by Clan Hell's Horses to control the arthropod population around their worksites. Prides of these lions are now endemic to the northern mountains of Lazuk. They will attack anything in their territory, including humans.

Microbial lifeforms are even more insidious than higher native animals. The disease known as Laen's Regret is a classic example. Symptoms range from mild fever and rash, to delirium and nausea. Death results if left untreated. The disease can recur later in life without proper treatment.

The main source of Tokasha's wealth is an almost inexhaustible supply of fossil fuels and their resulting byproducts. This led to the establishment of a series of secondary industries, the most notable being Clan Hell's Horses' massive OmniMech factory, Tokasha Mechworks Alpha in the Weißenborn Morass. Pollution is rampant around these facilities, beneficially hindering the encroaching plant life.

The people of Tokasha are hardy, though there is a divide between those who live in the cities and those who live permanently in the lowlands. True locals can be identified by the implants that enable them to breathe in the lowlands. Once modified, life in the highlands becomes impractical, so such implantation is mostly limited to the laborer caste. City folk are typically transient, flying in and out of the industriplexes or being moved off world at the whim of their Clan. Tokasha is not a choice posting, but the extensive industries mean that it is seen as a place to gain valuable experience and show off skills for those looking to proceed to higher ranks in their caste.

## Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Tokasha. While *Alpha Strike* encourages players to utilize terrain tables rather than mapsheets, many players prefer to use pre-printed mapsheets. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. MS = *Map Set*, MSC = *Map Set Compilation*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate for their battle. Note: in *Alpha Strike*, measurements are given in inches. Convert to centimeters by multiplying the number of inches by 2.5 (see p. 7, AS).

## TOKASHA MAPSHEETS TABLE

JUNGLE	2D6 Result	Map
	2	River Valley (MS2, MSC1)
	3	River Delta/Drainage Basin #1 (MS4, MSC1)
	4	Woodland (MS6, MSC2)
	5	Rolling Hills #1 (MS3, MSC1)
	6	Heavy Forest #1 (MS4, MSC1)
	7	Scattered Woods (MS2, MSC2)
	8	Heavy Forest #2 (MS4, MSC1)
	9	Rolling Hills #2 (MS3, MSC1)
	10	Woodland (MS6, MSC2)
	11	River Delta/Drainage Basin #2 (MS4, MSC1)
	12	City Ruins (MS2, MSC1)

MOUNTAIN	2D6 Result	Map
	2	Mountain Lake (MS2, MSC1)
	3	Large Mountain #1 (MS5, MSC2)
	4	Desert Mountain #1 (MS3, MSC1)
	5	Deep Canyon #1 (MS5, MSC2)
	6	Rolling Hills #1 (MS3, MSC1)
	7	Woodland (MS6, MSC2)
	8	Rolling Hills #2 (MS3, MSC1)
	9	Deep Canyon #2 (MS5, MSC2)
	10	Desert Mountain #2 (MS3, MSC1)
	11	Large Mountain #1 (MS5, MSC2)
	12	River Valley (MS2, MSC1)

FACTORY	2D6 Result	Map
	2	Seaport (MS7)
	3	Military Base #1 (MS7)
	4	Rolling Hills #1 (MS3, MSC1)
	5	Heavy Forest #1 (MS4, MSC1)
	6	DropPort #1 (MS7)
	7	City, Skyscraper (MS6, MSC2)
	8	DropPort #2 (MS7)
	9	Heavy Forest #2 (MS4, MSC1)
	10	Rolling Hills #2 (MS3, MSC1)
	11	Military Base #2 (MS7)
	12	Woodland (MS6, MSC2)

## Optional Rules

If all players agree, the following particular effects may be used to add specific aspects to the battles played out on Tokasha.

## Base Terrain Types

Heavy Industrial Zone (see p. 31, TO)  
Jungle (see p. 31, TO)

## Terrain Modifications

Bug Storms\* (see p. 40, TO)  
Hazardous Liquid Pools (see p. 49, TO)  
Swamp (see p. 51, TO)

## Terrain Conditions

Atmospheric Pressure (High) (see p. 54, TO)  
Poisonous Toxic Atmosphere (Lowlands only) (see p. 56, TO)

\* Note: Bug Storms are always Hostile.



# RANDOM ASSIGNMENT TABLES

Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the struggle for Tokasha. Players are not required to use these tables, especially when using player-group units. To assign random pilot quality, see the appropriate tables in *Total Warfare* (see p. 273, TW).

To use these RATs, first determine the appropriate unit type and weight class for the force being generated from its description in the

*Combatants* section. Determine weight class by rolling on the Random Weight Table, modifying the roll according to the Weight Modifiers Table for the appropriate command (see below). Then roll 2D6 on the unit type/weight class table to obtain a random unit.

Note: 'Mechs marked with an asterisk (\*) indicate a quad design. Unless a configuration is specified, players may choose any OmniMech or omnivehicle configuration available in 2921. Consult the Master Unit List ([www.masterunitlist.info](http://www.masterunitlist.info)) for availability.

## RANDOM ASSIGNMENT TABLES: TOKASHA, 2921

LIGHT 'MECHS	2d6 Result	GHOST BEAR FRONT LINE	GHOST BEAR SECOND LINE	HELL'S HORSES
	2	Horned Owl [35]	FFL-3SLE Firefly [30]	Mandrill [30]
	3	THE-Nb Thorn [20]	HSR-200Db Hussar [30]	Kit Fox [30]
	4	Fire Moth [20]	FFL-3SLE Firefly [30]	MCY-91 Mercury [20]
	5	Horned Owl [35]	MCY-99 Mercury [20]	Howler [20]
	6	Mongoose C [25]†	Horned Owl [35]	Locust IIC [25]
	7	Horned Owl [35]	THE-Nb Thorn [20]	Locust IIC [25]
	8	Fire Moth [20]	HER-1Sb Hermes [30]	Kit Fox [30]
	9	Horned Owl [35]	Horned Owl [35]	Howler [20]
	10	Fire Moth [20]	Mongoose C [25]†	Horned Owl [35]
	11	THE-Nb Thorn [20]	THE-Nb Thorn [20]	Mandrill [30]
	12	HSR-200Db Hussar [30]	HER-1Sb Hermes [30]	HER-1Sb Hermes [30]

MEDIUM 'MECHS	2d6 Result	GHOST BEAR FRONT LINE	GHOST BEAR SECOND LINE	HELL'S HORSES
	2	Coyotl [40]†	Clint IIC [40]	Omni Corvis [50]†
	3	Griffin IIC [40]	Great Wyrn [45]	Corvis [40]
	4	Great Wyrn [45]	CRB-27sl Crab [50]	Conjurer [50]
	5	Shadow Hawk IIC 2 [45]	Hunchback IIC [50]	Nova [50]
	6	Hunchback IIC [50]	STN-3Lb Sentinel [40]	Shadow Hawk IIC [45]
	7	Shadow Hawk IIC 2 [45]	Shadow Hawk IIC 2 [45]	Shadow Hawk IIC [45]
	8	Shadow Hawk IIC 2 [45]	STN-3Lb Sentinel [40]	Griffin IIC [40]
	9	Wyvern IIC [45]	KTO-19b Kintaro [55]	Wyvern IIC [45]
	10	KTO-19b Kintaro [55]	Wyvern IIC [45]	Vapor Eagle [55]
	11	Fox [50]†	Hunchback IIC [50]	Nova [50]
	12	Griffin IIC [40]	Clint IIC [40]	Coyotl [40]†

HEAVY 'MECHS	2d6 Result	GHOST BEAR FRONT LINE	GHOST BEAR SECOND LINE	HELL'S HORSES
	2	Lupus [60]†	BL-6b-KNT Black Knight [75]	Champion C [60]
	3	Summoner [70]	EXT-4C Exterminator [65]†	Lupus [60]†
	4	Champion C [60]	Glass Spider [60]	Guillotine IIC [70]
	5	Glass Spider [60]	Minsk [70]†	Thresher [60]
	6	Minsk [70]†	Champion C [60]	Glass Spider [60]
	7	Guillotine IIC [70]	BL-6b-KNT Black Knight [75]	Rifleman IIC [65]
	8	Thresher [60]	Champion C [60]	Guillotine IIC [70]
	9	Lancelot C [60]†	BL-6b-KNT Black Knight [75]	Rifleman IIC [65]
	10	Glass Spider [60]	Thresher [60]	Thresher [60]
	11	Minsk [70]†	Lancelot C [60]†	Summoner [70]
	12	Summoner [70]	BMB-12D Bombardier [65]	Lancelot C 2 [60]†

WEIGHT MODIFIERS	Unit Type	Weight Class Modifier
	Cavalry	-2
	Striker	-1
	CHH Assault	+0
	Battle/PGC	+1
	CGB Assault	+2

RANDOM WEIGHT TABLE	2d6 Result	Weight Class
	2	Light
	3	Light
	4	Light
	5	Medium
	6	Medium
	7	Medium
	8	Heavy
	9	Heavy
	10	Heavy
	11	Assault
	12	Assault



## RANDOM ASSIGNMENT TABLES: TOKASHA, 2921 (CONTINUED)

ASSAULT 'MECHS	2d6 Result	GHOST BEAR FRONT LINE	GHOST BEAR SECOND LINE	HELL'S HORSES
	2	KGC-000b King Crab [100]	THG-11Eb Thug [80]	Thunder Stallion 2* [85]
	3	Highlander IIC [90]	THG-11Eb Thug [80]	Supernova [90]
	4	Kingfisher [90]	KGC-000b King Crab [100]	Highlander IIC [90]
	5	Supernova [90]	Imp C [100]	Warhammer IIC [80]
	6	Annihilator C [100]	THG-11Eb Thug [80]	Warhammer IIC [80]
	7	Supernova [90]	KGC-000b King Crab [100]	Marauder IIC [85]
	8	Imp C [100]	Annihilator C [100]	Bane [100]
	9	Supernova [90]	Supernova [90]	Stone Rhino [100]
	10	Annihilator C 2 [100]	CRK-5003-1b Crockett [85]	CRK-5003-1b Crockett [85]
	11	Highlander IIC [90]	Highlander IIC [90]	Thunder Stallion* [85]
	12	KGC-000b King Crab [100]	Supernova [90]	Highlander IIC [90]

AEROSPACE FIGHTERS†	1d6 Result	GHOST BEAR LIGHT	GHOST BEAR MEDIUM	GHOST BEAR HEAVY
	1	Chaeronea [25]	CSR-V12b Corsair [50]	AHB-443b Ahab [90]
	2	Issedone [30]†	CSR-V12b Corsair [50]	HMR-HDb Hammerhead [75]
	3	Issus [40]	GTHA-500b Gotha [60]	Hydaspes [95]
	4	RGU-133Eb Rogue [40]	HCT-213C Hellcat II [50]	Kirghiz [100]
	5	Swift C [25]	IRN-SD1b Ironsides [65]	RPR-100b Rapier [85]
	6	ZRO-116b Zero [35]	Ogotai [45]†	Xerxes [85]

AEROSPACE FIGHTERS†	1d6 Result	HELL'S HORSES LIGHT	HELL'S HORSES MEDIUM	HELL'S HORSES HEAVY
	1	Chaeronea [25]	CSR-V12b Corsair [50]	AHB-443b Ahab [90]
	2	Issus [40]	Goth [60]†	HMR-HDb Hammerhead [75]
	3	RGU-133Eb Rogue [40]	GTHA-500b Gotha [60]	Hydaspes [95]
	4	SB-27b Sabre [25]	HCT-213C Hellcat II [50]	RPR-100b Rapier [85]
	5	Swift C [25]	IRN-SD1b Ironsides [65]	Xerxes [85]
	6	ZRO-116b Zero [35]	Ogotai [45]†	Xerxes [85]

VEHICLES‡	1d6 Result	LIGHT	MEDIUM
	1	Anhur [30]	Epona [50]
	2	Badger C [30]	Ares [40]
	3	Mithras [25]	Bandit [50]
	4	Odin [20]	Hachiman [50]
	5	Svantovit [35]	Ku [50]
	6	Zorya [35]	Zephyr (Royal) [40]

VEHICLES‡	1d6 Result	HEAVY	ASSAULT
	1	Demon (Royal) [60]	Fury (Royal) [80]
	2	Burke (Royal) [75]	Huitzilopochtli [85]
	3	Ishtar [65]	Mars [100]
	4	Ishtar [65]	Mars [100]
	5	Kokou (XL) [70]†	Mars [100]
	6	Oro [60]	Puma PAT-005b [95]

†See Technical Readout: Golden Century. For convenience, Alpha Strike cards can be found starting on page 22.

‡Two units per Point.



# HERE LIES OUR FUTURE

Clan Hell's Horses suffered due to lack of resources. However, they performed well during the Golden Century and managed both to acquire OmniMech technology and to play a key role in the development of battle armor. This bore fruit when the Horses constructed the massive Mechworks Alpha on Tokasha. Flush with modern hardware, Clan Hell's Horses began to change. The Clan was now able to deploy more 'Mechs than ever before. The Horses began to win more battles while the MechWarrior caste began to exert ever more political influence. This was put at risk when Clan Ghost Bear chose to Trial for the factory.

It is not clear why the resource-rich Clan chose to target Mechworks Alpha. Exploiting those resources or jumpstarting the Ghost Bear OmniMech program have been suggested, despite there being reasons against both. Whatever the reason, in November of 2921, Clan Ghost Bear launched a Trial of Possession.

Khan Aaron Cobb was not about to lose the factory. He had a long personal connection to the site and considered it vital to the future of Clan Hell's Horses. As such he bid the entirety of Beta Galaxy, with his own Alpha Keshik in command, and started to establish fortifications around Mechworks Alpha. This was something of a shock, as bids this size were virtually unheard of. Having only brought the Ghost Bear's Alpha Galaxy, Khan Kilbourne Jorgensson found himself at a large numerical disadvantage. Rather than face the dishonor of retreat, he added the Bears' local garrison to his forces, matching the hordes of Horse tanks. The battle could now begin.

Terrain dominated the battle. Lush jungles covered the Weißenborn Morass where Mechworks Alpha was sited. Movement was slowed in the thick jungle, and lines of sight were blocked. Reconnaissance was critical but nearly ineffective. In addition, the high oxygen content made ejecting potentially fatal for anyone caught without respiration gear. In this restricted environment, Cobb's plan was simple: Operate from prepared positions, pin the Bears down, and bleed them out using everything from infantry to artillery.

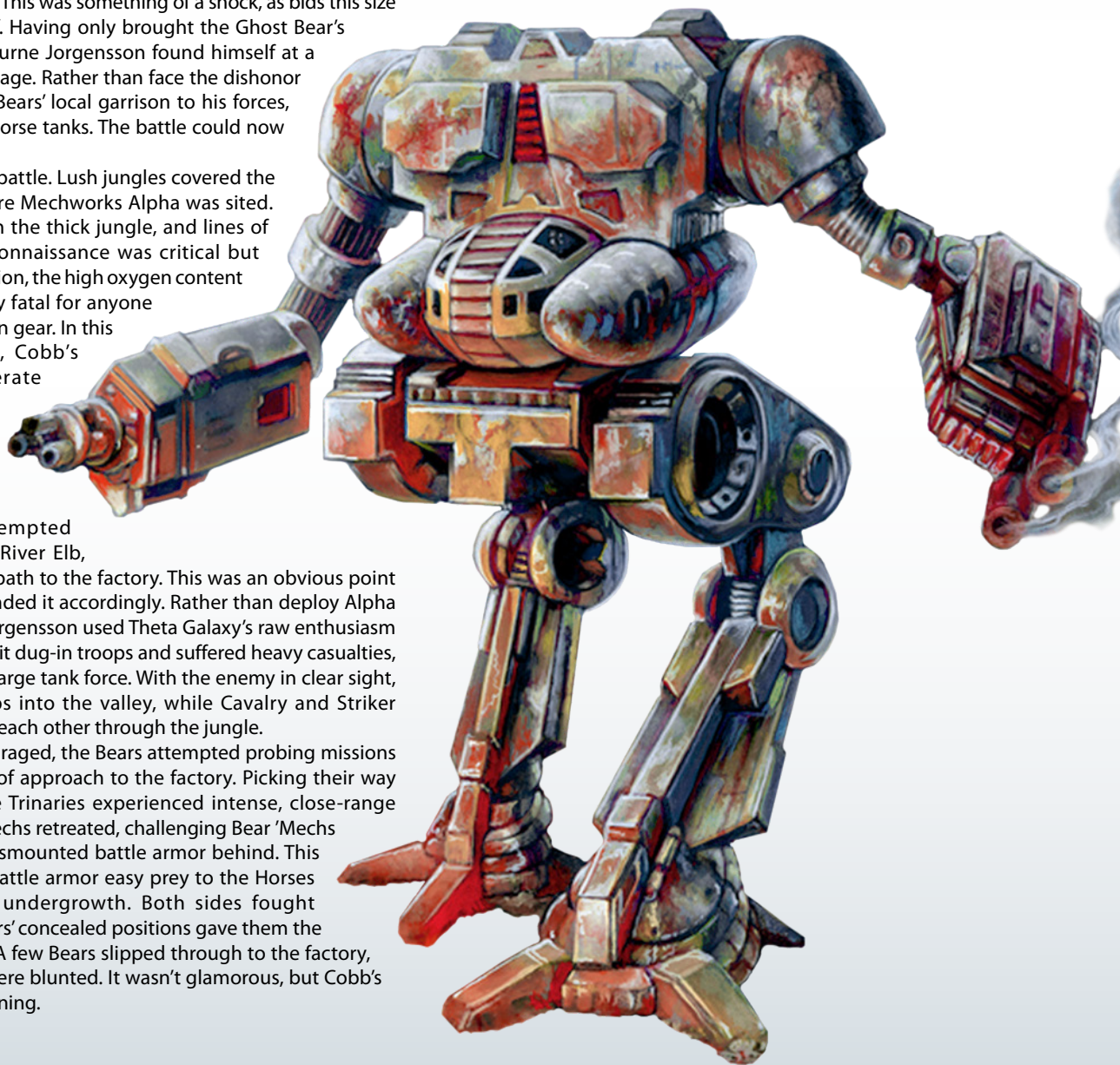
Jorgensson first attempted to force his way up the River Elb, since it offered an easier path to the factory. This was an obvious point of attack, and Cobb defended it accordingly. Rather than deploy Alpha Galaxy into a sure trap, Jorgensson used Theta Galaxy's raw enthusiasm to make the push. Theta hit dug-in troops and suffered heavy casualties, but the effort revealed a large tank force. With the enemy in clear sight, both sides poured troops into the valley, while Cavalry and Striker Trinaries tried to outflank each other through the jungle.

As the battle of the Elb raged, the Bears attempted probing missions to open up a new angle of approach to the factory. Picking their way through the jungle, lone Trinaries experienced intense, close-range firefights. Often Horse 'Mechs retreated, challenging Bear 'Mechs to follow, leaving their dismounted battle armor behind. This made both 'Mechs and battle armor easy prey to the Horses infantry lurking in the undergrowth. Both sides fought valiantly, but the defenders' concealed positions gave them the advantage in the jungle. A few Bears slipped through to the factory, but most of the probes were blunted. It wasn't glamorous, but Cobb's grinding defense was winning.

With his troops' morale flagging, Jorgensson spent increasingly more time leading the Ourse Keshik into rescue missions. While rallying a pinned-down Assault Trinary, Jorgensson was hit by an autocannon round, killing him instantly. The death of the beloved Khan caused the Bears to pause as the news rippled out. After hours stalled by the Horses' unconventional tactics, frustration and anger boiled over. The enraged Bears no longer attacked the dug-in Horse positions. They simply stomped over them and kept going.

To Khan Cobb's horror, his tanks and infantry were stuck in the jungle and unable to keep pace with the Ghost Bear tide. Cobb first tried to pull his 'Mechs back to slow the Bears so he might regroup his forces, but the Bears' numbers worked against him. To keep his warriors alive Cobb had to retreat all the way to the Koche Mountain range. The surviving Ghost Bears held Mechworks Alpha and now turned to punish the Horses still stuck in the jungle. Few survived to reach the mountains.

Faced with the loss of his Clan's most prized procession, Khan Cobb stepped down. However, the damage was done. Though the Horses tried to compensate with new OmniMechs like the *Hellbringer*, they were forced to resume reliance on conventional forces. In contrast, the Bears increased 'Mech production to such a degree that they could build what they wanted rather than hoping to capture necessary materiel like other Clans. The feud between the Bears and Horses would continue for another one hundred fifty years.



# COMMANDERS

## KILBOURNE JORGENSSON

**Rank:** Khan (Clan Ghost Bear)

**Born:** 2872 (49 in 2921)

Born into the first generation of Elementals bred by Clan Ghost Bear, Kilbourne was an exceptionally large and strong warrior. Articulate and charismatic, he still faced discrimination as an Elemental. When his attackers refused to face him unaugmented, Kilbourne took to facing them augmented. This led to a brutal engagement between Kilbourne and his Star Colonel which ended with the Elemental dragging the MechWarrior from her shattered cockpit. To the amazement of all, Kilbourne congratulated her for a Trial well-fought before carrying her to medical aid. She would serve as his aide till her death in 2907.

Kilbourne innovated many tactics that became hallmarks of Ghost Bear infantry forces as OmniMechs began to enter the field. But it was off the field of combat that Kilbourne truly shone. He proved that Elementals could be more than thuggish brutes and was elected Khan in 2902. The Khan showed a keen strategic eye. He led his Clan and was an able ambassador not only for his Clan, but for all Elementals throughout the Clans.

In his private life, Kilbourne was an exceptional musician known for regaling guests and friends. In his time, Ourse Keshik developed quite the musical talent, if only to silence Kilbourne's never-ending quest for playing companions. Kilbourne also kept a remarkably lifelike statue of a ghost bear outside his headquarters. Kilbourne began carving it after his Clawing, twenty-one years before. He claimed it to be a monument to the great beast he slew during the rite. When asked when it would be finished Kilbourne said, "When I am finished, so will the statue be finished." Since Kilbourne's death others have taken up these pursuits with the tradition evolving into the Great Work.

**Skill:** Elite (2)

**Battle Suit:** Elemental (SL)

**Alpha Strike Data:** Ambusher, BA, Size: 1, MV: 6"j, TMM: 1, S/M/L: 2/1/-, OV0, A/S 2/2, Specials AM, CAR5, MEC, PV 16

**Special Pilot Abilities:** Combat Intuition, Float Like A Butterfly/1 (see below)

## AARON COBB

**Rank:** Khan (Clan Hell's Horses)

**Born:** 2852 (69 in 2921)

Aaron Cobb was born at the height of the Golden Century. Growing up at a time when every Clan announced great strides, seemingly on a daily basis, he could not resist being caught up in the excitement. In 2868, upon hearing that Khan Eric Amirault would again lead a Trial for OmniMech technology from Clan Coyote, MechWarrior Aaron fought his way into the Star and was instrumental in achieving victory.

Aaron would be tied to Omni technology for the rest of his life. When construction of Tokasha Mechworks Alpha was delayed for a year to retool to produce OmniMechs, Aaron pulled strings to ensure that he would be in the cockpit of the plant's first completed OmniMech (the *Nova*). As the first test pilot he was responsible for the earliest experiments in integrating the brand new battle armor with the *Nova*'s innovative connection ports.

For Aaron, fresh 'Mechs from the factory were the future of Clan Hell's Horses. The new factory meant that the Horses could finally compete on a level playing field with the other Clans. Of course the true secret to martial prowess was in the warrior, not the machine, but the results spoke for themselves: the age of tanks was drawing to a close.

Since becoming Khan in 2899, Aaron Cobb sought to accelerate this process. He used his formidable strategic eye to target other Clans for the resources and OmniMech technical specifications necessary to increase production at Tokasha and elsewhere. All agreed that, under Khan Aaron Cobb, Clan Hell's Horses had gone from strength to strength, and that it was only a matter of time before it would be considered amongst the first rank of Clans.

**Skill:** Elite (2)

**BattleMech:** *Nova Prime*

**Alpha Strike Data:** Skirmisher, BM, Size: 2, MV: 10"j, TMM: 2, S/M/L: 5/5/-, OV4, A/S: 5/3, Specials: ENE, OMNI, PV 41

**Special Pilot Abilities:** Jumping Jack (see p. 54, ASC), Human TRO (see p. 54, ASC)

### Float Like A Butterfly

**Unit Type:** Any

**SP Cost:** 1 to 4 points

For every point spent on purchasing this special pilot ability, this unit may force an opponent to reroll an attack with this unit as the target. This unit may force a reroll of the attack roll, or the critical hit effects roll. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as the unit's own attack rolls, hull breach checks, Initiative, or Morale rolls.

**Total Warfare:** Float Like A Butterfly may be used to force a reroll of a Hit Location roll as well.





# COMBATANTS

This section lists the combat units active on Tokasha. The Experience Level indicates which column to roll on when using the *Random Skills Table* (see p. 273, *TW*) for the combatants.

**RAT** shows which Random Assignment Tables (see Tokasha 2921, p. 6) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), use the *Unit Generation* rules (see p. 264, *TW*). For the faction tables to roll from, locate the RAT entry for each combatant.

If not using the included Tokasha, 2921 RAT, choose a variant specific to the force involved to give a specific flavor to the forces used.

**RAT sources:** See p. 6.

**Unit Abilities** are special game rules that apply to that unit in combat. Keep in mind these rules are optional, and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to help give players a “feel” for the command during the battles on Tokasha.

## Alpha Galaxy: The Golden Bears [Clan Ghost Bear]

**CO:** Khan Kilbourne Jorgensson

**RAT:** Clan Ghost Bear Frontline

**Notes:** As is the case in many Clans, Alpha Galaxy is the Ghost Bears’ premier frontline unit. Originally commanded by founding Khan Hans Jorgensson, the Golden Bears have traditionally been the Khan’s unit, and always fight at the forefront of the Clan’s most important battles.

Staffed by the finest warriors in the Clan, Alpha Galaxy also employs innovative tactics. It is the most tactically-flexible Galaxy in the Clan, where the open command structure established by its founders flourishes.

**Experience Level:** Elite (2)

**Unit Composition:** See TO&E, p. 20

**Special Rules:** The Fiftieth Striker Cluster (Black Bears) may re-roll any Random ‘Mech Assignment Table result that is not a jump-capable ‘Mech. The second roll result must be used, even if the resulting ‘Mech cannot jump.

**Special Command Abilities:** Strategic Planning (see p. 85, *CM: Kurita*), Family (see p. 22).

Ourse Keshik: Overrun Combat (see p. 46, *ASC*).

Silverroot Keshik: Forcing the Initiative (see p. 45, *ASC*), Speed Fire (see p. 22).

IIKhan’s Shield: Enemy Specialization (Clan) (see p. 48, *ASC*).



## Theta Galaxy [Clan Ghost Bear]

**CO:** Galaxy Commander Hilda Bekker

**RAT:** Clan Ghost Bear Second Line

**Notes:** Theta Galaxy has garrisoned Clan Ghost Bear’s assets on Tokasha for thirty years. As such it has a good appreciation of the challenges posed by the terrain. After a long history of defending static Installations, Theta has gained skill at such operations at the expense of offensive tactics. The Khans do not see this as a serious weakness, as the purpose of this Galaxy is purely defensive.

**Experience Level:** Veteran (3)

**Unit Composition:** See TO&E, p. 20



**Special Rules:** Theta Galaxy suffers a –1 Initiative modifier when fighting as the Attacker. The Third Bear Regulars do not suffer this penalty when fighting as the Attacker.

**Special Command Abilities:** Tactical Specialization (Defense) (see p. 48, *ASC*), Family (see p. 22), and Environmental Specialization (Jungle) (see p. 47, *ASC*).

## Alpha Keshik: Might Before Metal [Clan Hell’s Horses]

**CO:** Khan Aaron Cobb

**RAT:** Clan Hell’s Horses

**Notes:** In keeping with the Horses’ military doctrine, the ultra-elite Alpha Keshik is a mix of BattleMech, infantry, aerospace, and conventional armor assets. Originally assigned as the first Cluster of Alpha Galaxy, changes in the Clan’s organization at the start of the Golden Century re-formed it as an independent force.

**Experience Level:** Elite (2)

**Unit Composition:** See TO&E, p. 21

**Special Rules:** Might Before Metal may re-roll any ‘Mech Random Assignment Table result that is not an OmniMech. The second roll result must be used, even if the result is not an OmniMech.

**Special Command Abilities:** Forcing the Initiative (see p. 45, *ASC*), Overrun Combat (see p. 46, *ASC*). Combined Arms (see p. 22).



## Beta Galaxy: The Apocalypse [Clan Hell’s Horses]

**CO:** Galaxy Commander Philby Lassenerra

**RAT:** Clan Hell’s Horses

**Notes:** Among the best trained and equipped of Hell’s Horses units, and with a substantial career, Beta was initially planned as an assault force—the anvil to Alpha Galaxy’s hammer. However, the relative lack of speed that resulted from its preponderance of heavy machines caused enough concern for Horses commanders to add swifter cavalry Clusters later. Beta Galaxy retains a vestige of its original intent in the higher-than-average weight and firepower of its equipment, but the presence of faster units allows it to menace even those enemies who survive long enough to retreat.

**Experience Level:** Elite (2)

**Unit Composition:** See TO&E, p. 21

**Special Rules:** Beta Galaxy receives a +1 Initiative bonus when acting as the Attacker. (This is in addition to any SCAs.)

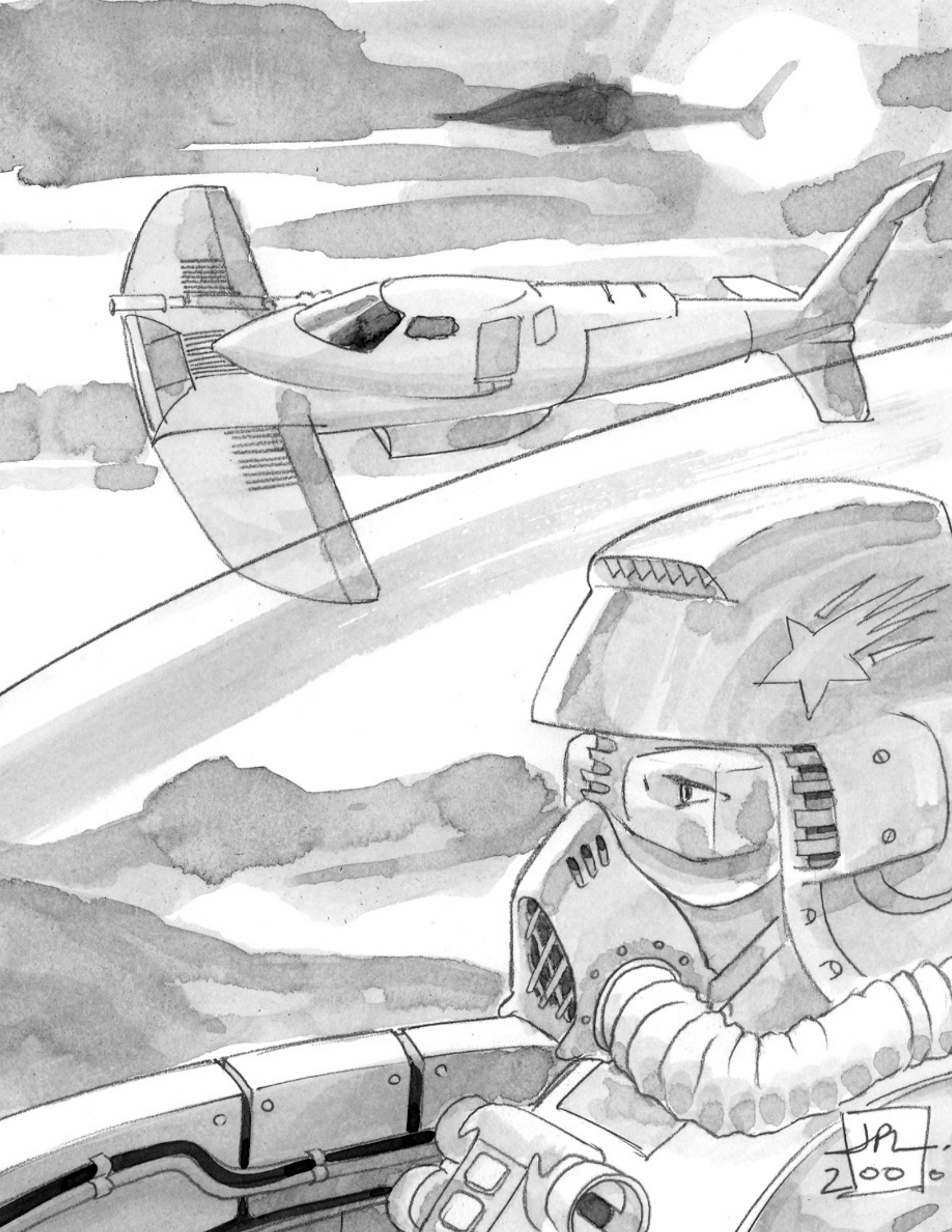
The 666th Mechanized Assault adds +2 to all rolls for determining random Star and Binary/Trinary weight class.

The 333rd Mechanized Strike’s infantry are extremely adept at evading enemy fire, and impose an additional +1 modifier to their opponents’ to-hit rolls against them.

**Special Command Abilities:** Tactical Specialization (Attack) (see p. 48, *ASC*), Combined Arms (see p. 22).

Seventy-seventh Mechanized Cavalry: Environmental Specialization (Night) (see p. 47, *ASC*), Environmental Specialization (Storm) (see p. 47, *ASC*).





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# opening moves

## SITUATION

75,000 meters above Weißenborn Morass

Hell's Horses' Enclave

Tokasha

4 November 2921

As 'Mechs deployed and milled on the ground below, it was time for the true warriors to come to grips. The Horses' fighters rose up from airfields behind the Koche Mountains while the Bears descended from DropShips in orbit. The fighters' mission? To scout out their enemy then proceed with airstrikes on their rear areas. Their real mission? To find enemy flyers and engage in glorious aerial combat.

## GAME SETUP

*Recommended Terrain:* Space

Select sufficient maps to allow both forces to deploy and engage. Defender chooses a home edge. Attacker's home edge is the opposite edge. If a combatant's altitude drops to low altitude, use Jungle Terrain maps.

### Attacker

*Recommended Forces:* Fiftieth Striker Alpha Fighter Trinary

The Attacker's entire force deploys within 8" of Attacker's home edge prior to Turn 1.

### Defender

*Recommended Forces:* 333rd Mechanized Striker Trinary Delta

The Defender's entire force deploys within 8" of Defender's home edge prior to Turn 1.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+100 Smoke Me a Kipper.** Give one pilot skill of 0 (TW: 0/1 Gunnery/Piloting). This Ace pilot must volunteer to take the place of a friendly pilot being challenged to a duel, if that pilot's craft is already damaged and the Ace is not already engaged.

## OBJECTIVES

**1. First Contact.** Destroy or force to retreat one-third of enemy aerospace fighters. **[Gain +1 to all Initiative rolls until Chop and Change]** [200]

**2. A Hotly Disputed Matter.** Destroy or force to retreat two-

thirds of enemy aerospace fighters. **[Gain +1 to all Initiative rolls as well as 2 Airstrikes until Chop and Change. This is cumulative with First Contact to a maximum of +2 Initiative and 2 Airstrikes. Once used, an Airstrike may not be used again.]** [200]

**3. A Turkey Shoot.** Destroy or force to retreat all enemy aerospace fighters. **[Gain +1 to all initiative rolls as well as 2 Airstrikes until Chop and Change. This is cumulative with First Contact and A Hotly Disputed Matter to a maximum of +3 Initiative and 4 Airstrikes. Once used, an Airstrike may not be used again.]** [200]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

### Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 27, AS). Roll 1D6 for each Warrior falling under Forced Withdrawal conditions. On a result of 1-3, the Warrior refuses to retreat for the remainder of the battle.

## AFTERMATH

Contact was made with the enemy. Unfortunately, both sides cared more to fight each other than to perform their scouting role. With neither side dominating the other the airspace above the Weißenborn Morass remained contested, though losses meant that both sides were exposed to air attacks.

# A TRIP UP THE ELB

## SITUATION

River Elb  
 Weißenborn Morass  
 Hell's Horses' Enclave  
 Tokasha  
 4 November 2921

With Tokasha Mechworks Alpha surrounded by heavy jungle, Khan Jorgensson hoped to make use of a rocky pass to push through to the factory. The River Elb regularly flooded the pass, keeping the foliage to a more manageable level. This obvious approach would surely be defended heavily by the Horses. Keeping Alpha in reserve, the Khan directed the heavy elements of the Third Bear Regulars to force the pass.

## GAME SETUP

*Recommended Terrain:* Jungle

Arrange the playing surface to represent jungle terrain, with a river flowing down the full length of the playing surface. Defender chooses a home edge at one end of the river. Attacker's home edge is the opposite edge.

### Attacker

*Recommended Forces:* Third Bear Regulars, 215th Assault Supernova

Attacker's units deploy within 2" of Attacker's home edge prior to Turn 1. Sweep forward, eliminate the Horses and exit off the Defender's home edge.

### Defender

*Recommended Forces:* 333rd Mechanized Strike, Trinary Alpha

Defender's units may deploy anywhere on Defender's half of the map prior to Turn 1. The Defender is there to goad the Third further up the river and may retreat at any time.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+200 Snakes in the Grass.** The Defender's battle armor may deploy as Hidden Units (see p. 102, AS).

**+200 The Chosen Ones.** Chosen by their Khan to lead the assault, all of the Attacker's 'Mechs may act as if they have MASC (see p. 94, ASC; in TW, ignore any penalties), and all of the Attacker's battle armor may act as if they have Jump Boosters (add 2" to Jump).

## OBJECTIVES

**1. Retreat in Good Order. (Defender only)** Retreat with 75% of Alpha Trinary operational. [600]

**2. Only Second Line (Attacker only)** Destroy at least 25% of Defender's units. [200]

**3. More Than Second Line (Attacker only)** Destroy at least 50% of Defender's units. [400]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

### Forced Withdrawal

The Defender is operating under Forced Withdrawal rules (see p. 27, AS). Roll 1D6 for each Warrior falling under Forced Withdrawal conditions. On a result of 1-3, the Warrior refuses to retreat for the remainder of the battle.

### Air Power

Any Initiative bonuses or Airstrikes gained in *Opening Moves* may be used here. An Airstrike is an Altitude-Bombing run (see p. 55, AS) completed with 2 bombs from an altitude of 5 with a Skill of 1 (TW: Gunnery 1).

### Track Ammo

The Attacker records all damage taken and ammunition expended for units employed in *Hitting the Wall*.

## AFTERMATH

An overwhelming juggernaut, the 215th swept up the Elb and drove the apparently cowardly Horses into retreat. After a brief pause to regroup, the 215th pushed further up the pass, confident in running the Horses down.



# HITTING THE WALL

## SITUATION

River Elb  
 Weißenborn Morass  
 Hell's Horses' Enclave  
 Tokasha  
 4 November 2921

Ignoring their commander's orders, the 215th pushed up the pass. One kilometer in, the Elb spread out into a marshy swamp which slowed the 215th to a crawl. It was a trap and everyone knew it. But retreat was not an option. The Horses allowed the Bears to penetrate through to the clear space on the other side of the swamp before the first Arrow IV landed. A line of tanks opened fire from long range. The Horses would not allow even a chance for honorable combat. This was to be a massacre.

## GAME SETUP

*Recommended Terrain:* Jungle

Arrange the playing surface to represent jungle terrain, with a river flowing down the full length of the playing surface. Defender chooses a home edge at one end of the river. Attacker's home edge is the opposite edge. Swamplands or marshlands should occupy the center of the playing surface, while higher terrain should dominate the edges parallel to the river.

### Attacker

*Recommended Forces:* Third Bear Regulars, 215th Assault Supernova

Attacker's units deploy within 2" of Attacker's home edge prior to Turn 1. Sweep forward, eliminate the Horses and exit off the Defender's home edge. If *A Trip Up the Elb* was not played, reduce armor on all Attacker's units by one-fourth (TW: reduce armor in all locations except head by one-fourth) (round up).

### Defender

*Recommended Forces:* 333rd Mechanized Strike, Trinary Epsilon

Defender's units may deploy anywhere on Defender's half of the map prior to Turn 1. All of the Defender's units may deploy as Hidden Units (see p. 102, AS).

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+100 Be Prepared (Attacker Only).** Defender may assign up to 10 fortified hexes (see Trench/Fieldworks Engineers, p. 341, TO). These may be used by tanks or infantry.

**+50 (per strike) Fire Support (Defender Only).** Attacker may call in an artillery strike without pre-sighted target hexes. Each strike includes 2 Arrow IVs from a distance of 150" (TW: 5 maps) from home edge using HE ammunition. Artillery units' skill is 4 (TW: Gunnery 4).

## OBJECTIVES

- 1. And the River Ran Red.** Destroy all of the enemy's units. [600]
- 2. Died with Honor (Attacker Only).** Do not break Zellbrigen. [600]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

### Air Power

Any Initiative bonuses or Airstrikes gained in *Opening Moves* may be used here. An Airstrike is an Altitude-Bombing run (see p. 55, AS) completed with 2 bombs from an altitude of 5 with a Skill of 1 (TW: Gunnery 1).

### XCT Equipment

All Infantry is deemed to be XCT equipped (see p. 351, TO). All vehicle crews are equipped with respirators. This hampers their performance. Add +1 to To-hit Numbers and Skill rolls (TW: Driving Skill rolls).

## AFTERMATH

It had to be said that the 215th died with honor. Though sorely tried by all manner of Horse perfidy, the 215th pushed forward. However, it failed to extract a heavy toll. Trinary Epsilon's victory was glorious, though the battle gave away their position. The Fiftieth Striker Cluster had already flanked them through the jungle. The Ghost Bear commanders rued what could have been had the 215th obeyed orders and the Horses turned to face new threats.

# CHOPS AND CHANGE

## SITUATION

15,000 meters above the Weißenborn Morass  
Hell's Horses' Enclave  
Tokasha  
4 November 2921

With losses passing 40 per cent, the air war became increasingly scrappy. Plenty of gaps existed for Theta Fighter Trinary to perform yeoman's work bombing anything that moved. Screaming low over the jungle, they hoped to avoid the few remaining fighter sweeps passing above their heads. Unfortunately, that wasn't going to happen.

## GAME SETUP

*Recommended Terrain:* Jungle

Arrange the playing surface to feature jungle terrain. Defender chooses a home edge. Attacker's home edge is one of the edges adjacent to the Defender's home edge.

### Attacker

*Recommended Forces:* Seventy-seventh Mechanized Cavalry, Trinary Delta

Attacker's entire force deploys along Attacker's home edge within 8" of the edge the Defender deploys on prior to Turn 1.

### Defender

*Recommended Forces:* Seventeenth PGC, Theta Fighter Trinary

Defender's entire force deploys within 8" of the edge opposite to Defender's home edge prior to Turn 1.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+50 (per strike) Wild Weasel.** Make a Flak attack using an Arrow IV (see p. 15, ASC) with HE. Artillery units' skill is 4 for both sides and the launcher is stationary.

## OBJECTIVES

**1. First Contact.** Destroy or force to retreat one-third of enemy aerospace fighters. **[Gain +1 to all Initiative rolls until Hounded Bear]** [200]

**2. A Hotly Disputed Matter.** Destroy or force to retreat two-thirds of enemy aerospace fighters. **[Gain +1 to all Initiative rolls as well as 2 Airstrikes until Hounded Bear. This is cumulative with First Contact to a maximum of +2 Initiative and 2 Airstrikes. Once used an Airstrike may not be used again.]** [200]

**3. A Turkey Shoot.** Destroy or force to retreat all enemy aerospace fighters. **[Gain +1 to all Initiative rolls as well as 2 Airstrikes until Hounded Bear. This is cumulative with First Contact and A Hotly Disputed Matter to a maximum of +3 Initiative and 4 Airstrikes. Once used an Airstrike may not be used again.]** [200]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

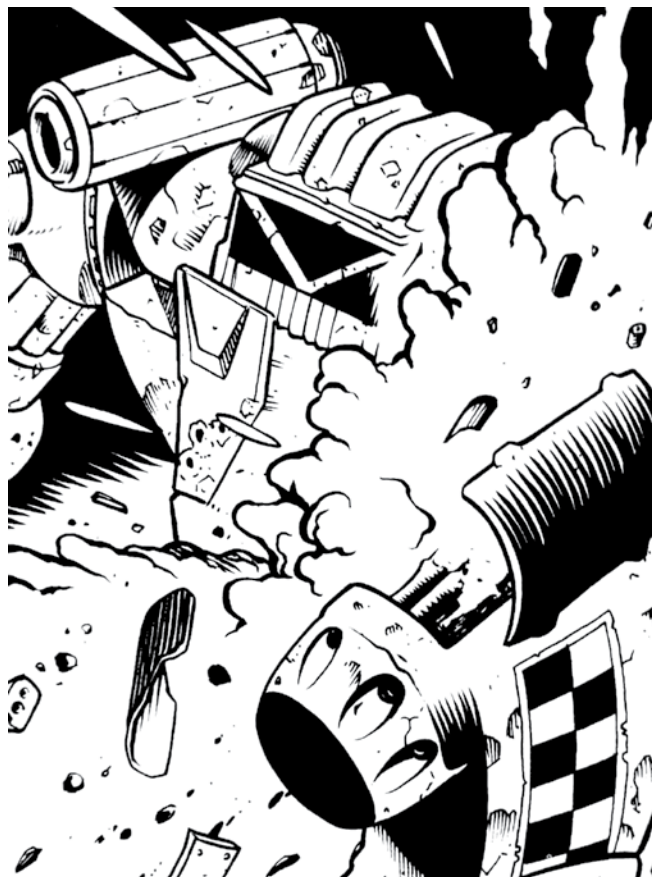
*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

## Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 27, AS). Roll 1D6 for each Warrior falling under Forced Withdrawal conditions. On a result of 1-3, the Warrior refuses to retreat for the remainder of the battle.

## AFTERMATH

PGC or not, Theta Trinary gave a solid account of itself in the face of the elite Horse fighters. Opening their throttles and pointing their noses up to return to their airfields in the west of Lazuk, pilots who chose to look down saw great burning scars throughout the jungle canopy. Explosions tore through the trees where 'Mechs fought tanks which had already fought battle armor to a standstill. Hours had passed since the first shots were fired, and if anything the fires were getting further from the factory rather than closer.





# THE GREEN WALL

## SITUATION

*Weißenborn Morass*  
*Hell's Horses' Enclave*  
*Tokasha*  
 4 November 2921

Khan Cobb kept his defense flexible, employing a wide variety of unit types against the enemy. The Bear MechWarriors, accustomed to engaging other MechWarriors, frequently found themselves overrun by Elementals they had overlooked. Deprived of their usual 'Mech support, Ghost Bear Elementals were routinely isolated and neutralized by their Hell's Horses counterparts.

## GAME SETUP

*Recommended Terrain:* Jungle

Arrange the playing surface as a square jungle environment. Attacker chooses a home edge. Defender's home edge is the opposite edge.

### Attacker

*Recommended Forces:* 888th Mechanized Assault Cluster, Trinary Gamma (Battle Armor only); 888th Mechanized Assault Cluster, Trinary Epsilon (Infantry only)

Attacker's forces deploy along any of the outside edges of the map prior to Turn 1. Attacker's force has twice as many Points as Defender's force.

### Defender

*Recommended Forces:* First Bear Guards, Twenty-third Elemental Support Binary

Defender's forces deploy within 12" of the center of the map and at least 16" from any map edge prior to Turn 1.

## WARCHEST

**Track Cost:** 300

### Optional Bonuses

**+25 (per Point) Light 'Em Up.** One Point of enemy battle armor may mount one round of Inferno Missiles.

**+25 (per Point) Surprise!** One Point of enemy battle armor may deploy as a Hidden Unit (see p. 102, AS).

## OBJECTIVES

**1. We Happy Few. (Defender Only)** Survive until the Attacker retreats. [400]

**2. Mop Up. (Attacker Only)** Eliminate the Defenders. [400]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

### Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 27, AS). Roll 1D6 for each Warrior/Point falling under Forced With-

drawal conditions. On a result of 1-3, the Warrior/Point refuses to retreat for the remainder of the battle.

### Air Power

Any initiative bonuses or Airstrikes gained in *Chop and Change* may be used here. An Airstrike is an Altitude-Bombing run (see p. 55, AS) completed with 2 bombs from an altitude of 5 with a Skill of 1 (TW: Gunnery 1).

### XCT Equipment

All Infantry is deemed to be XCT equipped (see p. 351, TO). All vehicle crews are equipped with respirators. This hampers their performance. Add +1 to To-Hit Numbers and Skill rolls (TW: Driving Skill rolls).

### Infantry Rules

Digging In, Hitting the Deck, Using Non-Infantry as Cover (see p. 26, ASC), and Battle Armor Criticals (see p. 108, TO) are all to be used.

### Wildlife

The jungles of Tokasha are filled with hostile wildlife. At the end of every Movement Phase each player rolls 1D6. On a result of 1 an animal attacks the opposing force. The player then rolls 1D6 to see what kind of animal: 1-2: Tokasha Cassowary (see p. 22), 3-4: Hansen's Gecko (see p. 22), 5-6: Tokasha Stone Lion (see p. 128, AToWC). The player must place the attacking animal in base contact with an opposing unit (TW: place in the unit's hex). The targeted unit may not fire its weapons that turn; otherwise, the Weapons Phase is resolved as normal, during which the animal(s) attack the intended unit(s). After the Weapons Phase, the animal(s) run into the jungle to hide (removed from the map after the attack).

## AFTERMATH

The thick undergrowth of the Weißenborn Morass hid the combatants from friend and foe alike. Tiny Star-sized battles were fought as groups tripped over each other in the murk. Signals security meant that commanders easily lost track of their troops and only regained contact when firefights began.

For the ejected and wounded, things were worse. Alone and essentially unarmed, many were picked off by Tokasha's wildlife or were simply lost in the jungle.

# BREAKTHROUGHS?

## SITUATION

*Tokasha Mechworks Alpha*  
*Weissenborn Morass*  
*Hell's Horses' Enclave*  
*Tokasha*  
 4 November 2921

It was easy to get lost in the jungle. With lines of sight nonexistent, aerial reconnaissance reduced to nothing, and radio security enforced, commanders lost track of entire units for hours at a time. Thus it was a shock when the 312th Assault Trinary walked undetected into the clearing around Mechworks Alpha. The 666th was rushed to the scene before the Bears could begin wreaking havoc in the Horses' supply lines.

## GAME SETUP

*Recommended Terrain:* Factory, Clear, Jungle

Arrange the playing surface to represent the edge of the jungle on one edge, clear terrain in the middle, and the edge of the factory on the other edge. Place 10+2D6 buildings of various size/type/CF along the factory portion of the map. Defender chooses one end of the open corridor as home edge. Attacker's home edge is the opposite edge.

### Attacker

*Recommended Forces:* First Bear Guards, 312th Assault Trinary  
 Attacker's units enter the map via Attacker's home edge on Turn 1.

### Defender

*Recommended Forces:* 666th Mechanized Assault, Trinary Alpha  
 Defender's units enter the map via Defender's home edge on Turn 1.



## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+100 Eats, Shoots, and Leaves. (Defender Only)** Emerging from the jungle, the Attacker's units are covered with mud and branches making a distracting sight. Add +1 to Attacker's Initiative roll for Turns 1-3.

**+100 Hurry Home. (Attacker Only)** The desperate Defender's 'Mechs may use Sprinting movement (see p. 63, AS).

## OBJECTIVES

**1. Secure the Site.** Either destroy or force all of the enemy units to retreat. [600]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

### Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 27, AS). Roll 1D6 for each Warrior/Point falling under Forced Withdrawal conditions. On a result of 1-3, the Warrior/Point refuses to retreat for the remainder of the battle.

### Air Power

Any Initiative bonuses or Airstrikes gained in *Chop and Change* may be used here. An Airstrike is an Altitude-Bombing run (see p. 55, AS) completed with 2 bombs from an altitude of 5 with a Skill of 1 (TW: Gunnery 1).

## AFTERMATH

The 312th was as amazed to reach the Mechworks as anybody and remained at a loss what to do with their breakthrough. With no way of holding the factory and more Horse units arriving, the 312th beat a hasty retreat back into the jungle after a brief skirmish with the 666th Assault's Trinary Alpha.



# HOUNDED BEAR

## SITUATION

*Weissenborn Morass*  
*Hell's Horses' Enclave*  
*Tokasha*  
 4 November 2921

With the Bears cracking across the entire front, the Ourse Keshik raced from firefight to firefight, stiffening the faltering Warriors as the Horses pressed closer. Time and again, Khan Kilbourne Jorgensson stood clearly in his battle armor inspiring his troops to move forward. It was only a matter of time until the inevitable happened.

## GAME SETUP

*Recommended Terrain:* Jungle

Arrange the playing surface to represent jungle terrain with a clear, elevated, rocky area in the center. Attacker chooses one edge as home edge; Defender's home edge is the opposite edge.

### Attacker

*Recommended Forces:* Ninety-ninth Mechanized Cavalry, Trinary Alpha

Attacker's units deploy within 2" of any edge except Defender's home edge prior to Turn 1. Attacker assigns one unit as the Trinary commander.

### Defender

*Recommended Forces:* Thirtieth PGC, Eighty-seventh Assault Trinary; Ourse Keshik

The Eighty-seventh Assault Trinary deploys to the cleared central area prior to Turn 1. The Ourse Keshik enters via Defender's home edge on turn 10. If the Eighty-seventh is destroyed before then, the scenario is over. Assign one Elemental Point as Khan Jorgensson's; Defender's player secretly assigns one of the Elementals of that Point to be the khan.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+200 Shoot Straight, Ya...** Any enemy unit that expends 0 MP applies a -1 to that unit's To-Hit number(s) for that turn.

**+200 Like the Wind.** Enemy units reduce MP penalties by -2 (to a minimum of 0) when moving through wooded terrain.

## OBJECTIVES

**1. We Happy Few. (Defender Only)** Survive until the Ourse Keshik arrives. [500]

**2. Mop Up. (Attacker Only)** Eliminate the Defenders. [500]

**3. Lop the Head.** Kill the enemy Commander. [500]

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, AS). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Both sides operate at Honor Level 2.

### Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 27, AS). Roll 1D6 for each Warrior/Point falling under Forced Withdrawal conditions. On a result of 1-3, the Warrior/Point refuses to retreat for the remainder of the battle.

### Air Power

Any Initiative bonuses or Airstrikes gained in *Chop and Change* may be used here. An Airstrike is an Altitude-Bombing run (see p. 55, AS) completed with 2 bombs from an altitude of 5 with a Skill of 1 (TW: Gunnery 1).

### Wildlife

See *The Green Wall* for the wildlife rules to employ.

### In the Presence of the Great Man

When Khan Kilbourne Jorgensson is present add +5 to the Defender's Initiative. If Khan Kilbourne Jorgensson is killed the Defender is not allowed to move or fire for the following turn.

## AFTERMATH

A moment of silence fell on both sides of the battlefield as the shock of what had just happened sank in. Khan Kilbourne Jorgensson was dead. Word spread from Warrior to Warrior across the battlefield. Devastated, Ghost Bear warriors froze in shock. Their Khan was dead. Their Horse enemies continued to fight around them. Would this be the moment the Bears finally broke off their losing assault on the Mechworks? The Horses expected exactly that. They would be sorely disappointed.

# TO THE WIND

## SITUATION

*Tokasha Mechworks Alpha*

*Weißenborn Morass*

*Hell's Horses' Enclave*

*Tokasha*

*4 November 2921*

Clan Hell's Horses believed in the superiority of the Warrior over the machine, but Khan Aaron Cobb had never seen it like this. He had heard tales of crazed warriors, berserkers, and wendigos of cultures past, but now he believed. All around him, Ghost Bear 'Mechs were pushing forward through the factory complex. Nothing seemed to stop them. It was as if willpower alone was enough to defeat PPC blasts and autocannon shells. Radio reports revealed that the Horses' line across the whole front was disintegrating and there was nothing Cobb could do. This battle was lost. His warriors were dying. It was time to save what he could.

## GAME SETUP

*Recommended Terrain:* Factory, Jungle, Mountain, Clear

Arrange the playing surface to have factory terrain on one edge, adjacent to a cleared area. Next to the cleared area is a portion of jungle terrain, followed by a region of mountainous terrain on the edge opposite the factory edge. Place 2D6 buildings of various type/size/CF in the Factory portion of the playing surface. Defender's home edge is the mountainous terrain edge; Attacker's home edge is the factory edge.

### Attacker

*Recommended Forces:* Clan Ghost Bear

Roll a Ghost Bear Star of random weight using either the Front-line or Second Line RATs (see pp. 6-7), or randomly select a Star that was already created to represent the Ghost Bear forces on Tokasha. This Star enters via home edge on Turn 2. Roll or select another Star. This Star enters via home edge on Turn 4. Continue rolling (or reusing) and deploying Stars every other turn until Defender retreats or is destroyed. If creating new Stars, reduce armor on all Attacker's units by half (*TW*: reduce armor in all locations except head by half) (round down); otherwise units should be in the same condition they ended their prior combat. Units that were destroyed are obviously not available, limiting the ultimate size of Attacker's force for this track.

### Defender

*Recommended Forces:* Alpha Keshik, Trinary Alpha

Assign one 'Mech as Khan Cobb's *Nova*. Defender enters the map via Attacker's home edge on Turn 1.

## WARCHEST

**Track Cost:** 500

**Optional Bonuses**

**+25 (per Point) Light 'Em Up.** One enemy 'Mech (or Point of battle armor) may mount one ton (or round) of Inferno Missiles.

**+25 (per ton) Swarm.** Replace 1 ton of LRM ammo with Swarm LRM Ammo (see p. 82, *AS*).

## OBJECTIVES

**1. Horses Away (Defender Only).** Defender Points exit via Home Edge. **[10 per Point]**

**2. Horses Down (Attacker Only).** Defender Points destroyed. **[10 per Point]**

## SPECIAL RULES

The following rules are in effect for this track:

### Zellbrigen

*Zellbrigen* is in effect (see p. 133, *AS*). Clan Ghost Bear will apply a Strict interpretation while Clan Hell's Horses will apply an Opportunistic interpretation. Clan Hell's Horses operates at Honor Level 2 and Clan Ghost Bear operates at Honor Level 4.

### Air Power

Any initiative bonuses or Airstrikes gained in *Chop and Change* may be used here. An Airstrike is an Altitude-Bombing run (see p. 55, *AS*) completed with 2 bombs from an altitude of 5 with a Skill of 1 (*TW*: Gunnery 1).

### Raging Bear

Attacker's units may use Sprinting movement (see p. 63, *AS*). All attacking units apply a +2 modifier to all long range attacks; apply a -2 modifier to all short range or melee attacks. Attacking units take double damage from Defender's attacks.

## AFTERMATH

Enraged by the death of their Khan, there was no restraining the Bears. They tore through the Hell's Horses, pushing them back through Mechworks Alpha and into the foothills of the Koche Mountains. In the face of this unbridled ferocity, it was all Khan Cobb could do to hold his troops together and prevent a complete rout. As it was, most of the armored vehicles were abandoned due to their inability to retreat rapidly through the jungle. When the dust settled, Tokasha Mechworks Alpha belonged to the Bears.



# CLAN GHOST BEAR

## TABLE OF ORGANIZATION AND EQUIPMENT

### TOKASHA 2921

#### GHOST BEAR ALPHA GALAXY

COURSE KESHİK	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Alpha Command Star	1 'Mech	Elite	Star	Battle
	Bravo Command Star	1 'Mech	Elite	Star	Battle
	Alpha Fighter Star	1 Aero	Elite	Star	Battle
	Alpha Battle Nova	1 'Mech/1 Art/1 BA	Elite	Nova	Battle

3rd BEAR GUARDS	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Command Star	3 'Mech	Elite	Trinary	Battle
	219th Assault Trinary	3 'Mech/1 BA	Elite	Trinary+1	Assault
	12th Battle Trinary	3 'Mech/1 BA	Elite	Supernova	Battle
	45th Elemental Support Binary	2 BA	Elite	Binary	—
	34th Fighter Binary	2 Aero	Elite	Binary	Battle

SILVERROOT KESHİK	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Alpha Nova Command	1 'Mech/1 BA	Elite	Nova	Battle
	Bravo Nova Command	1 'Mech/1 BA	Elite	Nova	Battle
	Charlie Command Star	1 Aero	Elite	Star	Battle
	Tango Artillery Command Star	1 'Mech	Elite	Star	Battle

50th STRIKER	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Command	3 'Mech	Elite	Trinary	Battle
	43rd Striker Trinary	3 'Mech	Elite	Trinary	Striker
	212th Striker Trinary	3 'Mech	Elite	Trinary	Striker
	32nd Supernova Striker Trinary	3 'Mech/3 BA	Elite	Supernova	Striker
	Alpha Fighter Trinary	3 Aero	Elite	Trinary	Striker

1st BEAR GUARDS	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Supernova Command	3 'Mech/3 BA	Elite	Supernova	Battle
	310th Assault Trinary	2 'Mech/1 BA	Elite	Trinary	Assault
	312th Assault Trinary	3 'Mech	Elite	Trinary	Assault
	23rd Elemental Support Binary	2 BA	Elite	Binary	—
	16th Fighter Binary	2 Aero	Elite	Binary	Battle

130th STRIKER	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Command	3 'Mech	Elite	Trinary	Battle
	33rd Striker Trinary	3 'Mech	Elite	Trinary	Striker
	214th Striker Trinary	3 'Mech	Elite	Trinary	Striker
	45th Supernova Striker Trinary	3 'Mech/3 BA	Elite	Supernova	Striker
	Alpha Fighter Trinary	3 Aero	Elite	Trinary	Striker

#### GHOST BEAR THETA GALAXY

3rd BEAR REGULARS	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Theta Command Nova	3 'Mech/3 BA	Veteran	Supernova	Battle
	215th Assault Supernova	3 'Mech	Veteran	Trinary	Assault
	96th Assault Trinary	3 'Mech	Veteran	Trinary	Assault
	113th Elemental Support Binary	2 BA	Veteran	Binary	—
	62nd Fighter Binary	2 Aero	Veteran	Binary	Battle

17th PROVISIONAL GARRISON CLUSTER	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	17th PGC Command Supernova	3 'Mech/2 BA	Veteran	Supernova	Battle
	413th Assault Trinary	3 'Mech	Veteran	Trinary	Assault
	43rd Striker Trinary	3 'Mech	Veteran	Trinary	Striker
	87th Elemental Support Binary	2 BA	Veteran	Binary	—
	Theta Fighter Trinary	2 Aero	Veteran	Trinary	Battle

30th PROVISIONAL GARRISON CLUSTER	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	30th PGC Command Supernova	3 'Mech/2 BA	Regular	Supernova	Battle
	87th Assault Trinary	3 'Mech	Regular	Trinary	Assault
	431st Striker Trinary	3 'Mech	Regular	Trinary	Striker
	82nd Elemental Support Binary	2 BA	Regular	Binary	—
	92nd Fighter Binary	2 Aero	Regular	Binary	Battle

# CLAN HELL'S HORSES

## TABLE OF ORGANIZATION AND EQUIPMENT

### TOKASHA 2921

#### HELL'S HORSES COMMAND KESHIK

ALPHA KESHIK	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Alpha	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Beta	3 Aero	Elite	Trinary	Cavalry
	Trinary Gamma	3 Tank/3 BA	Elite	Supernova	Cavalry

#### HELL'S HORSES BETA GALAXY

666th MECHANIZED ASSAULT	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Alpha	3 'Mech/3 BA	Elite	Supernova	Assault
	Trinary Beta	3 'Mech/3 BA	Elite	Supernova	Assault
	Trinary Gamma	3 'Mech/3 BA	Elite	Supernova	Assault
	Trinary Delta	3 Aero	Elite	Trinary	Assault
	Trinary Epsilon	3 Tank/3 Infantry	Elite	Supernova	Assault

77th MECHANIZED CAVALRY	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Alpha	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Beta	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Gamma	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Delta	3 Aero	Elite	Trinary	Cavalry
	Trinary Epsilon	3 Tank/3 Infantry	Elite	Supernova	Cavalry
888th MECHANIZED ASSAULT	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Alpha	3 'Mech/3 BA	Elite	Supernova	Assault
	Trinary Beta	3 'Mech/3 BA	Elite	Supernova	Assault
	Trinary Gamma	3 'Mech/3 BA	Elite	Supernova	Assault
	Trinary Delta	3 Aero	Elite	Trinary	Assault
	Trinary Epsilon	3 Tank/3 Infantry	Elite	Supernova	Assault
333rd MECHANIZED STRIKE	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Alpha	3 'Mech/2 BA	Elite	Supernova	Strike
	Trinary Beta	3 'Mech/2 BA	Elite	Supernova	Strike
	Trinary Gamma	3 'Mech/2 BA	Elite	Supernova	Strike
	Trinary Delta	3 Aero	Elite	Trinary	Strike
	Trinary Epsilon	3 Tank/2 Infantry	Elite	Supernova	Strike
99th MECHANIZED CAVALRY	NAME	COMPOSITION	QUALITY	SIZE	FOCUS
	Trinary Alpha	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Beta	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Gamma	3 'Mech/3 BA	Elite	Supernova	Cavalry
	Trinary Delta	3 Aero	Elite	Trinary	Cavalry
	Trinary Epsilon	3 Tank/3 Infantry	Elite	Supernova	Cavalry



# ANIMALS

## TOKASHA CASSOWARY

**Home World:** Tokasha

**Preferred Environment:** Jungle

Some say the first you know of a Tokasha Cassowary is the sound of its horny crest punching through the undergrowth. Others say it is the Cassowary's talons opening your abdomen. Either way it is a notable hazard for the unwary. Despite having a bright blue head and standing as tall as a human, the Cassowary is remarkably hard to spot due to its otherwise dull plumage. The grumpy and territorial omnivore patrols the jungle, eating anything it can catch. Though theoretically not a threat to humans, when disturbed the Cassowary lashes out with its powerful legs or charges. After downing the threat, it kicks and tears until the threat is eliminated. Then it feeds.

**STR** 8 **BOD** 4 **DEX** 4 **RFL** 9 **INT** 4 **WIL** 5 **EDG** 2

**BAR** 0/0/0/0

**Traits:** Aggressive, Blood Rage, Camouflage C1, Good Vision 3, Offensive Adaptation (Talons) 2M/2, AniMelee 5, Ram Attack, Perception 6

## HANSEN'S GECKO

**Home World:** Tokasha

**Preferred Environment:** Jungle

Hansen's Gecko is an ambush hunter endemic to the jungles of Tokasha. The size of a small dog, it uses basic color changing and clings to trees waiting for prey. Like a tree dwelling crocodile, it launches itself onto anything within reach, clamps on with its jaws, and thrashes about until a great chunk of flesh is removed. Sepsis and blood loss are the immediate threats to a human unless medical aid is immediately available. After an attack, a Hansen's Gecko stealthily follows its wounded prey for days until the prey succumbs to its injuries.

**STR** 2 **BOD** 3 **DEX** 2 **RFL** 5 **INT** 2 **WIL** 6 **EDG** 3

**Armor** +2 2/2/1/1

**Traits:** Aggressive, Blood Rage, Cold Blooded, Camouflage C2, Offensive Adaptation (Fangs and Claws) 2M/2, AniMelee 3, Bite Grip, Perception 2

# NEW ALPHA STRIKE SPECIAL ABILITIES

**Family:** Exclusive to Clan Ghost Bear. A unit in the Ghost Bear force with this SCA receives a -1 to-hit modifier against any target that is within 6 hexes of a Ghost Bear unit that has any location with no armor remaining. (For *Alpha Strike*, it's within short range and with less than half its armor remaining).

**Combined Arms:** A unit with this SCA receives a +1 Initiative modifier when a different unit type is present. When no different unit types are present a -1 Initiative modifier is applied.

**Tactical Specialization (Combined Arms):** If the Force contains at least one of each ground Unit type ('Mech, vehicle, and infantry), the

force has a -1 to-hit modifier to Initiative. This SCA can be taken a second time to grant the qualifying force the effects of the Tactical Experts (Attack or Defense, choose one) SCA.

**Speed Fire:** When using their full Move in a direct line away from their starting location, units receive a -1 to-hit modifier. (*Total Warfare*: A unit receives a -1 to-hit modifier when using running or jumping movement.)

**Strategic Planning:** This force receives a +2 bonus to Initiative. This SCA is only available to Forces with an average Experience Rating of Veteran, Elite, Heroic, or Legendary.

# ALPHA STRIKE CARDS

**Prime COYOTL** PV: 48

TP: BM SZ: 2 TMM: 3 MV: 14" SKILL:

ROLE: Striker

DAMAGE S (+0) 4 M (+2) 4 L (+4) 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○ S: ●●

SPECIAL: CASE, OMNI, IF1

CRITICAL HITS  
ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ 1/2 MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

**A COYOTL** PV: 46

TP: BM SZ: 2 TMM: 3 MV: 14" SKILL:

ROLE: Striker

DAMAGE S (+0) 4 M (+2) 4 L (+4) 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○ S: ●●

SPECIAL: CASE, OMNI

CRITICAL HITS  
ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ 1/2 MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

# B COYOTL

PV: 41

TP: BM SZ: 2 TMM: 3 MV: 14"  
ROLE: Striker SKILL:

DAMAGE S (+0) M (+2) L (+4)  
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●

SPECIAL: CASE, OMNI



## CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ ½ MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

# Prime GOTH

PV: 31

TP: AF SZ: 2 MV: 5a  
ROLE: Attack SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
3 3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●

TH 3

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL24, REAR1/1-, SPC, VSTOL



ALPHA STRIKE STATS

BATTLETECH

# B GOTH

PV: 34

TP: AF SZ: 2 MV: 5a  
ROLE: Attack SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
3 3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●

TH 3

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL24, OVL, PRB, RCN, SPC, VSTOL



ALPHA STRIKE STATS

BATTLETECH

# A ISSEDONE

PV: 23

TP: AF SZ: 1 MV: 7a  
ROLE: Dogfighter SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
3 3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●●

TH 2

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB1, FUEL20, SPC, VSTOL



ALPHA STRIKE STATS

BATTLETECH

# CS-1 FOX

PV: 40

TP: BM SZ: 2 TMM: 2 MV: 12"  
ROLE: Missile Boat SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●

SPECIAL: CASE, IF2, LRM1/2/2



## CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ ½ MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

# A GOTH

PV: 31

TP: AF SZ: 2 MV: 5a  
ROLE: Attack SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
3 3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●

TH 3

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL24, SPC, VSTOL



ALPHA STRIKE STATS

BATTLETECH

# Prime ISSEDONE

PV: 20

TP: AF SZ: 1 MV: 7a  
ROLE: Fire Support SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
2 2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●●

TH 2

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB1, FUEL20, SPC, VSTOL



ALPHA STRIKE STATS

BATTLETECH

# B ISSEDONE

PV: 23

TP: AF SZ: 1 MV: 7a  
ROLE: Dogfighter SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
3 3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●●

TH 2

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB1, FUEL20, SPC, VSTOL



ALPHA STRIKE STATS

BATTLETECH



(Standard)  
**KOKOU DEFENSE TANK**

PV: 33

TP: CV SZ: 3 TMM: 0 MV: 4"t  
ROLE: Sniper SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 4 4

A: ○○○○○○  
S: ●●●●

SPECIAL: IF1, TUR(4/4/4), SRCH



**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS

**BATTLETECH**

(XL)  
**KOKOU DEFENSE TANK**

PV: 34

TP: CV SZ: 3 TMM: 1 MV: 6"t  
ROLE: Sniper SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 4 4

A: ○○○○○○  
S: ●●●●

SPECIAL: IF1, TUR(4/4/4), SRCH



**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS

**BATTLETECH**

C  
**LANCELOT**

PV: 51

TP: BM SZ: 3 TMM: 3 MV: 16"  
ROLE: Sniper SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: ENE



**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

C 2  
**LANCELOT**

PV: 39

TP: BM SZ: 3 TMM: 2 MV: 12"  
ROLE: Sniper SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: ENE



**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

Prime  
**LUPUS**

PV: 48

TP: BM SZ: 3 TMM: 2 MV: 10"  
ROLE: Missile Boat SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: CASE, ECM, IF3, OMNI



**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

A  
**LUPUS**

PV: 42

TP: BM SZ: 3 TMM: 2 MV: 10"  
ROLE: Skirmisher SKILL:

DAMAGE S (+0) M (+2) L (+4)  
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: CASE, OMNI



**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

B  
**LUPUS**

PV: 43

TP: BM SZ: 3 TMM: 2 MV: 10"  
ROLE: Skirmisher SKILL:

DAMAGE S (+0) M (+2) L (+4)  
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: CASE, FLK1/1/-, OMNI



**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

MNK-101  
**MINSK**

PV: 48

TP: BM SZ: 3 TMM: 1 MV: 6"  
ROLE: Juggernaut SKILL:

DAMAGE S (+0) M (+2) L (+4)  
5 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: PRB, RCN, SRM1/1



**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

# C MONGOOSE

PV: 34

TP: BM SZ: 1 TMM: 3 MV: 16"  
ROLE: Scout SKILL:

DAMAGE S (+0) M (+2) L (+4)  
3 3 1

DV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○  
S: ●

SPECIAL: ENE, PRB, RCN



## CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ ½ MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

# A OGOTAI

PV: 29

TP: AF SZ: 1 MV: 8a  
ROLE: Fast Dogfighter SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
4 4 0 0

DV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH  
2

SPECIAL: BOMB1, FUEL20, SPC, VSTOL

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each



ALPHA STRIKE STATS

BATTLETECH

# Prime OGOTAI

PV: 25

TP: AF SZ: 1 MV: 8a  
ROLE: Fast Dogfighter SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
2 2 2 0

DV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH  
2

SPECIAL: BOMB1, FUEL20, REAR1/1/-, SPC, VSTOL

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each



ALPHA STRIKE STATS

BATTLETECH

# B OGOTAI

PV: 29

TP: AF SZ: 1 MV: 8a  
ROLE: Fast Dogfighter SKILL:

DAMAGE S (+0) M (+2) L (+4) E (+6)  
3 3 3 0

DV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH  
2

SPECIAL: BOMB1, FUEL20, SPC, VSTOL

## CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each



ALPHA STRIKE STATS

BATTLETECH

# Prime OMNI CORVIS

PV: 34

TP: BM SZ: 2 TMM: 2 MV: 10"  
ROLE: Brawler SKILL:

DAMAGE S (+0) M (+2) L (+4)  
3 3 3

DV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: CASE, OMNI



## CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ ½ MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

# A OMNI CORVIS

PV: 41

TP: BM SZ: 2 TMM: 2 MV: 10"  
ROLE: Skirmisher SKILL:

DAMAGE S (+0) M (+2) L (+4)  
5 5 0

DV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: CASE, OMNI



## CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ ½ MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

# B OMNI CORVIS

PV: 36

TP: BM SZ: 2 TMM: 2 MV: 10"  
ROLE: Missile Boat SKILL:

DAMAGE S (+0) M (+2) L (+4)  
3 3 3

DV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: CASE, IF2, LRM1/2/2, NARC, OMNI



## CRITICAL HITS

ENGINE ○ +1 Heat/Firing Weapons  
FIRE CONTROL ○○○○ +2 To-Hit Each  
MP ○○○○ ½ MV Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mongoose C

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

### WARRIOR DATA

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

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

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

Hits Taken

Consciousness #

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

### Weapons & Equipment Inventory

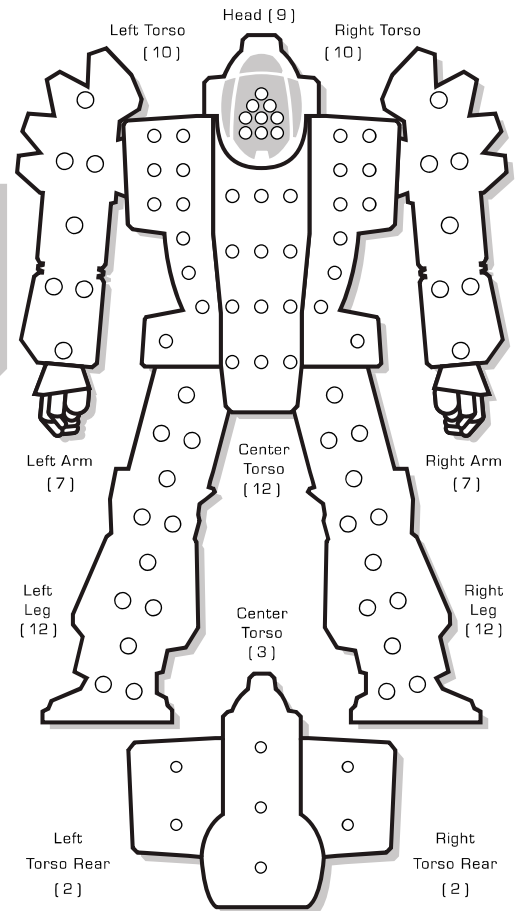
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Active Probe	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 1,913



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

- Active Probe
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Roll Again

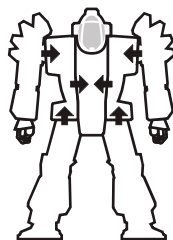
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

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

1-3

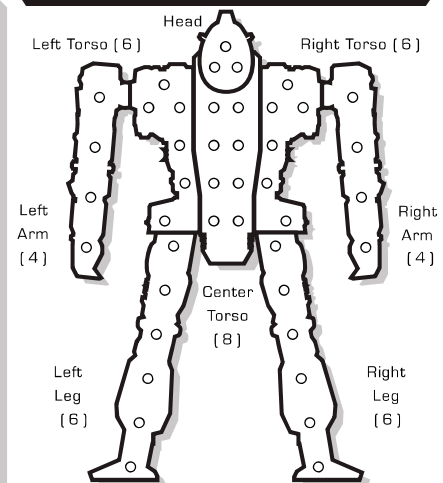
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

### Heat Scale

Heat Level
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Coyotl Prime

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 40  
Tech Base: Clan  
Rules Level: Standard  
Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12

Ammo: [LRM 10] 12, [Streak SRM 4] 25

BV: 2,724



### WARRIOR DATA

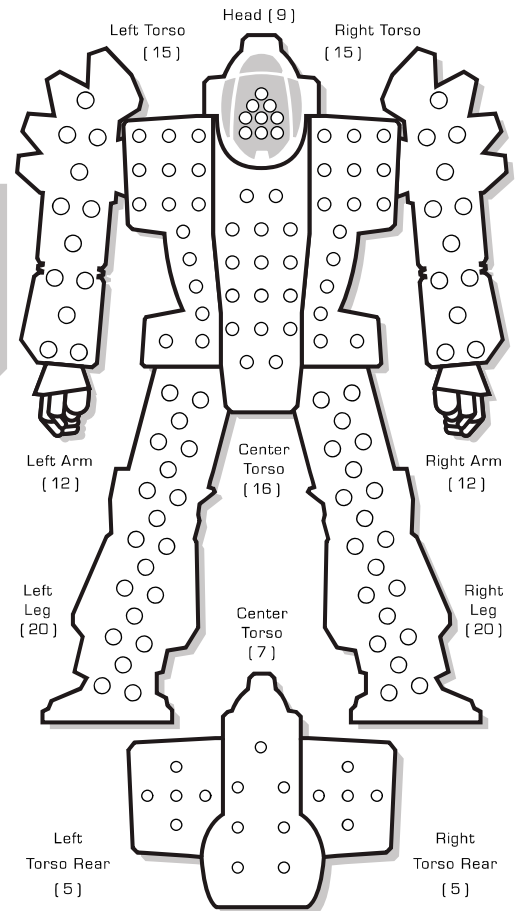
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Endo Steel

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Roll Again

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

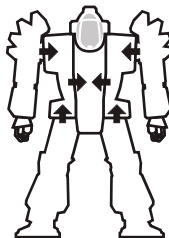
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Endo Steel
- Roll Again
- Roll Again

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

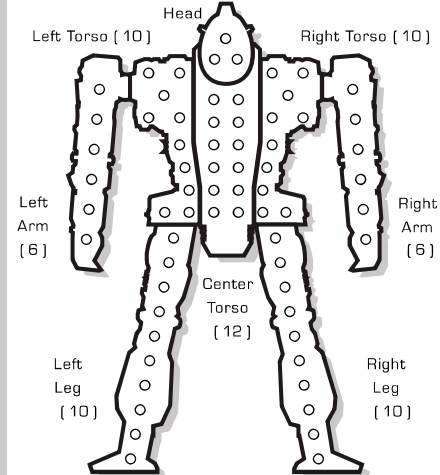
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 [22]
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

### Heat Scale

Heat Level
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Coyote I A

Movement Points:

Walking: 7  
Running: 11  
Jumping: 7

Tonnage: 40  
Tech Base: Clan  
Rules Level: Standard  
Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	CT	2	3 [P, AI]	—	2	4	6
1	Streak SRM 4	RT	3	2/Msl [M, C]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M, C]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20

Ammo: [Streak SRM 4] 25

BV: 2,419



### WARRIOR DATA

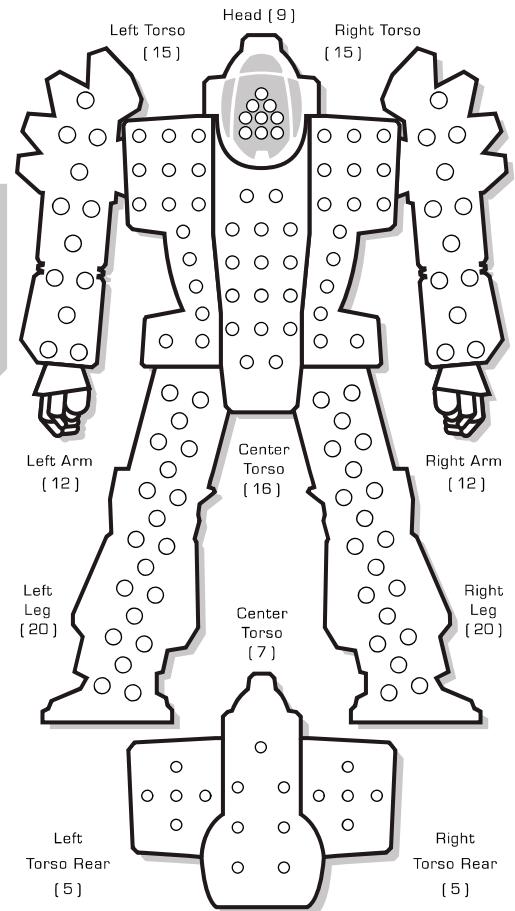
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

#### Left Torso [CASE]

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 4
- Ammo [Streak SRM 4] 25

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

4-6

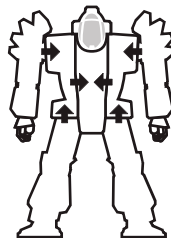
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Small Pulse Laser

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 4
- Endo Steel

1-3

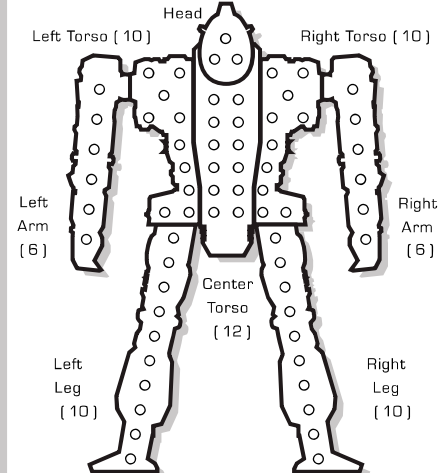
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Coyote B

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

### WARRIOR DATA

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

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

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

Hits Taken

Consciousness #

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



### Weapons & Equipment Inventory

(hexes)

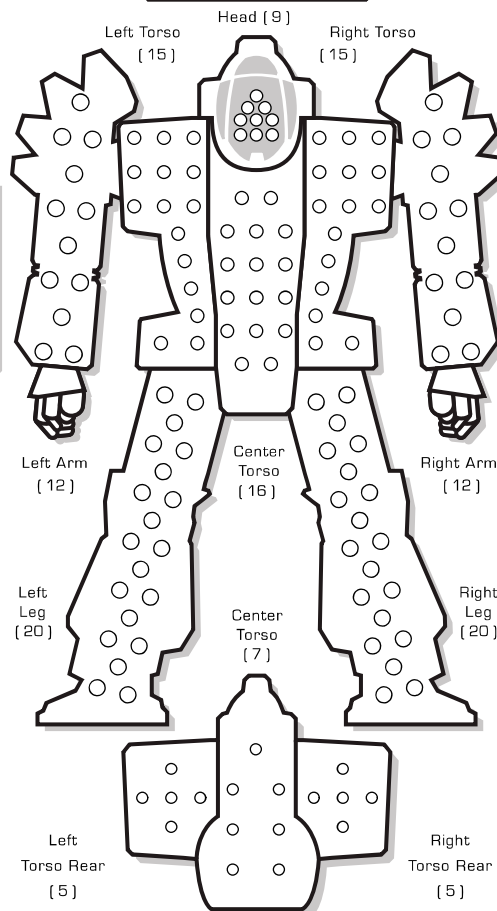
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 6] 15, [Ultra AC/10] 20

BV: 1,997



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 6
- Ammo [SRM 6] 15
- Endo Steel

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

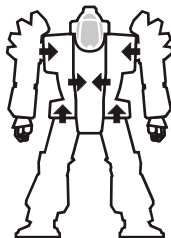
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

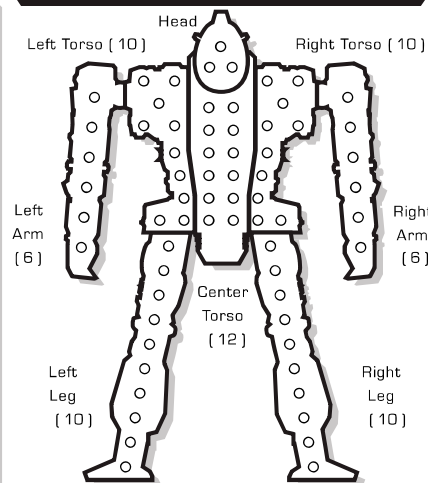
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel
- Roll Again
- Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Fox CS-1

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Mixed

Rules Level: Experimental

### WARRIOR DATA

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

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

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

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

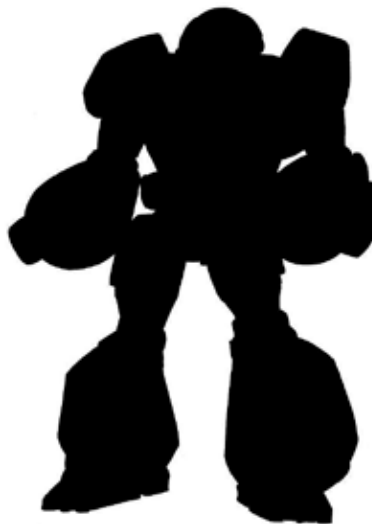
### Weapons & Equipment Inventory

(hexes)

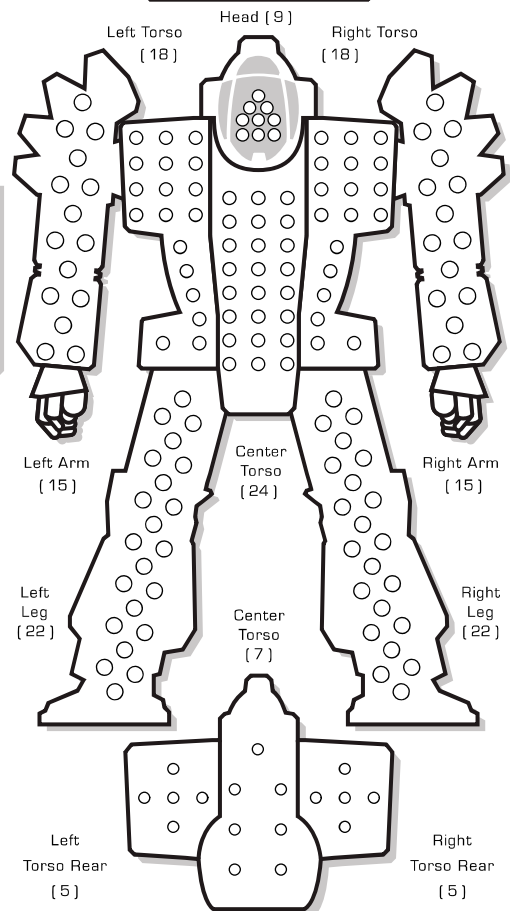
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser [IS]	CT	3	5 [DE]	—	3	6	9
1	Medium Laser [IS]	RA	3	5 [DE]	—	3	6	9
1	Improved LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun [IS]	RA	0	2 [DB, AI]	—	1	2	3
2	Machine Gun [IS]	LA	0	2 [DB, AI]	—	1	2	3
1	Improved LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser [IS]	LA	3	5 [DE]	—	3	6	9
1	Streak SRM 2 [IS]	RL	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2 [IS]	LL	2	2/Msl [M,C]	—	3	6	9

Ammo: [Improved LRM 15] 32, [Machine Gun] 200, [Streak SRM 2] 50

BV: 1,954



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Improved LRM 15
- Improved LRM 15

1-3

- Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]

4-6

#### Left Torso [CASE]

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Improved LRM 15] 8
- Ammo [Improved LRM 15] 8
- Ammo [Machine Gun] 100

1-3

- CASE [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

#### Head

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

#### Center Torso [CASE]

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo [Streak SRM 2] 50

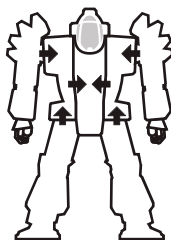
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Improved LRM 15
- Improved LRM 15

1-3

- Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]

4-6

#### Right Torso [CASE]

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Improved LRM 15] 8
- Ammo [Improved LRM 15] 8
- Ammo [Machine Gun] 100

1-3

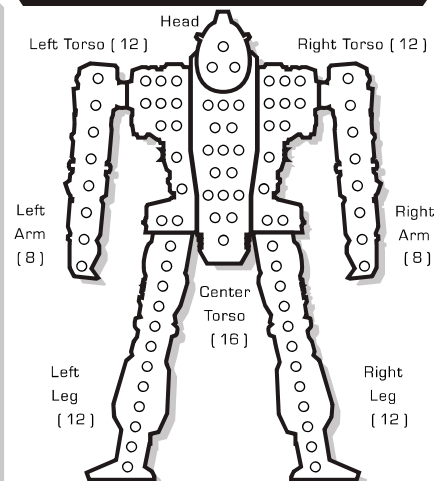
- CASE [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Omni-Corvis Prime

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 50  
Tech Base: Clan  
Rules Level: Standard

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Ammo: [Ultra AC/10] 40

BV: 2,316



### WARRIOR DATA

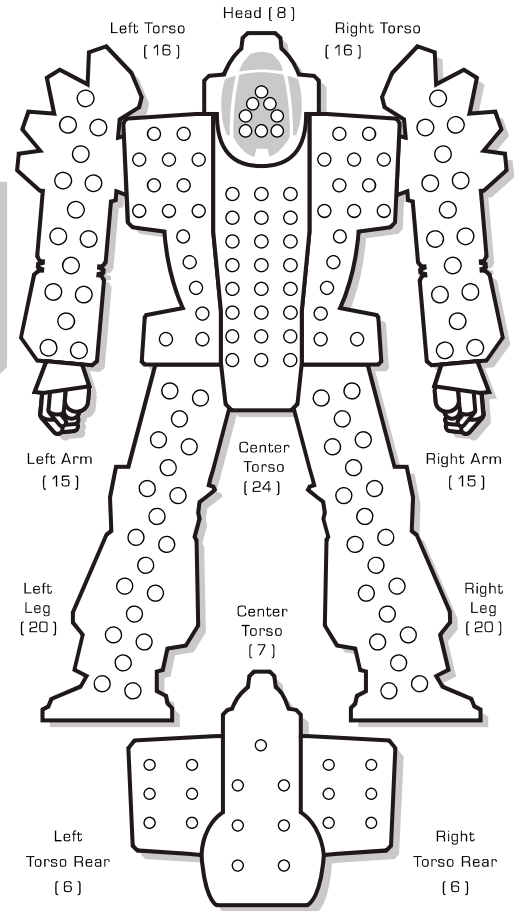
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

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

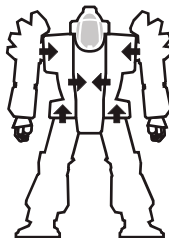
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

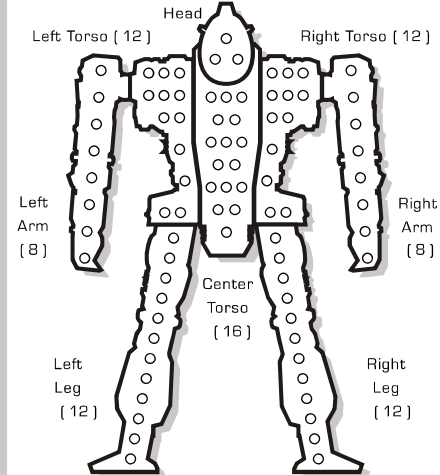
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level*	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Omni-Corvis A

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 50  
Tech Base: Clan  
Rules Level: Standard

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P, AI]	—	2	4	6
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M, C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M, C]	—	4	8	12
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Ammo: [Streak SRM 6] 30

BV: 2,728



### WARRIOR DATA

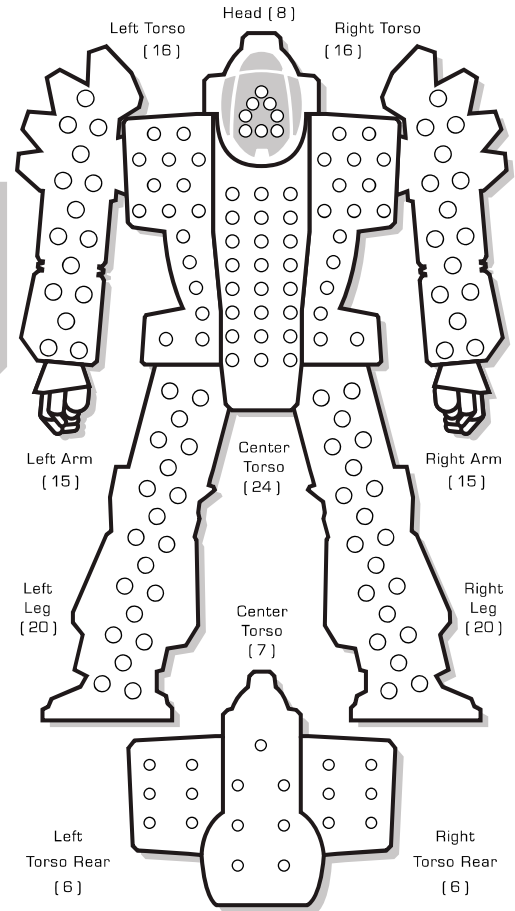
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso (CASE)

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

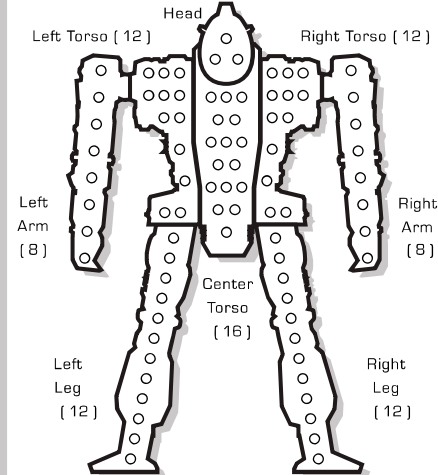
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

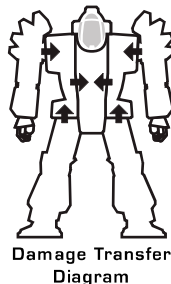


### HEAT DATA

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

### Heat Scale

Heat Level
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Omni-Corvis B

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 50  
Tech Base: Clan  
Rules Level: Standard

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	RT	0	[M]	—	4	8	12
2	Machine Gun	LT	0	2 [DB,A]	—	1	2	3
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 20] 36, [Machine Gun] 100, [Narc] 12

BV: 2,263



### WARRIOR DATA

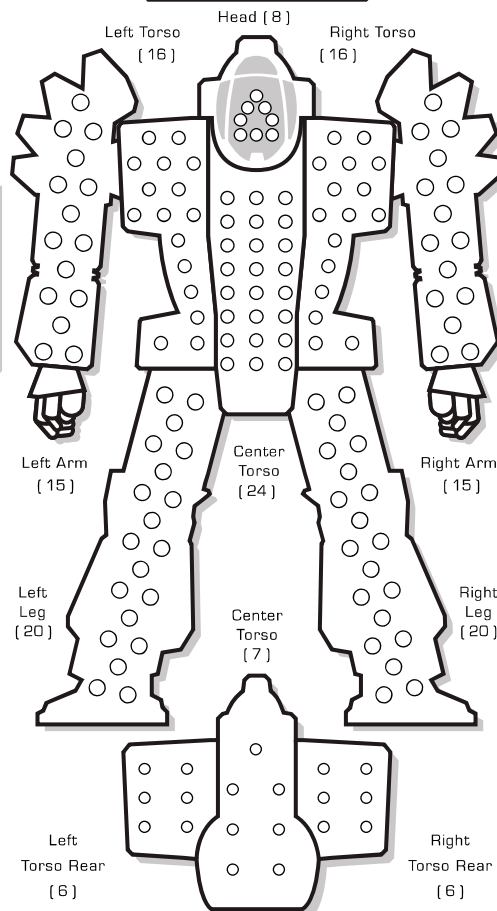
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

1-3

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

4-6

#### Left Torso (CASE)

- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

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

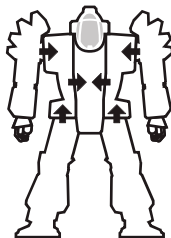
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

1-3

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

4-6

#### Right Torso (CASE)

- Narc
- Ammo (Narc) 6
- Ammo (Narc) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

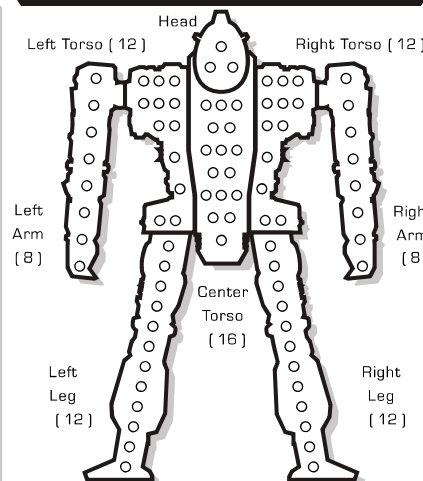
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Lancelot C

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

### WARRIOR DATA

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

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

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

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

### Weapons & Equipment Inventory

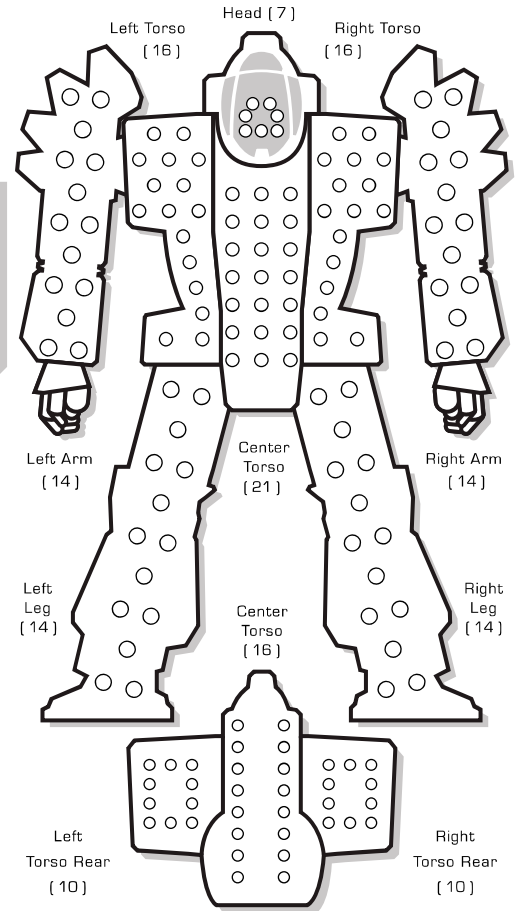
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

BV: 2,705



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Roll Again

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

4-6

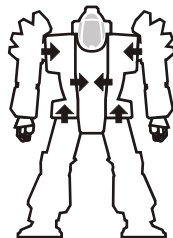
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Roll Again

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Roll Again

1-3

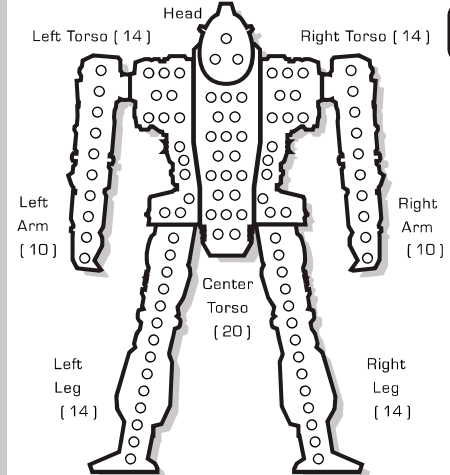
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Lancelot C 2

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

### WARRIOR DATA

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

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

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



### Weapons & Equipment Inventory

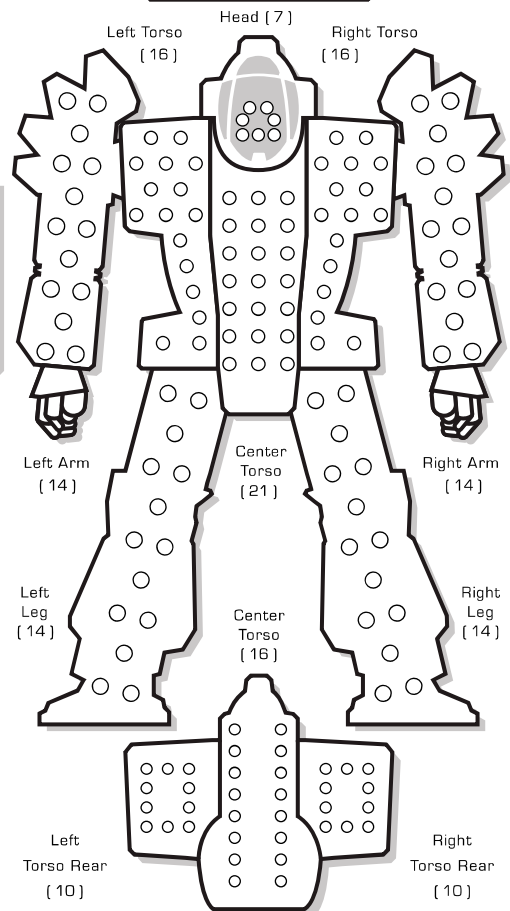
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

BV: 3,548



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Endo Steel

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Endo Steel

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- Endo Steel
- Roll Again

1-3

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

4-6

#### Right Leg

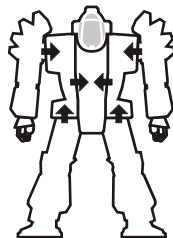
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

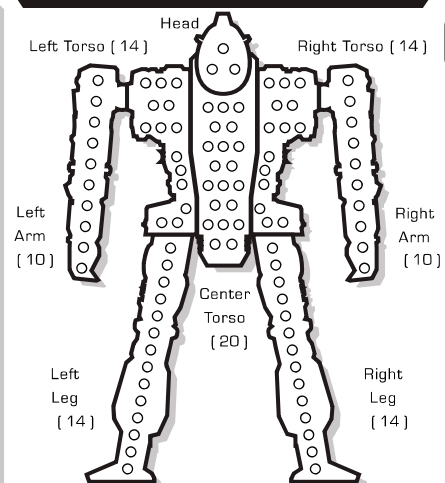
Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 [34]
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: **Lupus Prime**

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 60  
Tech Base: Clan  
Rules Level: Standard  
Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RT	—	[E]	—	—	—	—
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Ammo: [LRM 20] 18

BV: 3,351



### WARRIOR DATA

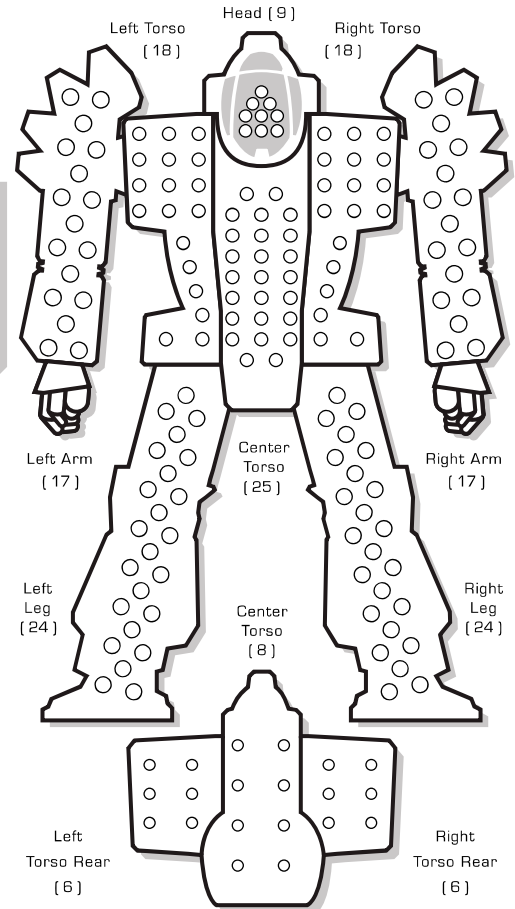
Name: \_\_\_\_\_

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
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

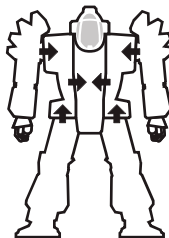
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

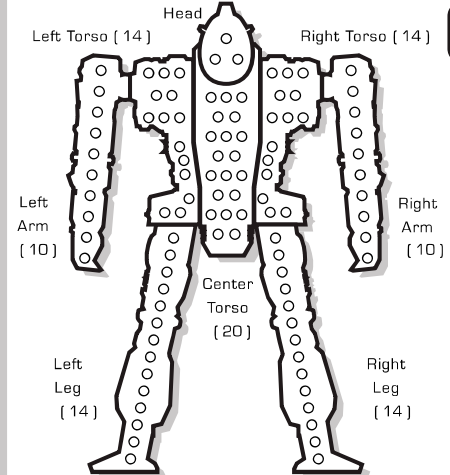
- Artemis IV FCS
- Ammo (LRM 20) 6
- ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Lupus A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### WARRIOR DATA

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

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

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



### Weapons & Equipment Inventory

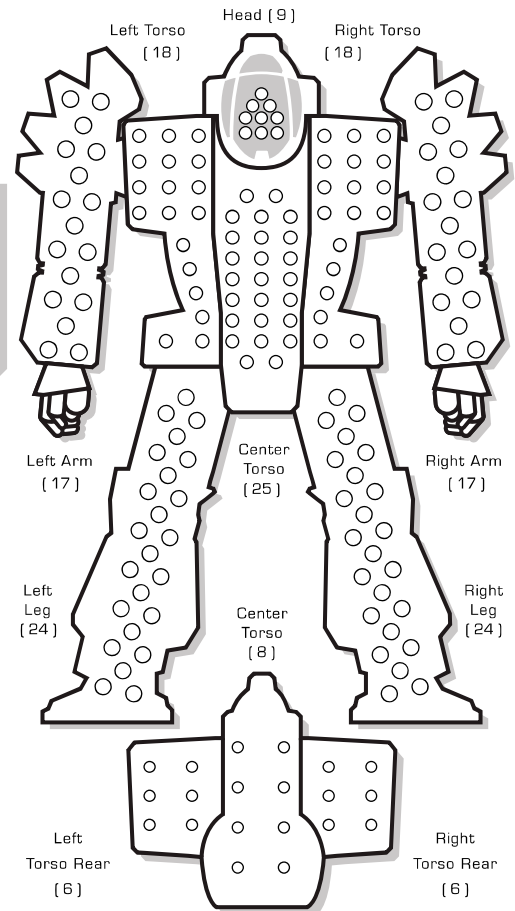
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Ammo: [Ultra AC/10] 30

BV: 2,659



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

1-3

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

#### Left Torso

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

4-6

- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

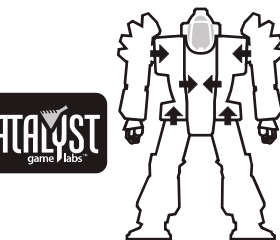
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Left Leg

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

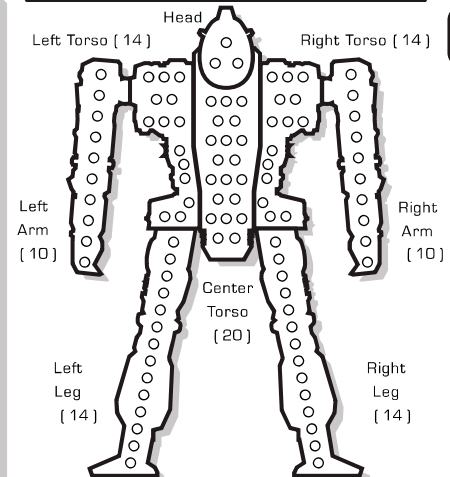
4-6

#### Right Leg

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

4-6

### 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	Double Heat Sinks: 12 [24]
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Lupus B

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 60  
Tech Base: Clan  
Rules Level: Standard  
Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	LB 20-X AC	RT	6	20 [DB,C/F/S]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Ammo: (LB-20X) 15

BV: 2,739



### WARRIOR DATA

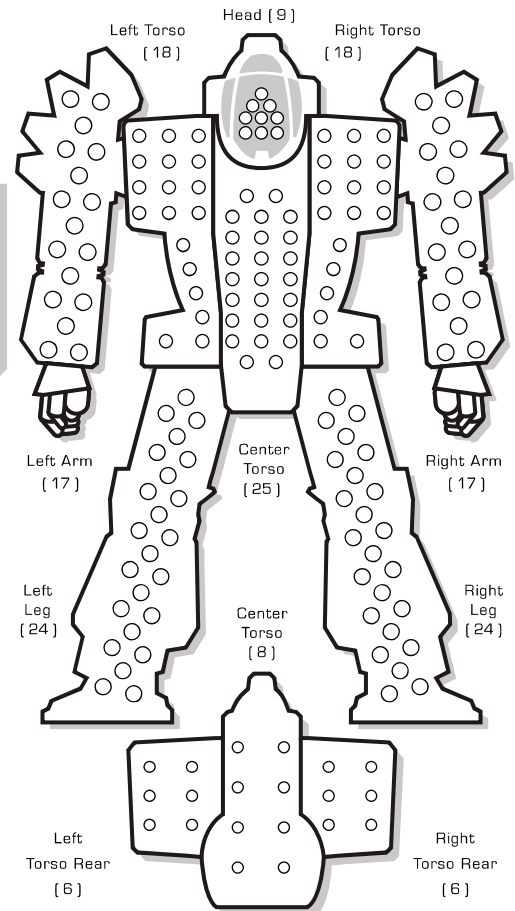
Name: \_\_\_\_\_

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
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- ER Small Laser
- Ammo (LB-20X) 5
- Ammo (LB-20X) 5

1-3

- Ammo (LB-20X) 5
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Small Laser
- Endo Steel

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

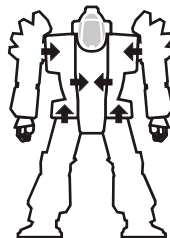
1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

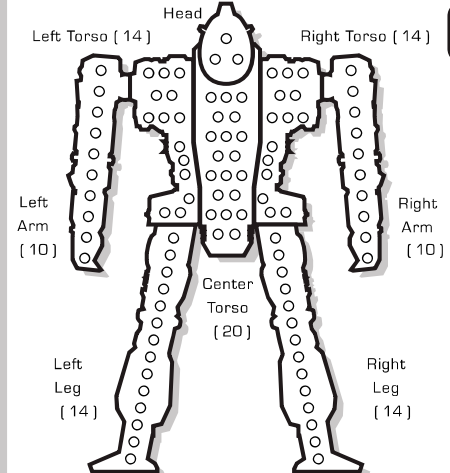
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 [22]
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Heat Level
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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Minsk MNK-101

Movement Points:

Walking: 3  
Running: 5  
Jumping: 0

Tonnage: 70

Tech Base: Mixed

Rules Level: Advanced

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

(hexes)

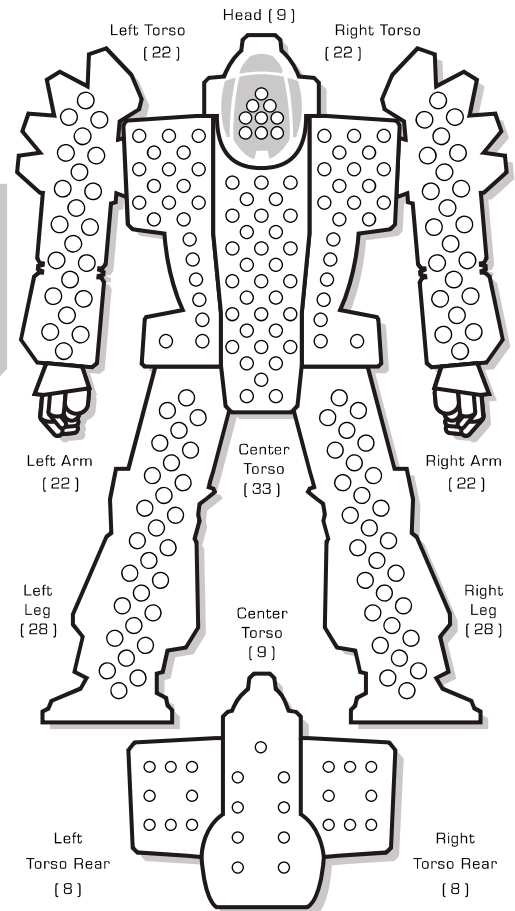
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe (Beagle) [IS]	RT	—	[E]	—	—	—	—
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Ammo: [Gauss] 24, [LRM 10] 12, [Machine Gun] 200, [SRM 6] 30

BV: 2,793



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

4-6

- Ammo [Gauss] 8
- Ferro-Fibrous
- Endo Steel

#### Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- SRM 6
- LRM 10
- Small Pulse Laser
- Machine Gun

1-3

- Ammo [SRM 6] 15
- Ammo [LRM 10] 12
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Ammo [Gauss] 8
- Ferro-Fibrous

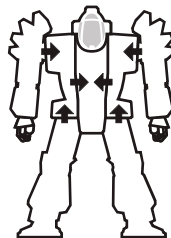
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

4-6

- Ammo [Gauss] 8
- Ferro-Fibrous
- Endo Steel

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- SRM 6
- Small Pulse Laser
- Machine Gun
- Ammo [Machine Gun] 200

1-3

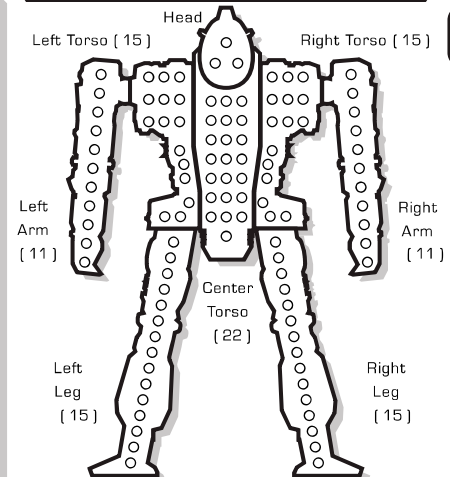
- Ammo [SRM 6] 15
- Active Probe (Beagle) [IS]
- Active Probe (Beagle) [IS]
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat Level
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™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Kokou Defense Tank (Standard)

Movement Points: Tonnage: 70  
 Cruising: 2 Tech Base: Clan  
 Flank: 3 Era: Succession Wars  
 Movement Type: Tracked  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/MS	—	7	14	21
[MCS]							
1	Trailer Hitch	RR	[E]	—	—	—	—
3	Large Pulse Laser	TU	10[P]	—	6	14	20

Ammo (CASE): (LRM 10) 12

BV: 1,189

### CREW DATA

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

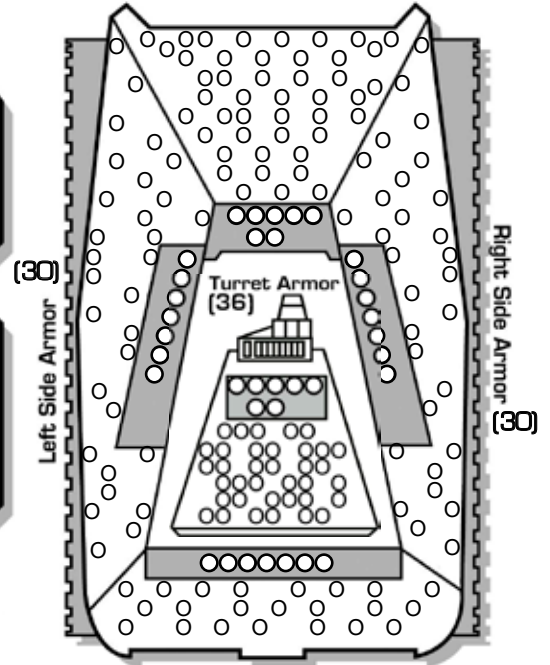
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor (45)



Rear Armor (22)



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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Kokou Defense Tank (XL)

Movement Points: Tonnage: 70  
 Cruising: 3 Tech Base: Clan  
 Flank: 5 Era: Succession Wars  
 Movement Type: Tracked  
 Engine Type: XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/MS	—	7	14	21
[MCS]							
1	Trailer Hitch	RR	[E]	—	—	—	—
3	Large Pulse Laser	TU	10[P]	—	6	14	20

Ammo (CASE): (LRM 10) 12

BV: 1,474

### CREW DATA

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

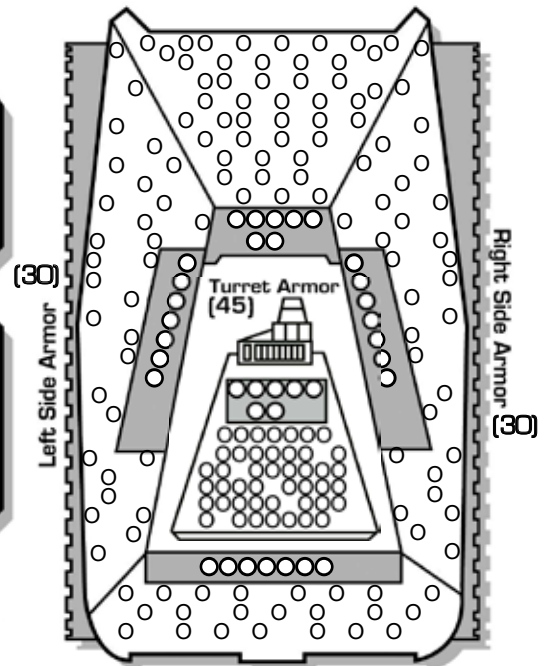
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor (45)



Rear Armor (22)



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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Issedone Prime

Thrust: Tonnage: 30  
 Safe Thrust: 7 Tech Base: Clan  
 Maximum Thrust: 11 Era: TRO Golden Century

### Weapons & Equipment Inventory

Standard Scale				(0-5)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER Medium Laser [DE]	N	5	7	7	—	—
1	Large Pulse Laser [P]	N	10	10	10	10	—

Fuel: 400 Points

BV: 1,033

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 5 (44)

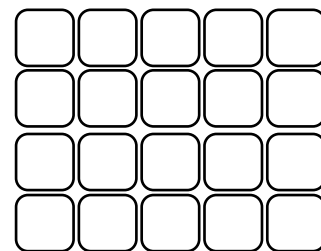
Left Wing  
 Damage Threshold  
 (Total Armor)  
 3 (23)

Structural  
 Integrity:  
 7

Right Wing  
 Damage Threshold  
 (Total Armor)  
 3 (23)

Aft Damage  
 Threshold  
 (Total Armor)  
 3 (30)

### EXTERNAL STORES/BOMBS



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



Heat  
 Scale  
 Overflow

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

### CRITICAL DAMAGE

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

### PILOT DATA

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

### HEAT DATA

Heat Level\* Effects Heat Sinks: 12 (12)  
 30 Shutdown Single  
 28 Ammo Exp. avoid on 8+  
 27 Pilot Damage, avoid on 9+  
 26 Shutdown, avoid on 10+  
 25 Random Movement, avoid on 10+  
 24 +4 Modifier to Fire  
 23 Ammo Exp. avoid on 6+  
 22 Shutdown, avoid on 8+  
 21 Pilot Damage, avoid on 6+  
 20 Random Movement, avoid on 8+  
 19 Ammo, Exp. avoid on 4+  
 18 Shutdown, avoid on 6+  
 17 +3 Modifier to Fire  
 15 Random Movement, avoid on 7+  
 14 Shutdown, avoid on 4+  
 13 +2 Modifier to Fire  
 10 Random Movement, avoid on 6+  
 8 +1 Modifier to Fire  
 5 Random Movement, avoid on 5+

### VELOCITY RECORD

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

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

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Issedone A

Thrust:

Tonnage: 30

Safe Thrust: 7

Tech Base: Clan

Maximum Thrust: 11

Era: TRO Golden Century

### Weapons & Equipment Inventory

Standard Scale				(0-5)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER Large Laser [DE]	N	12	10	10	10	10
1	ER Small Laser [DE]	N	2	5	—	—	—
1	LRM 10 [M.C.S.]	N	4	6	6	6	—

Ammo [CASE]: (LRM 10) 12  
Fuel: 400 Points

BV: 1,084

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
5 (44)

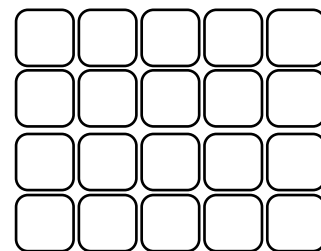
Left Wing  
Damage Threshold  
(Total Armor)  
3 (23)

Structural  
Integrity:  
7

Right Wing  
Damage Threshold  
(Total Armor)  
3 (23)

Aft Damage  
Threshold  
(Total Armor)  
3 (30)

### EXTERNAL STORES/BOMBS



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



Heat  
Scale  
Overflow

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

### CRITICAL DAMAGE

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

### PILOT DATA

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (11)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	○○○
26	Shutdown, avoid on 10+	○
25	Random Movement, avoid on 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot Damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo, Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

### VELOCITY RECORD

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

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Issedone B

Thrust: Tonnage: 30  
 Safe Thrust: 7 Tech Base: Clan  
 Maximum Thrust: 11 Era: TRO Golden Century

### Weapons & Equipment Inventory

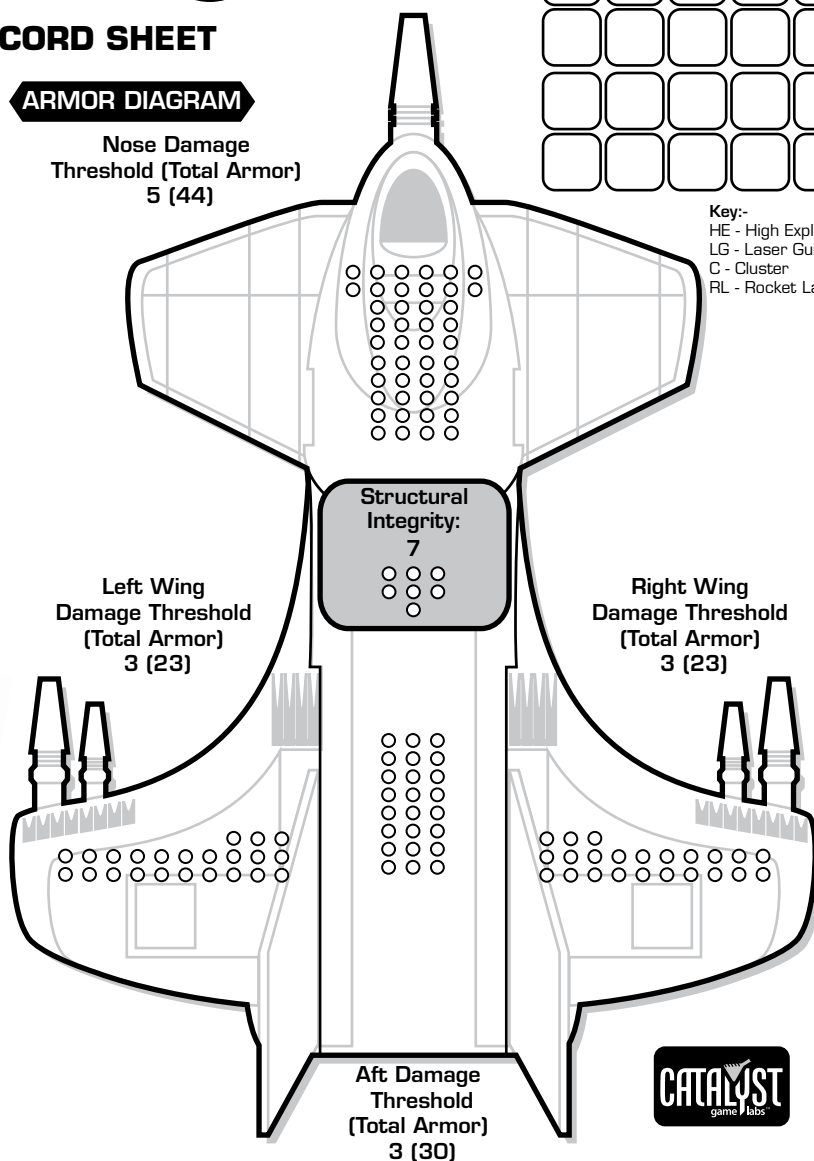
Standard Scale					(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV	
1	ER Medium Laser [DE]	N	5	7	7	—	—	
1	LRM 10 [M.C.S.]	LW	4	6	6	6	—	
1	LRM 10 [M.C.S.]	RW	4	6	6	6	—	
1	ER Medium Laser [DE]	A	5	7	7	—	—	

Ammo [CASE]: (LRM 10) 24  
 Fuel: 400 Points

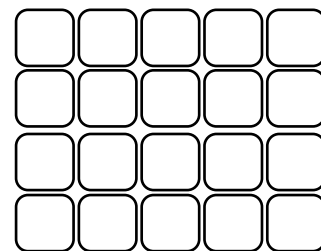
BV: 1,095

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 5 (44)



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

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: Ogotai Prime

Thrust:

Tonnage: 45

Safe Thrust: 8

Tech Base: Clan

Maximum Thrust: 12

Era: TRO Golden Century

### Weapons & Equipment Inventory

Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LAV	ERV
1	LRM 10 [M.C.S.]	N	4	6	6	6	—
1	ER Large Laser [DE]	LW	12	10	10	10	10
1	ER Large Laser [DE]	RW	12	10	10	10	10
1	ER Medium Laser [DE]	A	5	7	7	—	—

Ammo [CASE] [LRM 10] 12  
Fuel: 400 Points

BV: 1,665

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
6 (56)

Left Wing  
Damage Threshold  
(Total Armor)  
5 (41)

Structural  
Integrity:  
8  
○○○○  
○○○○

Right Wing  
Damage Threshold  
(Total Armor)  
5 (41)

Aft Damage  
Threshold  
(Total Armor)  
4 (38)

### 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	16 (16)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	○○○
26	Shutdown, avoid on 10+	○○○
25	Random Movement, avoid on 10+	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
21	Pilot Damage, avoid on 6+	○○○
20	Random Movement, avoid on 8+	○○○
19	Ammo, Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

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: Ogotai A

Thrust: Tonnage: 45  
 Safe Thrust: 8 Tech Base: Clan  
 Maximum Thrust: 12 Era: TRO Golden Century

### Weapons & Equipment Inventory

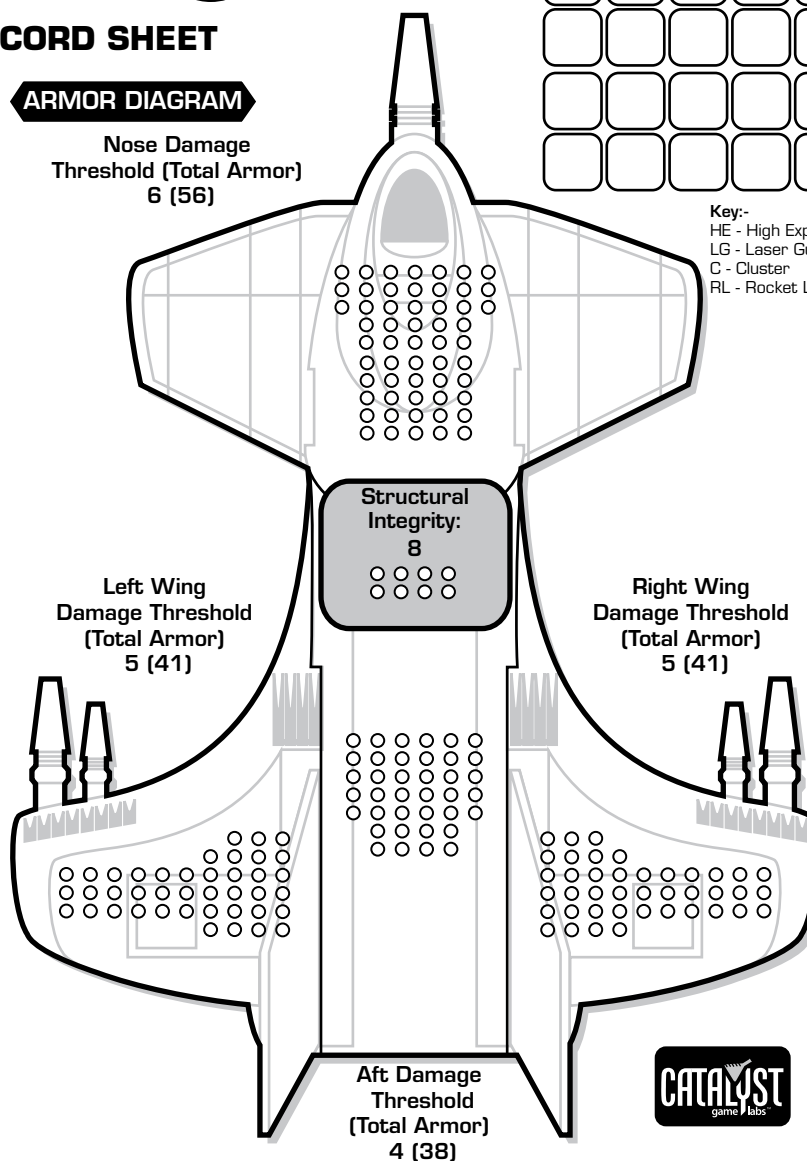
Standard Scale		(0-6)		(6-12)		(13-20)		(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LAV	ERV		
1	Medium Pulse Laser [P]	N	4	7	7	-	-		
1	SRM 6 [M.C.] w/Artemis IV FCS	N	4	10	-	-	-		
1	Medium Pulse Laser [P]	LW	4	7	7	-	-		
1	SRM 6 [M.C.] w/Artemis IV FCS	LW	4	10	-	-	-		
1	Medium Pulse Laser [P]	RW	4	7	7	-	-		
1	SRM 6 [M.C.] w/Artemis IV FCS	RW	4	10	-	-	-		

Ammo [CASE]: [SRM 6 Artemis] 45  
 Fuel: 400 Points

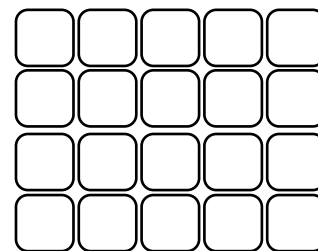
BV: 1,551

### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 6 (56)



### 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	12 (12)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	○○○
26	Shutdown, avoid on 10+	○○○
25	Random Movement, avoid on 10+	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
21	Pilot Damage, avoid on 6+	○○○
20	Random Movement, avoid on 8+	○○○
19	Ammo, Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	Random Movement, avoid on 7+	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	Random Movement, avoid on 6+	○○○
8	+1 Modifier to Fire	○○○
5	Random Movement, avoid on 5+	○○○

Heat Scale  
 Overflow

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

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Ogotai B

Thrust: Tonnage: 45  
 Safe Thrust: 8 Tech Base: Clan  
 Maximum Thrust: 12 Era: TRO Golden Century

### Weapons & Equipment Inventory

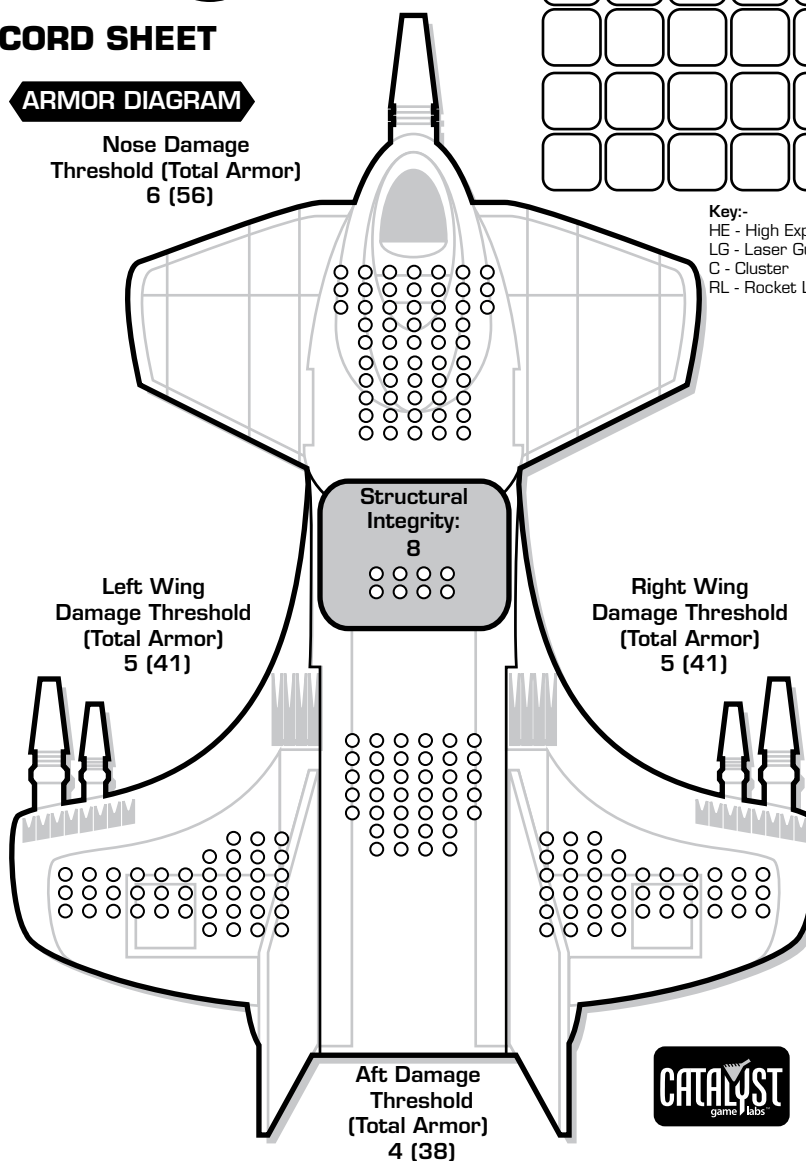
Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LAV	ERV
5	ER Small Laser [DE]	N	2	5	—	—	—
1	LRM 20 [M.C.S]	LW	6	12	12	12	—
1	LRM 20 [M.C.S]	RW	6	12	12	12	—

Ammo [CASE] [LRM 20] 24  
 Fuel: 400 Points

BV: 1,817

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 6 (56)



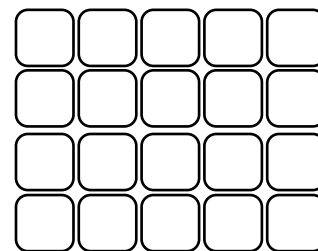
Left Wing  
 Damage Threshold  
 (Total Armor)  
 5 (41)

Structural  
 Integrity:  
 8

Right Wing  
 Damage Threshold  
 (Total Armor)  
 5 (41)

Aft Damage  
 Threshold  
 (Total Armor)  
 4 (38)

### 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	12 (12)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	○○○
26	Shutdown, avoid on 10+	○○○
25	Random Movement, avoid on 10+	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
21	Pilot Damage, avoid on 6+	○○○
20	Random Movement, avoid on 8+	○○○
19	Ammo, Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	Random Movement, avoid on 7+	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	Random Movement, avoid on 6+	○○○
8	+1 Modifier to Fire	○○○
5	Random Movement, avoid on 5+	○○○

Heat Scale  
 Overflow

30*
29
28*
27*
26*
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5*
4
3
2
1
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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Goth Prime

Thrust:                      Tonnage: 60  
 Safe Thrust:            5            Tech Base: Clan  
 Maximum Thrust: 8            Era: TRO Golden Century

### Weapons & Equipment Inventory

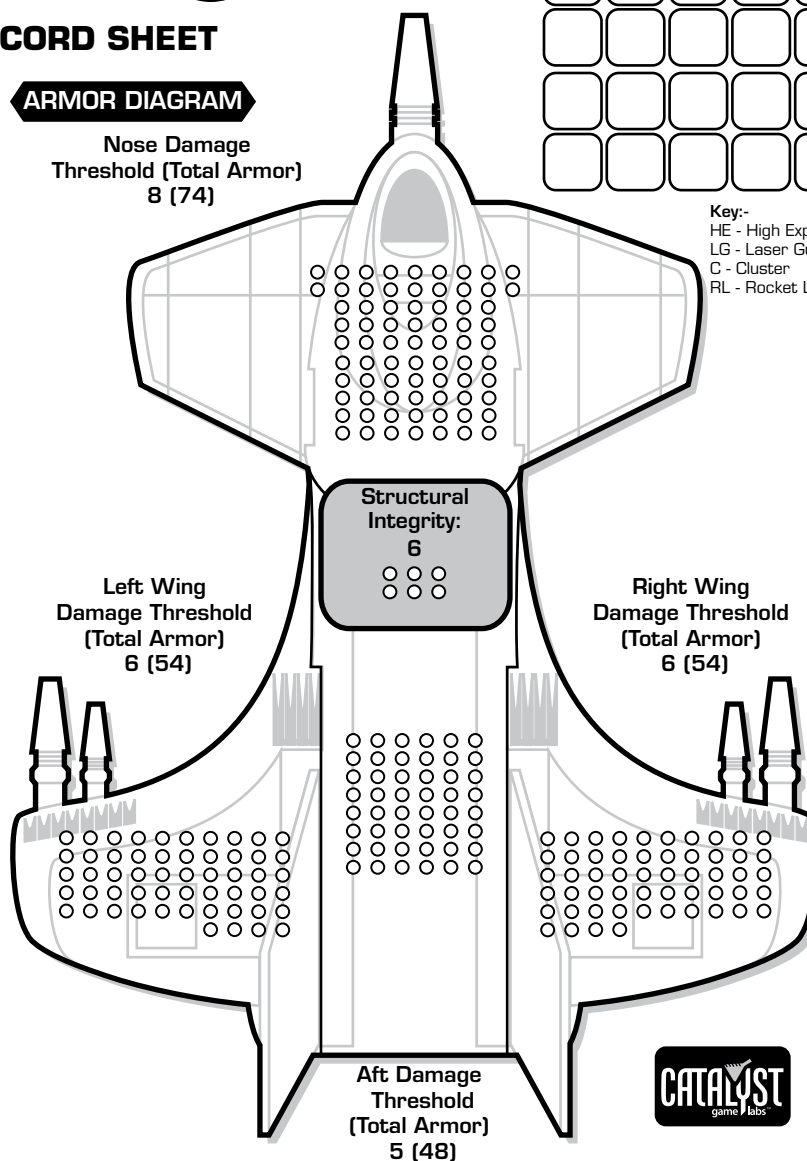
Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LAV	ERV
2	ER Medium Laser [DE]	N	5	7	7	—	—
1	Large Pulse Laser [P]	N	10	10	10	10	—
1	LRM 15 [M.C.S.]	LW	5	12	12	12	—
1	w/Artemis IV FCS						
1	Small Pulse Laser [P.A.]	LW	2	3	—	—	—
1	LRM 15 [M.C.S.]	RW	5	12	12	12	—
1	w/Artemis IV FCS						
1	Small Pulse Laser [P.A.]	RW	2	3	—	—	—
2	ER Medium Laser [DE]	A	5	7	7	—	—

Ammo [CASE]: [LRM 15 Artemis] 16  
 Fuel: 480 Points

BV: 1,993

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 8 (74)

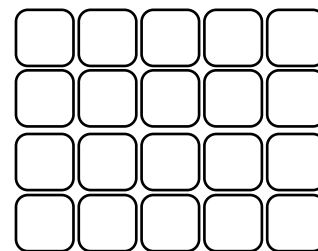


Left Wing  
 Damage Threshold  
 (Total Armor)  
 6 (54)

Right Wing  
 Damage Threshold  
 (Total Armor)  
 6 (54)

Aft Damage  
 Threshold  
 (Total Armor)  
 5 (48)

### EXTERNAL STORES/BOMBS



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



### CRITICAL DAMAGE

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

### PILOT DATA

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

### HEAT DATA

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

### VELOCITY RECORD

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

Heat Scale

Overflow

30*
29
28*
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1
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# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: **Goth A**

Thrust: Tonnage: 60  
 Safe Thrust: 5 Tech Base: Clan  
 Maximum Thrust: 8 Era: TRO Golden Century

### Weapons & Equipment Inventory

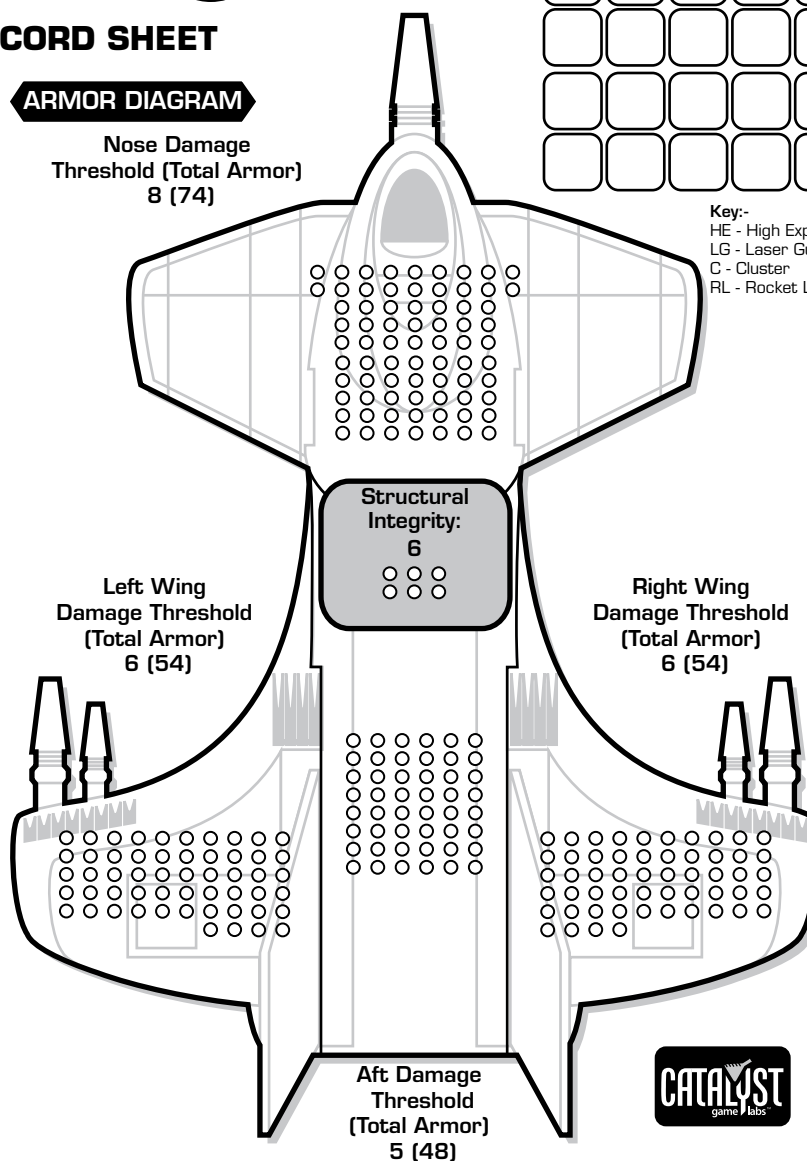
Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Large Pulse Laser [P]	N	10	10	10	10	—
1	ER Medium Laser [DE]	LW	5	7	7	—	—
2	SRM 6 [M.C]	LW	4	8	—	—	—
1	ER Medium Laser [DE]	RW	5	7	7	—	—
2	SRM 6 [M.C]	RW	4	8	—	—	—

Ammo [CASE] [SRM 6] 15  
 Fuel: 480 Points

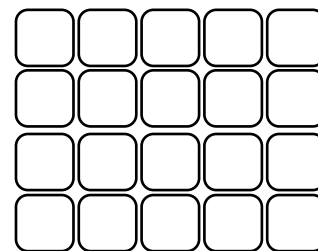
BV: 1,898

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 8 (74)



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

Heat Scale

Overflow

30*
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5*
4
3
2
1
0

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: **Goth B**

Thrust: Tonnage: 60  
 Safe Thrust: 5 Tech Base: Clan  
 Maximum Thrust: 8 Era: TRO Golden Century

### Weapons & Equipment Inventory

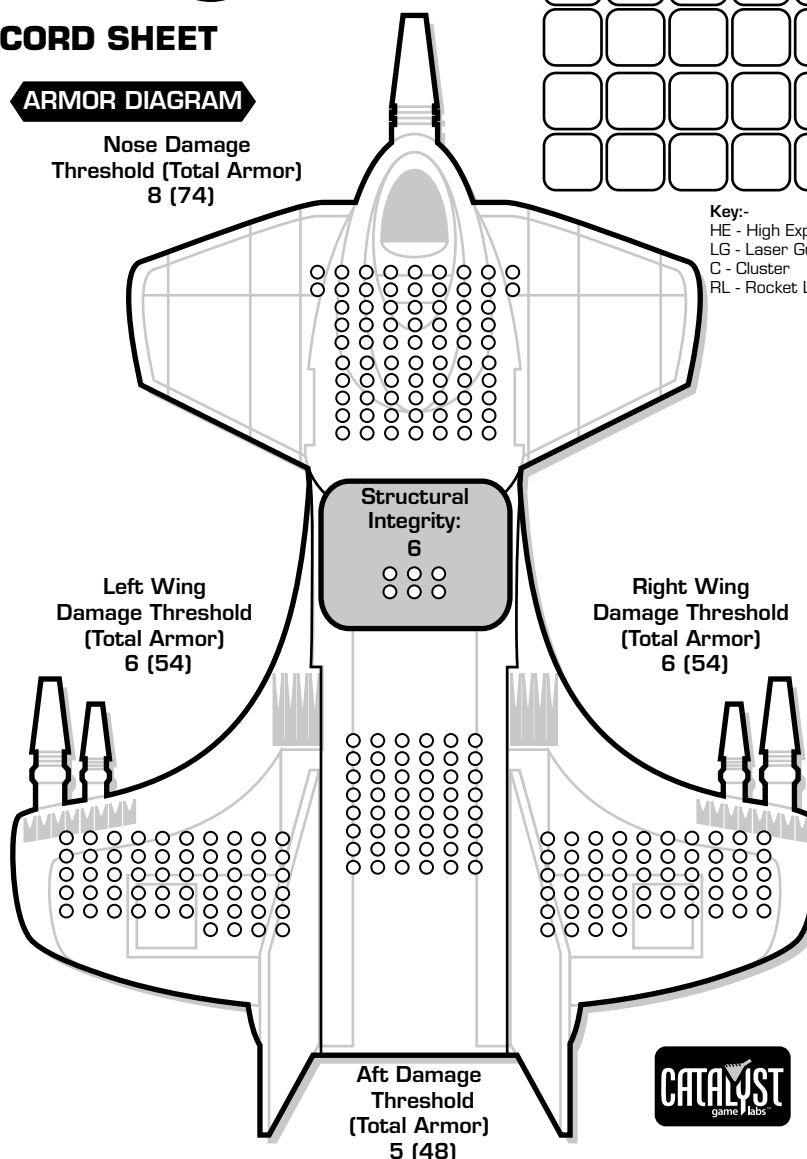
Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LAV	ERV
1	Active Probe [C]	[E]	N	0	—	5	—
1	ER Large Laser [DE]	LW	12	10	10	10	10
1	Large Pulse Laser [P]	LW	10	10	10	10	—
1	ER Large Laser [DE]	RW	12	10	10	10	10
1	Large Pulse Laser [P]	RW	10	10	10	10	—

Fuel: 480 Points

BV: 1,955

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 8 (74)



Left Wing  
 Damage Threshold  
 (Total Armor)  
 6 (54)

Structural  
 Integrity:  
 6

Right Wing  
 Damage Threshold  
 (Total Armor)  
 6 (54)

Aft Damage  
 Threshold  
 (Total Armor)  
 5 (48)

### EXTERNAL STORES/BOMBS


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



Heat  
 Scale

Overflow

30*
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12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### CRITICAL DAMAGE

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

### PILOT DATA

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

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

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

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

### HEAT DATA

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

### VELOCITY RECORD

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



