

BATTELETECH



TM

EXPERIMENTAL™
TECHNICAL
READOUT:

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STEINER

INTRODUCTION

INCOMING
MESSAGE

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Introduction

Lord Brewer,

As per your request, I have completed a basic survey and comparative analysis on the current state of military research and development across the Alliance and abroad. I have included with this a gamut of similar reports by non-Defiance sources for you to review at your leisure, my duke, though the document immediately attached to this message reflects the highlights of our own in-house survey. As ever, of course, this should not be regarded as a full and complete analysis, if only because there can be hundreds of prototype projects underway across the realm by our own facilities and those of our competitors.

With the above in mind, I submit a total of thirteen unique new military unit designs that are currently being tested by our own engineers, and those of several close competitors. It is interesting, of course, to see how—even as we all recover from the horrific damage of the Jihad—the arms race that has raged since the tech renaissance of the 3030s and 3040s continues to play itself out. The Jihad has only exacerbated this, in fact, since the salvage from various Word of Blake assaults and occupations has actually served to spread otherwise proprietary technologies across the Inner Sphere and Periphery. (Worth noting, by the way, even “boondock worlds” and the Periphery have seen tech surges of late, a trend we simply cannot ignore.)

Although the war still rages on our borders, and the political machines of Devlin Stone and the other state leaders are in overdrive about the post-Blake Protectorate, I know you would agree that Defiance will remain the dominant player in heavy military technology for the Lyrn state. There can be no doubt that further exploring the cutting edge of the new and recovered weapons and defensive systems of today can only improve our standing with the Archon and his efforts to rebuild the armed forces.

Ever at your service,

—Asst. Director Edgar McKinnley, Defiance Industries, 18 November 3080

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HOW TO USE THIS BOOK

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

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

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Special Thanks:

Herbert Beas would like to thank all of the freelancers, fact-checkers, and playtesters, and the Catalyst Game Labs staff who help make these are the rest of the *BattleTech* game line possible—as well as the fans, without whom, all of this would be for nothing. And a big thanks, as ever, to the understanding woman who still lets him to this job after all these years of chaos and struggle: Beckie J Beas. (Oscar, Annie, Meggie, Blaze, and Kurita—as well as the canine, Logan—approve this message.)



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CAT35XT007

STAR LEAGUE ERA



SUCCESSION WARS ERA

CLAN INVASION ERA



CIVIL WAR ERA

JIHAD ERA



DARK AGE ERA



STO-6X STILETTO

Field Testing Summation: Prototype STO Refit
Producer/Site: Coventry Metal Works, Coventry
Supervising Technician: Dr. Johann Schmidt
Project Start Date: 3078

Non-Production Equipment Analysis:

Supercharger
 BattleMech Turrets (Shoulder)
 Bloodhound Active Probe

Overview

Coventry Metal Works' experimental redesign of the *Stiletto* light 'Mech is clearly intended to develop a machine with enhanced speed, survivability, and adaptability to a fluid battlefield. Based directly on the STO-4A's chassis, the so-called 6X prototype employs a standard 245-rated fusion engine instead of the VOX 280 Light plant of the base machine. Though this sacrifices a little over 10 kilometers of ground speed per hour at a normal cruise, Coventry's engineers added a supercharger that can provide sprints up to 151 kilometers per hour.

More noteworthy, however, are the radical structural changes that make the 6X instantly recognizable in combat. Dropping the centerline LRM launcher, and trading in the Streak SRM launchers for ammo-free extended-range lasers mounted in twin barreled shoulder turrets, this *Stiletto* gains the benefits of unlimited weapon endurance, improved medium-range punch, and a field of fire that enemy targets will find almost impossible to evade. In addition, this configuration allowed for the adaptation of fully actuated arms and hands, which enables this 'Mech to engage in close quarters combat or even to help haul cargo.

As a final feature, the 6X *Stiletto* trades in its Guardian ECM suite for a state of the art Bloodhound Active Probe. Although this removes the defensive benefits of electronic countermeasures, it provides this new *Stiletto* prototype with the ability to penetrate these same countermeasures and spot hidden enemy units before they can spring an ambush. While this makes the *Stiletto* a more powerful scout, some test pilots and tactical advisors have suggested that the trade-off robs the machine of its ability to "break" hostile C³ networks—a trait found particularly useful during the fires of the Jihad.

Even allowing for the sophisticated electronics of the Bloodhound probe, virtually all of the systems employed on the *Stiletto* 6X have proven ready for widespread production, and it appears as though Coventry Metal Works is considering a full-scale run of the new 6Xs for general sale. At this time, however, the two lances already completed have been restricted to Coventry's test ranges.

Type: **Stiletto**

Technology Base: Inner Sphere (Experimental)

Tonnage: 35

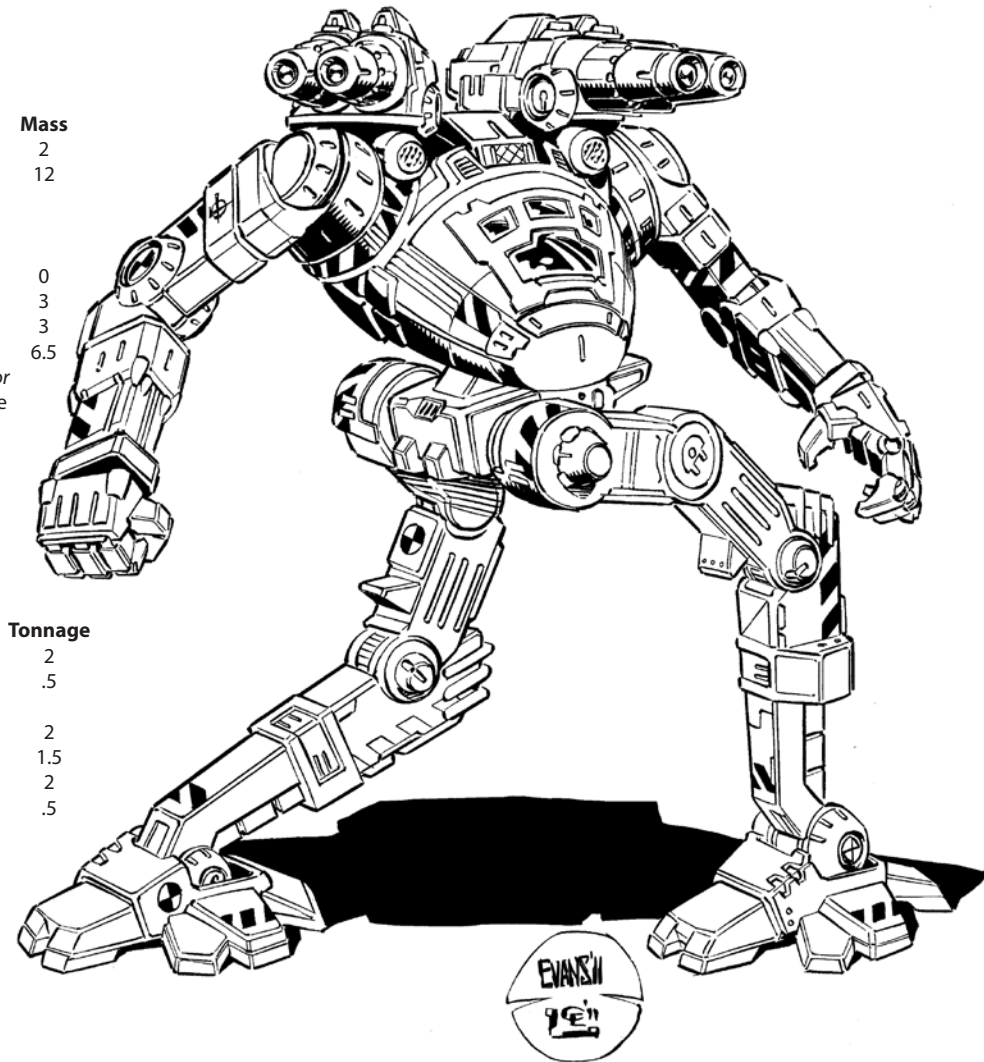
Battle Value: 1,192

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	245	12
Walking MP:	7	
Running MP:	11 [14]	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	116	6.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	15

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Laser*	RT	2	2
BattleMech Turret (Shoulder)	RT	1	.5
Bloodhound Active Probe	RT	3	2
Supercharger	CT	1	1.5
2 ER Medium Laser*	LT	2	2
BattleMech Turret (Shoulder)	LT	1	.5

Notes: *Mounted in BattleMech Turrets (Shoulder)



EXPERIMENTAL

STH-5X STEALTH

Field Testing Summation: Custom STH Hybrid Refit

Producer/Site: Blue Shot Weapons, Loxley

Supervising Technician: Dr. Heinrich Schultz

Project Start Date: 3076

Non-Production Equipment Analysis:

Composite Structure
Chameleon Light Polarization System
Clan Streak SRM-6s
Clan ER Medium Lasers
Clan Active Probe
Clan ECM Suite

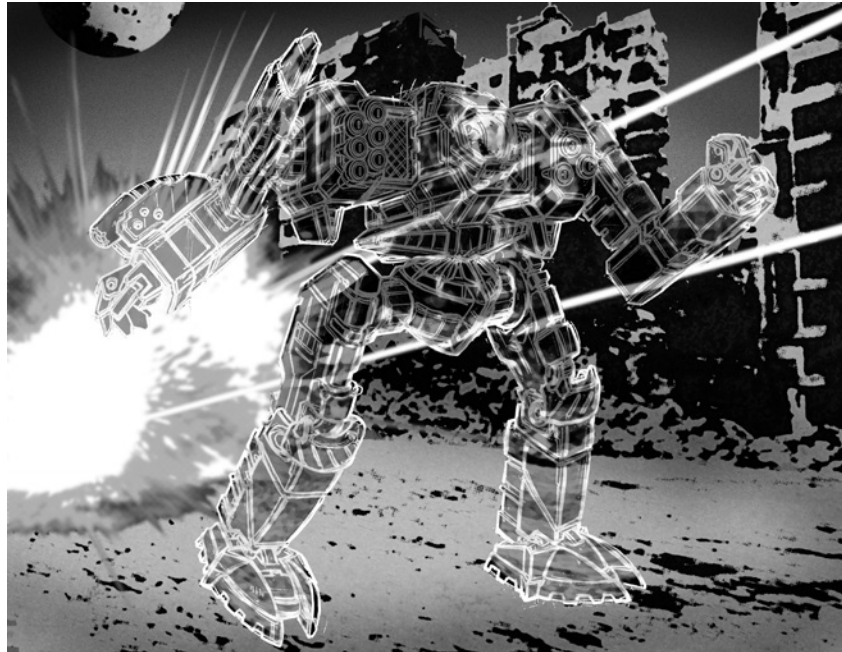
Overview

The experimental refit of the *Stealth* BattleMech produced by Blue Shot Weapons of Loxley is clearly not a native-born design. The two chassis spotted to date appear instead to be battlefield salvage that has been extensively refit in order to serve as a test bed for hybrid technologies, including a new composite-structure frame, Clan-spec weaponry, and a functional copy of one of the most impressive stealth equipment of the first Star League: the Chameleon Light Polarization Shield.

The prevailing theory holds that the Lyrans captured enough components of the light-bending Chameleon system from the wreckage of Blakist 'Mechs left behind on key worlds like Tharkad and Hesperus II, enabling their engineers to piece together working samples adapted for new machines. But while this technology proved devastatingly effective in the Star League era, the Null-Signature system that added electronic stealth to the unit was not duplicated here. Instead, a Clan-spec ECM suite was installed. The result amounts to providing the *Stealth*-5X with a large-scale version of the Word of Blake's mimetic battle armor system, backed up by a straightforward countermeasures suite to defeat advanced electronics. While not quite as effective as the lostech Null-Signature system or the Void-Signature system the CCAF has been experimenting with, this prototype nevertheless has a distinct ability to avoid enemy detection when properly deployed.

The remainder of the *Stealth*-5X's capabilities are made possible through the miracle of Clan technology (either procured from salvage or perhaps even reverse-engineered by Alliance engineers). Including a Clan Active Probe for spotting hidden units, and Clan-tech medium lasers and a Streak-6 for hard-hitting and ammunition-efficient firepower, the new extended-range flamers intended for anti-infantry work are almost an afterthought.

Still, given the non-proprietary make of this machine, coupled with the scarcity of Clan-spec equipment and the extreme sophistication of the Chameleon system, it remains wholly unlikely that a production-grade version of the *Stealth*-5X is in Blue Shot Weapons' future. In all probability, the two machines observed to date are merely test beds for these hard-to-acquire technologies, to gauge future marketability, and whether it is worth the company's efforts to replicate on their own designs.



Type: **Stealth**

Technology Base: Inner Sphere – Mixed (Experimental)

Tonnage: 45

Battle Value: 2,222

Equipment

Equipment	Mass
Internal Structure:	Composite 2.5
Engine:	315 XL 11
Walking MP:	7
Running MP:	11 [14]
Jumping MP:	7
Heat Sinks:	10 [20] 0
Gyro:	4
Cockpit:	3
Armor Factor (Ferro):	143 8
	Internal Structure Armor Value
Head	3 9
Center Torso	14 20
Center Torso (rear)	6
R/L Torso	11 17
R/L Torso (rear)	5
R/L Arm	7 12
R/L Leg	11 20

Weapons and Ammo	Location	Critical	Tonnage
Chameleon LPS	*	6	0
ER Flamer	RA	1	1
ER Flamer	LA	1	1
Streak SRM-6 (C)	RT	2	3
Ammo (Streak) 15	RT	1	1
Active Probe (C)	RT	1	1
ECM Suite (C)	RT	1	1
3 ER Medium Laser (C)	LT	3	3
MASC	LT	2	2
Jump Jets	RT	3	1.5
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5

Notes: *Chameleon Light Polarization System occupies 1 critical slot each in the LA, RA, LL, RL, LT, and CT locations.

EXPERIMENTAL

AXM-6X AXMAN

Field Testing Summation: Prototype AXM Refit

Producer/Site: Defiance Industries, Furillo

Supervising Technician: Dr. Hansel Zinser

Project Start Date: 3074

Non-Production Equipment Analysis:

Clan XL Engine
Supercharger
Handheld Weapon

Overview

While some consider the *Axman* a testament to the tragic and failed experiment that was the Federated Commonwealth, the current Archon of the Lyran Alliance, Adam Steiner, is particularly fond of the design. Perhaps it was with that in mind that our R&D operations on Furillo opted to use the AXM-2N chassis as the basis for one of their latest experimental refits.

Currently designated the AXM-6X variant, this prototype takes a similar approach to a number of experimental designs that have been fielded across the Inner Sphere lately. Built with an eye toward handling self-contained “weapon pods”, the 6X joins the ranks of the “poor man’s OmniMechs” we have seen elsewhere in the market—such as Earthwerks’ recent redesign of the venerable *Quickdraw*. To facilitate this design philosophy, the *Axman* drops its trademark hatchet and receives a more powerful and supercharged fusion engine (designed to Clan standards at tremendous expense) to maintain mobility and keep its hands free. Even without its handheld weapons, the 6X boasts a solid payload consisting of twin shoulder-mounted Thunderbolt 15 launchers. Though the magazines for each launcher are deliberately small—the better to encourage fielding the *Axman* with some form of disposable backup—CASE protects these bins to maximize the design’s survivability in the event of a breach. The leg mounted lasers, meanwhile, provide ammo-free backup firepower, so even if the ‘Mech expends all of its Thunderbolts and drops its handheld, it can continue to deliver a medium-range punch.

Furillo’s engineers have developed eight distinct handheld weapon pods for their prototype *Axmans*, each tailored to a distinct fighting style. The Light Autocannon weapon, for instance, packs a 20-shot reduced-weight standard autocannon that can be loaded with a variety of specialty munitions. A Heavy Flamer weapon, built for incendiary and anti-personnel work, is also offered that packs a trio of enhanced vehicle flamethrowers in the same 6.5-ton mount. There is even a Fluid Gun handheld weapon, which provides less conventional options for missions that can range from firefighting to non-lethal crowd control.

Although all six of the *Axman*-6X prototypes built to date employ the same equipment, many of their capabilities can be attained with less expensive and more readily available Inner Sphere components. The engine architecture in the current configuration demonstrated our ability to copy Clan tech, but the savings in bulk have proven fairly unnecessary in practice. Thus, we feel that a production-grade adaptation of this “pseudo-Omni” *Axman* could be started in less than a year. Many of the weapon pods can begin full-scale production immediately.

Type: **Axman**

Technology Base: Inner Sphere – Mixed (Experimental)

Tonnage: 65

Battle Value: 2,132

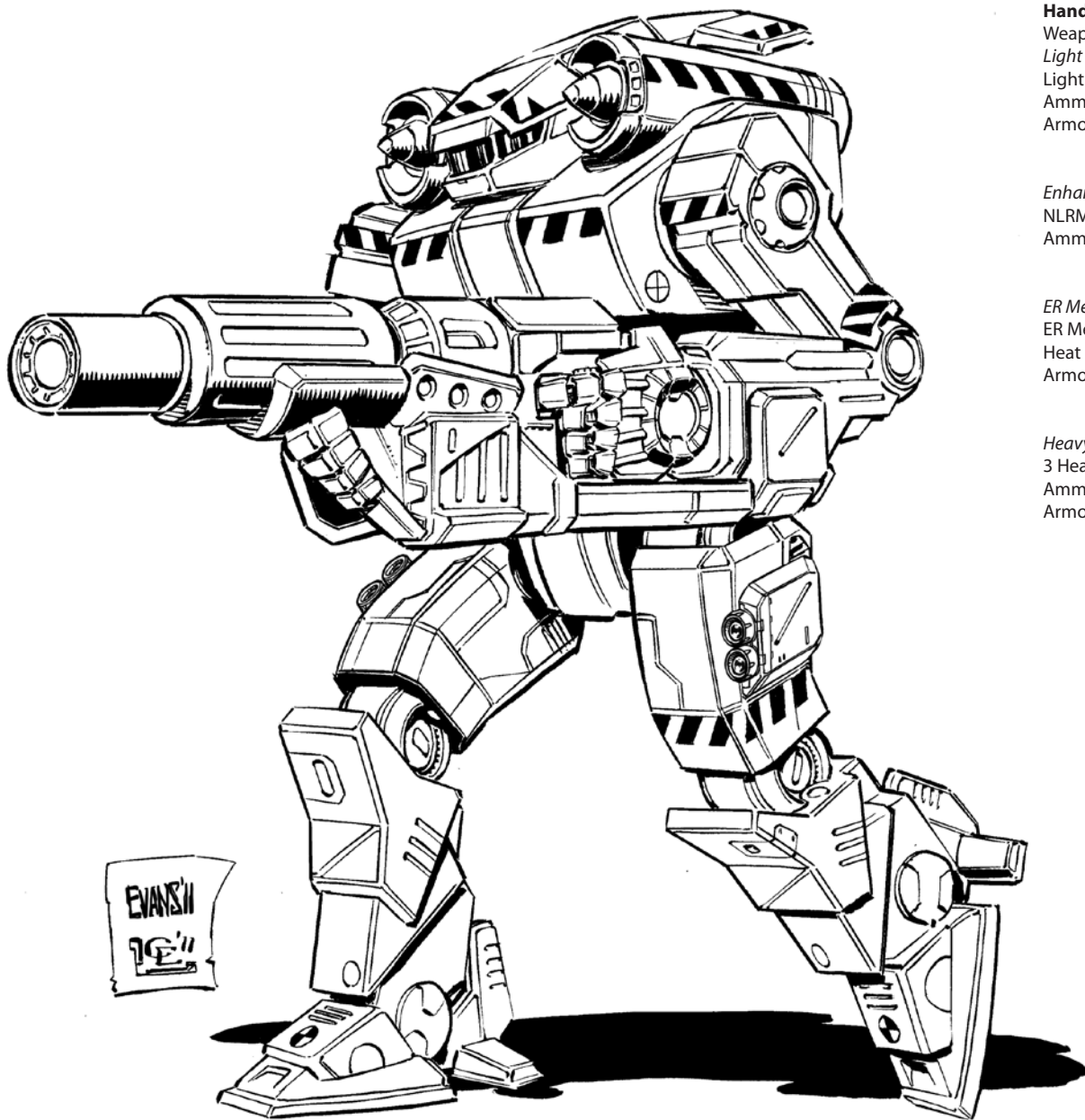
Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL (C)	12
Walking MP:	5	
Running MP:	8 [10]	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	25
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	10	19
R/L Leg	15	25

Weapons and Ammo	Location	Critical	Tonnage
Thunderbolt-15	RT	3	11
Ammo (Thunderbolt) 4	RT	1	1
CASE	RT	1	.5
Thunderbolt-15	LT	3	11
Ammo (Thunderbolt) 4	LT	1	1
CASE	LT	1	.5
2 ER Medium Laser	RL	2	2
2 ER Medium Laser	LL	2	2
Supercharger	CT	1	1.5

Notes: Equipped with Full-Head Ejection System

EXPERIMENTAL

AXM-6X AXMAN



Handheld Weapon Configurations

Weapons and Ammo

Light Autocannon Weapon (6.5 tons)

Light AC/5

Ammo (LAC) 20

Armor (8 points)

Battle Value: 86

Enhanced LRM Weapon (6.5 tons)

NLRM-10

Ammo (NLRM) 6

Battle Value: 111

ER Medium Laser Weapon (6.5 tons)

ER Medium Laser

Heat Sinks

Armor (8 points)

Battle Value: 78

Heavy Flamer Weapon (6.5 tons)

3 Heavy Flamers

Ammo (Flamer) 20

Armor (16 points)

Battle Value: 81

Mass

Fluid Gun Weapon (6.5 tons)

2 Fluid Guns

Ammo (Fluid Gun) 40

Armor (8 points)

Battle Value: 28

LRM Weapon (6.5 tons)

3 LRM-5s

Ammo (LRM) 12

Battle Value: 138

MML Weapon (6.5 tons)

MML-7

Ammo (MML) 17/14

Armor (16 points)

Battle Value: 107

Streak SRM Weapon (6.5 tons)

Streak SRM-6

Ammo (Streak) 15

Armor (16 points)

Battle Value: 132

4

2

.5

6

.5

4.5

1

1

4.5

1

1

EXPERIMENTAL

BGS-4X BARGHEST

Field Testing Summation: Prototype BGS Refit
Producer/Site: TharHes Industries R&D Annex, Gibbs
Supervising Technician: Dr. Gloria Crater
Project Start Date: 3078

Non-Production Equipment Analysis:

Improved Heavy Gauss Rifle
 PPC Capacitors
 CASE II
 BattleMech Turret (Quad)

Overview

Despite heavy damage to its BattleMech factories on Tharkad, TharHes Industries continued an active refit and research operation on nearby Gibbs, devoted to supporting the Lyran war effort against the Word of Blake, while also keeping an eye on their long-term development goals. One of the fruits of these efforts is an experimental refit of their distinctive *Barghest* heavy BattleMech design.

Initially intended as a simple test platform for an experimental heavy Gauss rifle design with improved stability and damage yield, TharHes' *Barghest*-4X variant evolved to incorporate a unique dorsal turret design to give its secondary weapon systems a full 360-degree field of fire. Housing two light particle cannons in this mount—each augmented by experimental PPC capacitors—this turret can engage enemies no matter which direction they attempt to approach the *Barghest* from. An advanced, improved form of CASE further protects this 'Mech from catastrophe in the event of an armor-breaching hit to its heavy Gauss weapon, making it much more salvageable and—thanks to the standard-style fusion engine—durable in combat.

Internal space—always at a premium on quadruped designs like this—have forced TharHes' designers to economize on a variety of other components in order to give their prototype its capabilities. This includes the use of a cramped small-size cockpit. The saved tonnage from this design feature, however, enabled them to add a C³ Slave system to the design. This curious addition lends credence to the prevailing belief that, at some point, TharHes may be putting these machines into standard production. After all, the presence of a slave unit essentially requires a lancemate with the master computer in order to even test battlefield-coordinating technologies, and such equipment is rare in the Lyran armed forces, even today.

Should a final production version of this machine ever stride onto the battlefield, however, TharHes would need to resolve several shortcomings apparent in the prototype, most notably its lack of staying power. With only two tons allocated to the magazine for its improved Gauss rifle, the *Barghest*-4X can find itself down to its secondary weapons in short order during a pitched fight. Unfortunately, given the limited room for modifications left to the chassis, any production model that addresses this weakness will likely create another for potential enemies to exploit.

Type: **Barghest**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 70
 Battle Value: 1,667

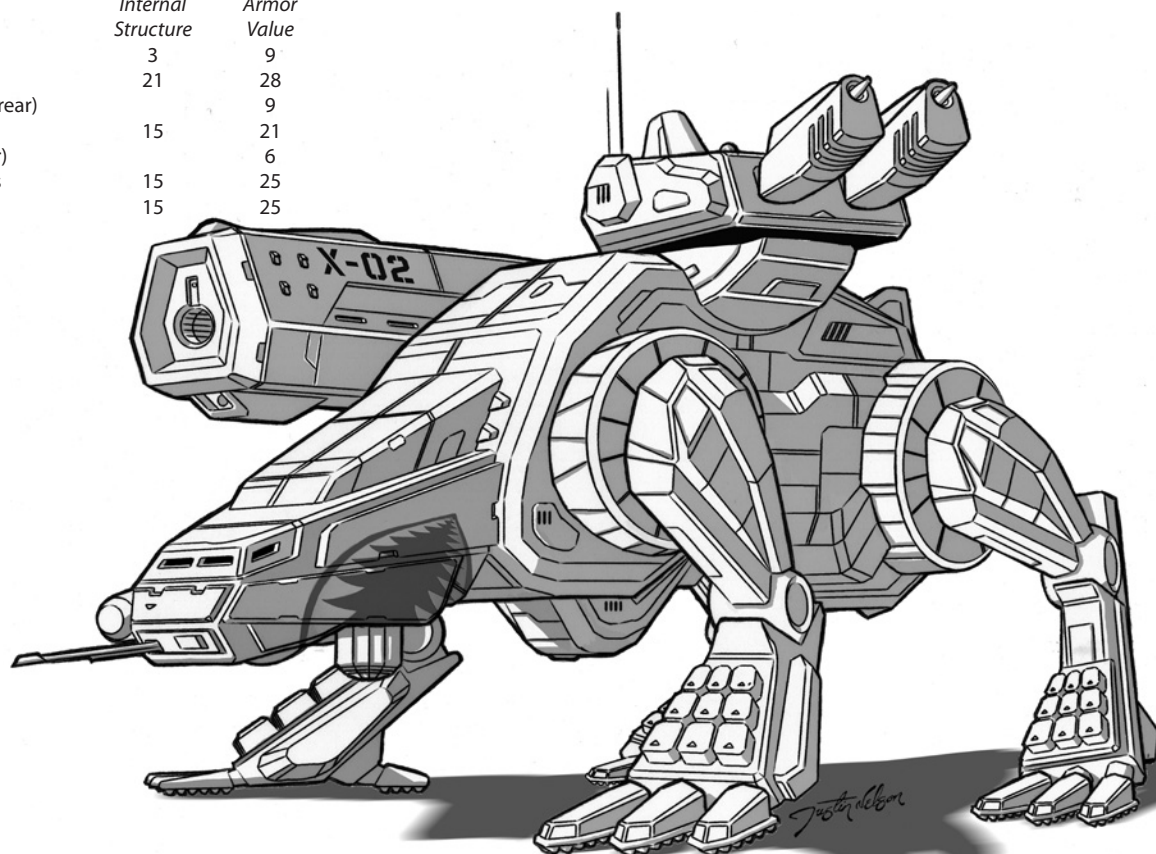
Equipment

Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	28
Center Torso (rear)		9
R/L Torso	15	21
R/L Torso (rear)		6
R/L Front Legs	15	25
R/L Rear Legs	15	25

Weapons and Ammo	Location	Critical	Tonnage
Improved Heavy Gauss	RT	11	20
CASE II	RT	1	1
Ammo (Gauss) 8	CT	2	2
Light PPC	LT*	2	3
PPC Capacitor	LT*	1	1
Light PPC	LT*	2	3
PPC Capacitor	LT*	1	1
BattleMech Turret (Quad)	LT	1	1
C ³ Slave	H	1	1

Notes: *Mounted in BattleMech Turret (Quad)



EXPERIMENTAL

BNC-11X BANSHEE

Field Testing Summation: Prototype BNC Refit
Producer/Site: Defiance Manufacturing Annex, Kwangjong-ni
Supervising Technician: Kevin Johannsen
Project Start Date: 3076

Non-Production Equipment Analysis:

Armored Components (Cockpit, Shoulders, Hips)
 Clan XL Engine
 Modular Armor
 Silver Bullet Gauss Rifle
 Bombast Lasers

Overview

The fact that the *Banshee* exists at all in the modern age is perhaps as much a testament to the design's sheer luck as it is our own stubbornness in supporting this ancient assault 'Mech. As if to further demonstrate the latter, our engineers at the Kwangjong-ni manufacturing annex decided to retrofit the venerable BNC with a new generation of enhanced technologies.

The three sample *Banshees* built so far (which we have designated BNC-11X) are a "proof concept" focused on survivability over almost all other concerns. Where some of the latest variants on the *Banshee* frame have been monuments of armor, the combination of a Clan-tech extralight engine, cockpit armor, reinforced hip and shoulder joints, and seven tons of additional modular armor applied across the entire design produce a final result that is only slightly more vulnerable to enemy fire than the Word of Blake's *Archangel* OmniMech. Although all of this protection slows the 11X to a crawl, it still manages the maneuverability of the *Atlas*, while simultaneously being able to weather even more punishment than that king of the assault 'Mechs.

All of this protection still leaves room for the *Banshee*'s payload, which consists of a "Silver Bullet" Gauss rifle prototype—capable of shredding vehicles and fighters alike with its hypersonic flechettes—backed up by a pair of bombast lasers that allow the MechWarrior to tailor his heat load and damage output for the situation. With these weapons mounted exclusively in the torso (and an extended-range small laser placed in the head for good measure), the *Banshee*-11X lacks the field of fire many other 'Mechs enjoy. Even so, enemy units that are able to get into the slow-moving 11X's flanks or aft arcs may find themselves hard-pressed to bring this armored "zombie" down before it ponderously swings around to return fire.

Type: **Banshee**
 Technology Base: Inner Sphere – Mixed (Experimental)
 Tonnage: 95
 Battle Value: 2,030

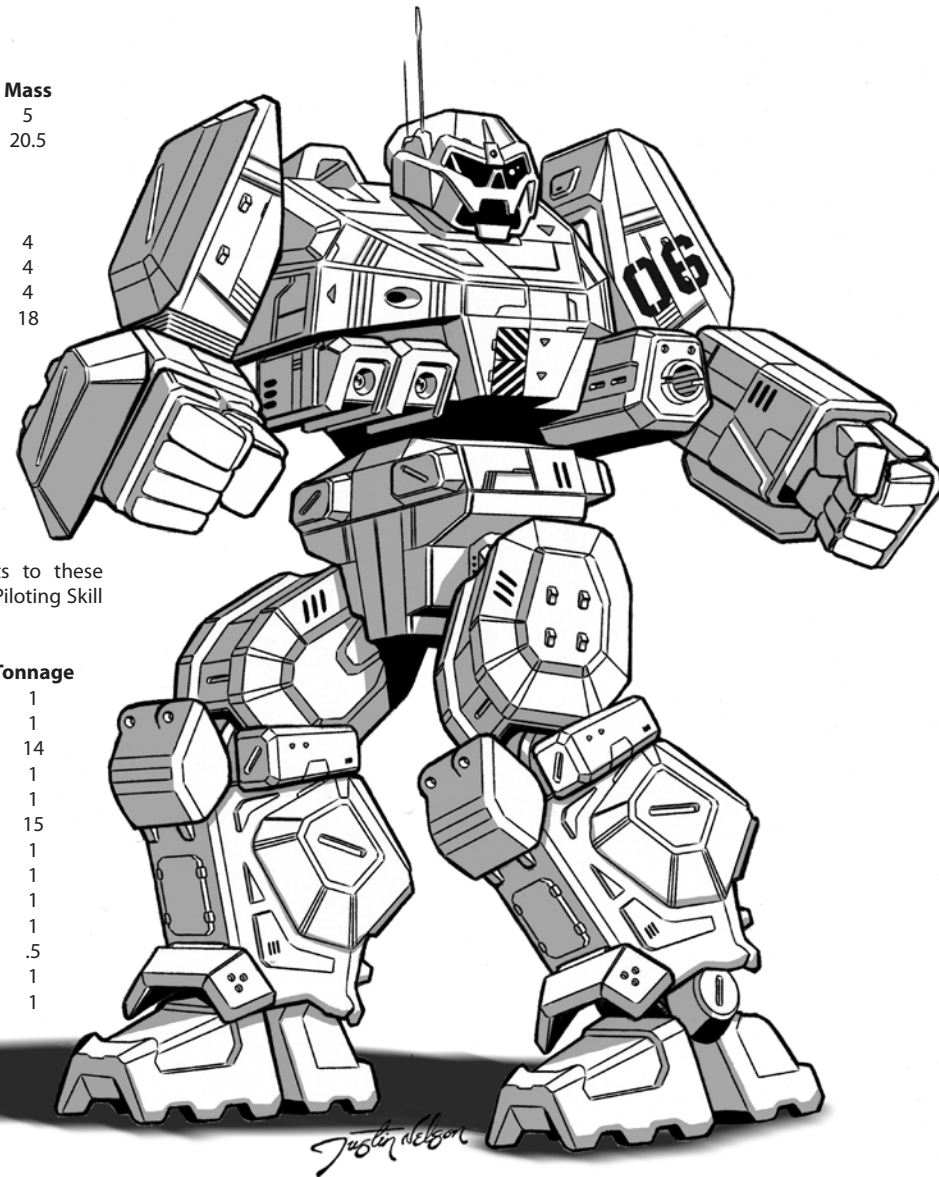
Equipment

Internal Structure:	Endo Steel	5
Engine:	380 XL (C)	20.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit (Armored):		4
Armor Factor:	288	18

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	40*
Center Torso (rear)		19
R/L Torso	20	30*
R/L Torso (rear)		10
R/L Arm	16	32*
R/L Leg	20	38*

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

Weapons and Ammo	Location	Critical	Tonnage
Modular Armor	RA	1	1
Modular Armor	RL	1	1
2 Bombast Lasers	RT	6	14
Modular Armor	RT	1	1
Modular Armor	CT	1	1
Silver Bullet Gauss Rifle	LT	7	15
Ammo (Gauss) 8	LT	1	1
Modular Armor	LT	1	1
Modular Armor	LL	1	1
Modular Armor	LA	1	1
ER Small Laser	H	1	.5
Armored Shoulders	RA/LA	0	1
Armored Hips	RL/LL	0	1



EXPERIMENTAL

SLG-X "SLAGMAIDEN"

Field Testing Summation: Experimental Hybrid Prototype

Producer/Site: Arc-Royal MechWorks, Arc-Royal

Supervising Technician: Dr. Hope Stevens

Project Start Date: 3076

Non-Production Equipment Analysis:

Composite Internal Structure
Supercharger
Large Shield
Clan Heavy Large Laser
Laser Insulator
CASE II

Overview

One of the most unusual experimental designs to emerge in Lyran space recently has got to be the medium-weight duelist that meshes Clan technology with a hodgepodge of prototype equipment and even a few lostech items for good measure. Only two of these hybrid machines exist as of this writing, and it seems unclear if Arc-Royal MechWorks will be producing any more, especially as the design appears far better suited to the modern arena than it could ever be on the battlefield.

Dubbed the "Slagmaiden" by its designers (who apparently considered the name "Shieldmaiden" at one point), the SLG-X features a distinctive chassis that vaguely evokes images of the valkyries from Norse mythology. This emphasis on style—at a time when most of Arc-Royal's military production was working hard to re-arm LAAF, Exiled Wolf, and mercenary forces—has led us to believe that the design was intended as much as a showpiece as it was a concept model for mixed and experimental components. Yet, even if the goal of the *Slagmaiden* is primarily morale boosting and to serve as a flashy showpiece for Arc-Royal's small and informal dueling circuit, the engineering team who put these prototypes together managed to balance form and function fairly well.

A composite internal structure and small cockpit allows the *Slagmaiden* to cut a slimmer profile while still saving tonnage for other equipment, while an extralight engine—enhanced with a supercharger—keeps it mobile. This is particularly useful, as the bulky large-size battle shield has a noticeable effect on the machine's overall mobility, yet provides good protection against incoming fire, if used properly.

The *Slagmaiden's* firepower is what gives it its name. Combining a Clan-made heavy large laser—presumably appropriated from the Exiled Wolves' salvage inventory—a pair of twin-tube Streak SRM launchers, and two extended-range flamers, this 'Mech has a hard punch with incendiary potential. A lostech laser insulator lightens the heat load for the heavy laser, while cutting-edge CASE II ensures that any ammunition explosions will not render the *Slagmaiden* an expensive heap of rubble.

Full-scale production of the *Slagmaiden* is rather doubtful at the moment, simply because of its obvious niche as an arena duelist and "showpiece" design. The use of the relatively fragile composite structure, expensive XL engine, and reliance on Clan technology for its main firepower are but a few of the factors that could hinder future deployment as anything more than a curious one-off.

Type: **Slagmaiden**

Technology Base: Inner Sphere – Mixed (Experimental)

Tonnage: 55

Battle Value: 1,780

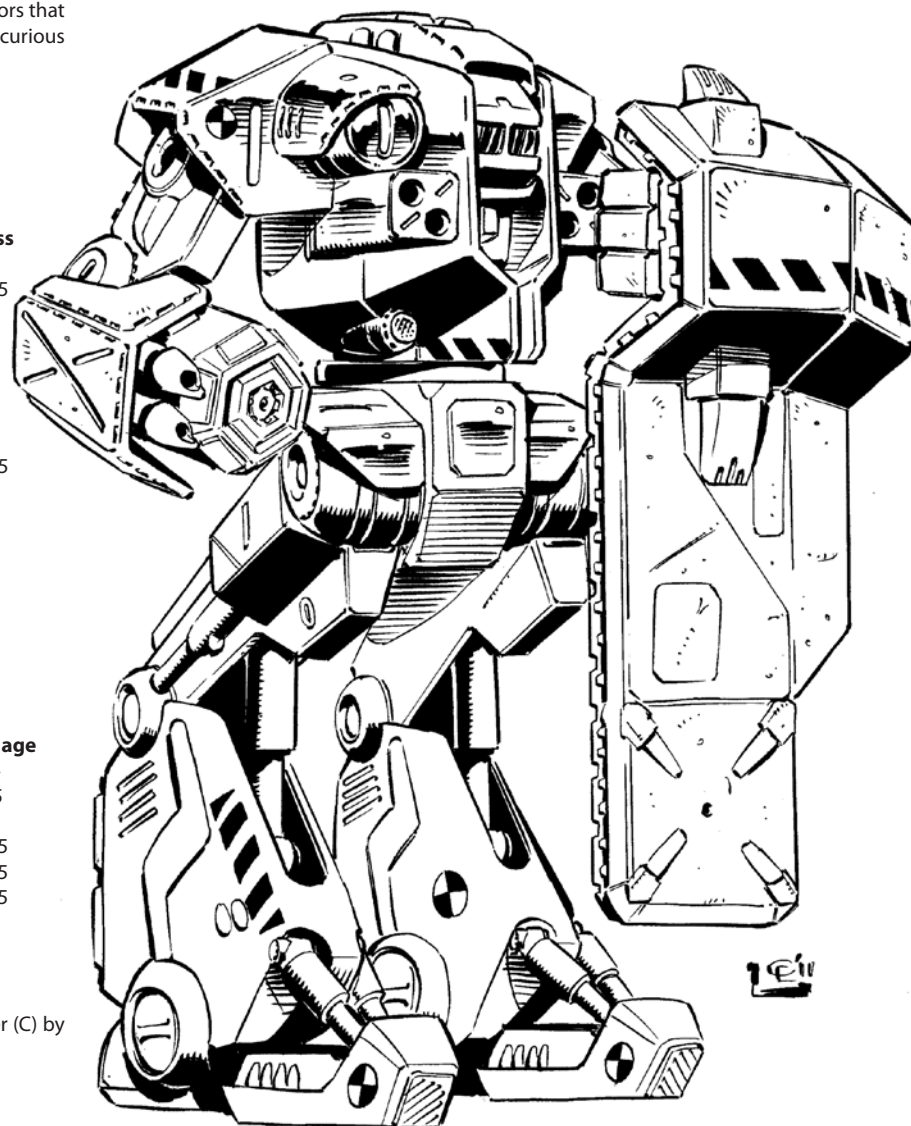
Equipment

Internal Structure:	Composite	Mass
Engine:	330 XL	12.5
Walking MP:	6 (5)	
Running MP:	9 (10)	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit (Small):		2
Armor Factor:	168	10.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	18	23
Center Torso (rear)		9
R/L Torso	13	16
R/L Torso (rear)		8
R/L Arm	9	16
R/L Leg	13	24

Weapons and Ammo

	Location	Critical	Tonnage
Heavy Large Laser (C)	RA	3	4
Laser Insulator*	RA	1	.5
2 ER Flamers	RA	2	2
Streak SRM 2	RT	1	1.5
Supercharger	RT	1	1.5
Streak SRM 2	LT	1	1.5
Ammo (Streak) 50	LT	1	1
CASE II	LT	1	1
Large Shield**	LA	7	6

Notes: *Laser Insulator reduces heat for Heavy Large Laser (C) by 1 point; **Large Shield decreases Walk MP by 1



EXPERIMENTAL

CENTIPEDE COMMANDO

Field Testing Summation: Prototype Centipede Refit

Producer/Site: ScolTek Associates R&D, Inarcs

Supervising Technician: Dr. Duran Muldon

Project Start Date: 3074

Non-Production Equipment Analysis:

Armored Motive System

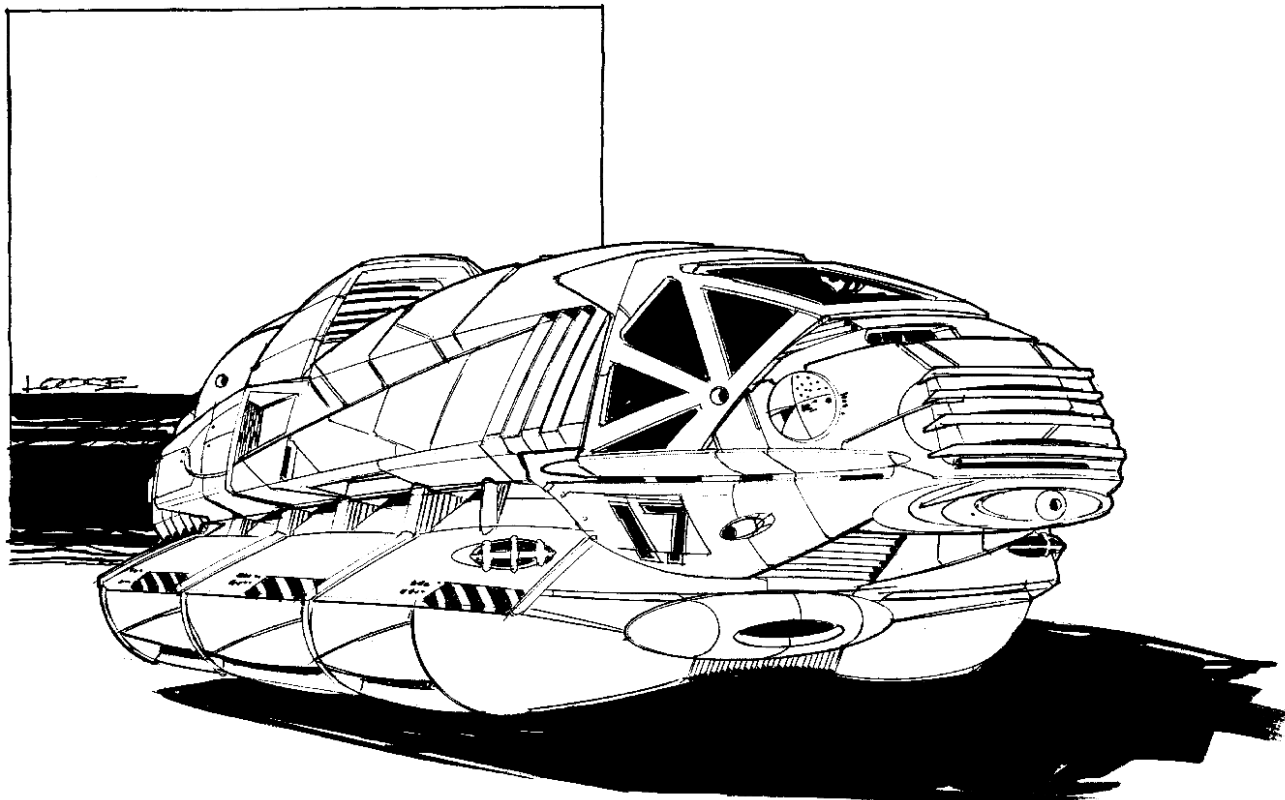
Laser Reflective Armor

Overview

Gienah Combat Vehicles' popular Centipede scout car nearly met its end in the early years of the Jihad when Gienah Automotives' combat vehicles division was flattened by Blakist-aligned mercenaries. And yet, six years later, ScolTek Associates R&D on Inarcs unveiled this promising development that actually stands a good chance of entering widespread deployment. Clearly based on Gienah's Centipede, with the same base construction and frame, the ScolTek variant takes advantage of recent innovations in combat vehicle design, many of which merely await a more comprehensive factory retooling effort to make standardization and mass production possible. Curiously, we have not heard much complaint from Gienah's legal department over this development, even though ScolTek's facilities have churned out no less than two full companies' worth of their so-called Centipede Commando hover-scout have rolled off the factory's lines since 3074. We can thus only surmise that Gienah has willingly granted ScolTek a license to produce one of their signature hovercraft, either for the good of the state, or under a partnership agreement.

One of the most important changes to the Centipede's design is the swapping of its classic VOX Type 75 internal combustion engine for a combat-grade Nissan Electric 95 fuel cell, which offers significantly more power for the same tonnage. This gives the Centipede Commando a top speed of 151 kilometers per hour—a sixteen percent increase over the original model. Reasoning that, at such speeds, the Centipede would most likely draw fire from energy-based weaponry, ScolTek's engineers opted to provide their refit with a skin of laser-reflective armor, rather than the standard ProtecTech 6 found on the Gienah model. Adding further resiliency, the motive system has been further armored in an effort to protect the fragile airsirts and fans that give hoverscans their life-saving speed.

For equipment, the Centipede Commando drops the scout car's fixed-mount medium laser and flamer for a pair of MagShots in a dorsal turret. Though this now renders the vehicle's firepower ammo-dependent, the choice of ballistic weaponry reduces the need for power amplifiers and heat sinks. Besides which, the Centipede Commando is not intended for line combat, but as a stealthy eyes-on recon unit and spotter. This is particularly apparent in the exchange of its Beagle Active Probe for a sensor-defeating Guardian ECM suite. This combination of equipment gives the Centipede Commando the ability to approach by stealth or lie in ambush, then make quick and survivable departures to report its findings to allied forces—all for a fairly low price tag.



Type: **Centipede Commando**

Technology Base: Inner Sphere (Experimental)

Movement Type: Hover

Tonnage: 20

Battle Value: 455

Equipment		Mass
Internal Structure:		2
Engine:	95	4
Type:	Fuel Cell	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	1	0
Control Equipment:		1
Lift Equipment:		2
Power Amplifier:		0

Equipment

Turret:		.5
Armor Factor (Glazed):	64	4
	Armor Value	
Front	14	
R/L Side	14/14	
Rear	14	
Turret	8	

Weapons and Ammo

	Location	Tonnage
2 MagShot Gauss Rifles	Turret	1
Ammo (MagShot) 50	Body	1
Guardian ECM Suite	Front	1.5
Armored Motive System	Body	3

EXPERIMENTAL

ROMMEL HOWITZER

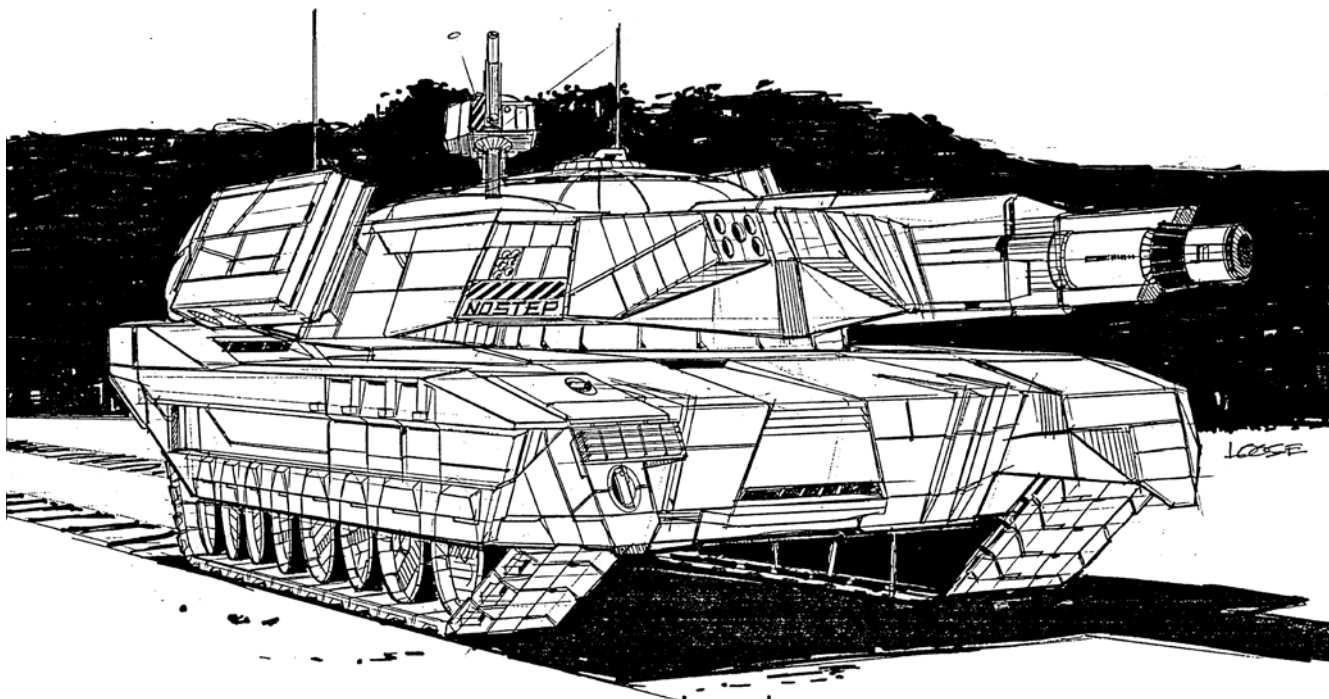
Field Testing Summation: Prototype Rommel Refit
Producer/Site: Defiance Manufacturing Annex, Kwangjong-ni
Supervising Technician: Dr. Oscar Logansburg
Project Start Date: 3077
Non-Production Equipment Analysis:
 Long Tom Cannon

Overview

As part of a vehicular modernization project based on the lessons of the Jihad, Doctor Oscar Logansburg, one of our R&D managers in Combat Vehicle Design, proposed a series of heavy vehicles built around the concept of short-range bombardment. Citing the rise in effective anti-missile technologies and electronic countermeasures, Logansburg's concept revolves around "dead-fire" weapons such as artillery, heavy autocannons, and the like. Offensively, such units—with adequate support—may be used to lay siege to fixed enemy positions such as trench works, fortifications, and grounded DropShips, with enough firepower to "share the love" across a wide swath, maximizing the sheer volume of potential damage. Defensively, these same units can break up massed enemy formations, especially those comprised of infantry intent on breaching similar fixed defenses.

The Rommel Howitzer is one proof concept of Logansburg's ideas as applied to main battle tanks. Based on the successful hull of our Rommel and Patton tanks, the "Howitzer" trades in the devastating, but short-ranged power of its Defiance Mech Hunter autocannon for a larger and more far-reaching Long Tom artillery cannon. Though this cannon lacks the kilometers-long effective range of the even larger artillery piece, it can be deployed on an active battlefield quickly and easily, allowing for a powerful area-effect weapon that can be directed much more efficiently against enemy targets both mobile and stationary. A Thunderbolt-5 launcher likewise replaces the Rommel's five-tube LRM system, sacrificing range for a more concentrated punch. Together, these weapons make the Rommel Howitzer a potentially deadly support tank—all with no impact on the vehicle's mobility (thanks to the use of an extra-light fusion plant). In fact, the Rommel's armor protection even improves with this configuration, as the design shifts from standard to heavy ferro-fibrous armor, and thus gains in overall protection.

Designed to operate in lances, with additional support from other vehicles or BattleMechs, we have released few of these "Howitzer" Rommels to the battlefield. Even though their most sophisticated equipment are very nearly within the realm of standard production, there are some economical and logistical concerns that we would like to resolve before we can commit these vehicles to the assembly lines here. In the meantime, the six prototypes we have manufactured so far have been relegated to the factory defense reserve at the Kwnagjong-ni manufacturing annex.



Type: **Rommel Howitzer**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Tracked
 Tonnage: 65
 Battle Value: 1,507

Equipment		Mass
Internal Structure:		6.5
Engine:	260 XL	10.5
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0

Equipment		Mass
Turret:		2.5
Armor Factor (Heavy Ferro):	238	12
	<i>Armor Value</i>	
Front	50	
R/L Side	48/48	
Rear	45	
Turret	47	

Weapons and Ammo	Location	Tonnage
Long Tom Artillery Cannon	Turret	20
Ammo (Cannon) 20	Body	4
Thunderbolt 5	Turret	3
Ammo (Thunderbolt) 12	Body	1
2 ER Medium Lasers	Front	2

DEMOLISHER II-X

Field Testing Summation: Custom Demolisher II Hybrid Refit
Producer/Site: Defiance Manufacturing Annex, Kwangjong-ni
Supervising Technician: Dr. Oscar Logansburg
Project Start Date: 3077

Non-Production Equipment Analysis:

Clan Ultra Autocannon/10s
Improved Heavy Gauss Rifle

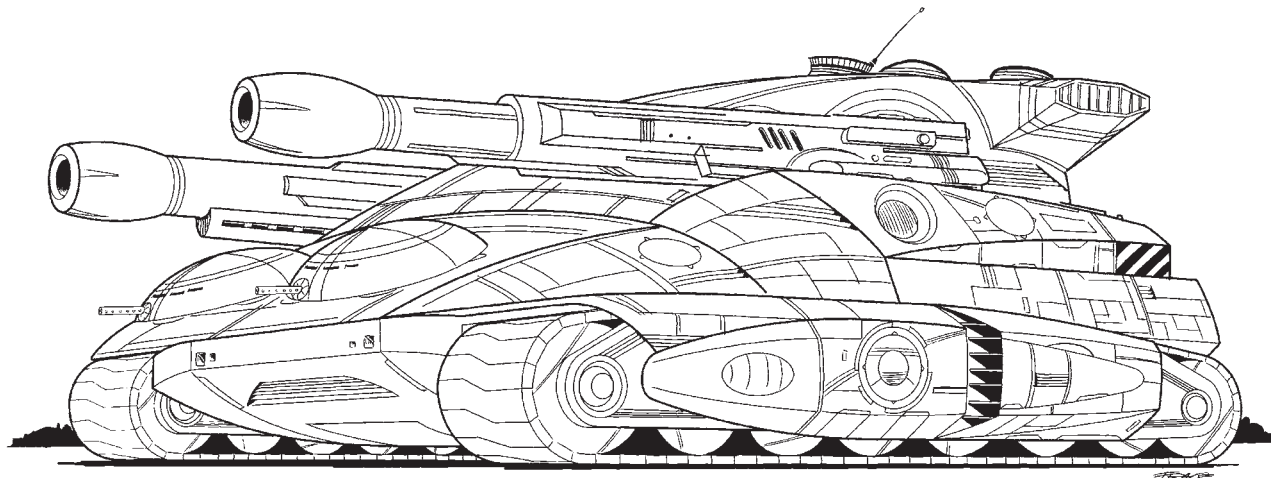
Overview

Designed to fulfill the role of an assault-grade counterpart to the Rommel Howitzer configuration, the Demolisher II-X is also the brainchild of our own Doctor Logansburg. Once more focusing on massive, direct-fired power that cannot be confounded by anti-missile systems and electronics, this refit of the already devastating Demolisher II assault tank boosts the effective combat range of the base model by employing state of the art weapons, including an improved form of the heavy Gauss rifle and a pair of heavy Ultra autocannons manufactured to Clan specifications.

In execution, the Demolisher II-X shares many similarities with the Rommel Howitzer's design. Like Logansburg's Rommel refit, it employs an upgraded engine to maintain the base model's mobility while freeing tonnage for larger weapons. Also like the Rommel, it sports improved armor by installing heavy ferro-fibrous. The protection of CASE is retained, which is a definite advantage given the amount of ammunition and other explosive components the vehicle features.

For firepower, the Demolisher II-X takes a more focused damage profile than the Rommel Howitzer. Where the Rommel deals out massive "splash" damage from its Long Tom cannon, the Demolisher II-X delivers a much more surgical strike combination of Gauss slugs and autocannon shells. The use of Clan-spec Ultra autocannons in the turret allows the Demolisher II-X to obtain the most powerful damage potential possible for the vehicle's remaining tonnage. This can be used to either target enemy units who manage to evade the fixed-mount heavy Gauss, or help to enhance and focus damage delivered by the main gun of a partnered Rommel.

The reliance on Clan technology will make production of the Demolisher II-X somewhat less likely than the Rommel Howitzers Defiance is already looking into. To address this, our most likely tack would be to redesign this particular refit to accommodate more attainable (and maintainable) Inner Sphere components. Until then, the four samples we have manufactured as of this writing will remain the only ones in existence, and have—like the Rommels—been relegated to the defense of our Kwangjong-ni operations.



Type: **Demolisher II-X**

Technology Base: Inner Sphere – Mixed (Experimental)
Movement Type: Tracked
Tonnage: 100
Battle Value: 1,927

Equipment		Mass
Internal Structure:		10
Engine:	300 Light	22
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2

Equipment

Armor Factor (Heavy Ferro):	267	Mass	13.5
	<i>Armor Value</i>		
Front	55		
R/L Side	53/53		
Rear	52		
Turret	54		

Weapons and Ammo

	Location	Tonnage
Improved Heavy Gauss	Front	20
Ammo (Gauss) 16	Body	4
2 Ultra AC/10s (C)	Turret	20
Ammo (Ultra) 30	Body	3
CASE	Body	.5

EXPERIMENTAL

RPR-300X RAPIER

Field Testing Summation: Experimental RPR

Aeroframe Refit

Producer/Site: Bauer Flight Range November, Tharkad

Supervising Technician: Adept Karl Grayson

Project Start Date: 3070

Non-Production Equipment Analysis:

Hyper-Velocity AC/10s

Extended LRM 10

Overview

Not all of the experimental refits we've been seeing in the Jihad were developed by Lyran engineers. Such is the case of the RPR-300X *Rapier* prototypes currently flying out of the still-recovering aerospace factories of Lockheed/CBM on Tharkad. Initiated by a Blakist engineering team during the Word of Blake's occupation of House Steiner's capitol world, the appearance of new *Rapiers* initially led many observers to surmise that the Word had somehow resurrected the destroyed Bauer Enterprises factories that produced the original fighters during the Star League era. In actuality, however, the Word of Blake had managed to capture Lockheed/CBM's production lines in the city of Cold Creek and—armed with a number of vintage Star League specifications—decided to resurrect the venerable heavy fighter for the modern age. Having destroyed the original factory during the occupation—it was either as an act of snide defiance to enemy spies, or as a sign of reverence to the original creators, that the Blakists dubbed the newest wing of Lockheed's Tharkan operations the Bauer Flight Range.

Recognizing the original *Rapier's* lack of staying power—a consequence of the limited ammunition devoted to its single LRM 10 and superheavy autocannon—the Blakists reduced the fighter's engine weight by installing an extra-light plant of equal rating, resulting in a craft that could maintain the same flight characteristics, but which had more room for payload. Trading in the old, short-ranged autocannon for a pair of prototype hyper-velocity heavy autocannons, and then swapping the conventional LRM for an experimental extended-range version, the Word's designers instantly vastly improved the fighter's offensive reach, while sacrificing almost none of the damage potential. Larger magazines even enabled this refit to stay in the fight longer, a fact further aided by the use of heavier ferro-aluminum armor, which increases the fighter's protection by almost forty percent.

Even with all these improvements, the Blakists made certain to retain the strafing capability of the *Rapier's* energy weapons. Dropping the twin nose-mounted particle cannons of the original design, the new *Rapier-300X* now sports wing-mounted extended-range medium lasers that can deliver the same damage at the same distances, for a fraction of the tonnage. To be sure, the new *Rapier* can hardly fire all of its weapons at once in a single strike, but wise use of this firepower can make the 300X a deadly contender, should Lockheed find a way to make their unexpected windfall from the Word of Blake into a bona fide production model.

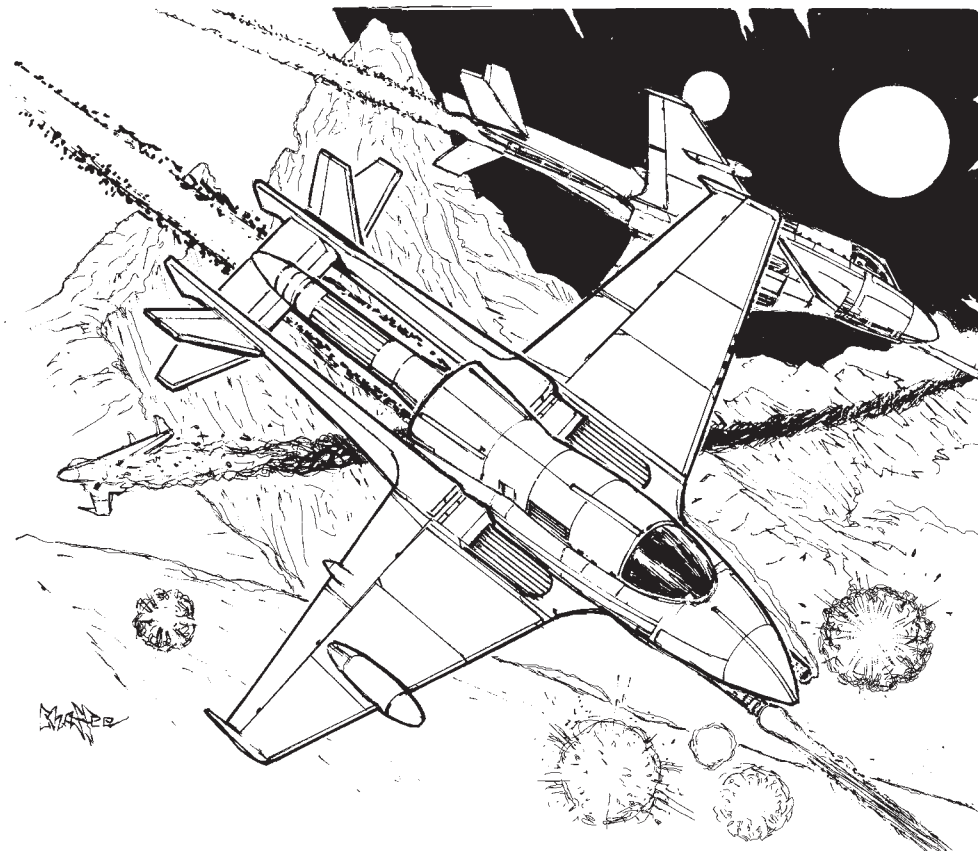
Type: **Rapier**

Technology Base: Inner Sphere (Experimental)

Tonnage: 85

Battle Value: 2,007

Equipment		Mass
Engine:	340 XL	13.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	8	
Heat Sinks:	15 [30]	5
Fuel: 400	5	
Cockpit:		3
Armor Factor (Heavy Ferro):	267	13.5
	Armor Value	
Nose	80	
Wings	66/66	
Aft	65	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Hyper-Velocity AC/10	Nose	14	7	10	10	10	—
Hyper-Velocity AC/10	Nose	14	7	10	10	10	—
Ammo (HVAC) 24	—	3					
Extended LRM 10	Nose	8	6	6	6	6	6
Ammo (ELRM) 18	—	2					
2 ER Medium Lasers	Left Wing	2	10	10	10	—	—
2 ER Medium Lasers	Right Wing	2	10	10	10	—	—

EXPERIMENTAL

CLAYMORE INTERCEPTOR

Field Testing Summation: Custom Claymore Hybrid Refit

Producer/Site: Shipil Refit Base, Skye

Supervising Technician: Owen Romanov

Project Start Date: 3070

Non-Production Equipment Analysis:

Clan ER Large Lasers
Clan ER Medium Lasers
Clan Large Pulse Lasers
Silver Bullet Gauss Rifles
Extended LRMs
Laser Anti-Missile Systems

Overview

Shipil Company's refit of their own *Claymore*-class assault DropShip is a fairly simple upgrade, when one gets down to it. Reportedly requested by the office of Duke Robert Kelswa-Steiner himself, the design is a simple weapons-swap upgrade that leaves all other features of the vessel completely untouched. Little expense is spared, however, on what was changed in the payload, as the enhancements include some of the latest weapons tech to emerge from Inner Sphere labs, combined with several examples of prime Clan technology.

Improving both the reach and the focus of the *Claymore's* eclectic weapons mix seems to have been the driving goals of this refit. For example, while the original Claymore placed an example of virtually every class of conventional weapon in its forward mounts—including lasers, pulse lasers, particle cannons, long- and short-range missile launchers, and even an LB-X autocannon—the Interceptor configuration (as Shipil's designers have dubbed her) combines a trio of experimental bombast lasers with an equal number of Clan-made medium lasers and a pair of "Silver Bullet" Gauss rifles. Together, these weapons have a slight edge in damage—particularly at short and medium combat ranges—though this advantage tapers off at greater distances. As if to make up for this shortcoming, however, paired extended-range LRMs and Clan-spec large lasers comprise the forward wing weapons. In addition to inflicting more overall damage to enemy units, these weapons can acquire targets at extreme ranges, giving the *Claymore Interceptor* the chance to deliver telling hits even before an incoming enemy can respond in kind. In the event that this DropShip is tailed, either by faster attack craft or while attempting to disengage from battle itself, a mix of Clan-made pulse and extended-range lasers helps to discourage loitering in the *Claymore's* aftward arc.

In addition to these weapons, the *Claymore Interceptor* also packs a total of seven laser anti-missile systems. These batteries can not only help the ship weather or even defeat incoming missile fire, but even be employed to protect friendly ships this craft may be escorting. This last feature is of primary importance in a space battlefield that has—in recent years—become uncomfortably crowded with ship-killing nuclear ordnance.

Shipil Company has managed to refit at least five *Claymore* DropShips to the *Interceptor's* standard since the first of these vessels was deployed in 3075, but the cost and difficulties in acquiring the experimental and Clan-tech weapons are clearly taking their toll on further refits. Service issues have also been cited as a limiting factor, as few DropShip crews in

Skye's aerospace reserves are well versed in the advanced equipment the *Interceptors* are using. For this reason, most of the constructed ships have been assigned to protective details in the Skye solar system, where they can be close to Shipil and the engineers behind the refit's capabilities. Nevertheless, if future vessels of this design are going to appear, Shipil may have to resort to using less sophisticated components to lighten their logistical and maintenance burdens.

Claymore Interceptor-class DropShip

Type: Military Aerodyne

Use: Assault Ship

Tech: Inner Sphere – Mixed (Experimental)

Introduced: 3075

Mass: 1,400 tons

Battle Value: 6,975

Dimensions

Length: 87 meters

Width: 74 meters

Height: 25 meters

Fuel: 80 tons (4,000)

Tons/Burn-day: 1.84

Safe Thrust: 6

Maximum Thrust: 9

Heat Sinks: 110 (220)

Structural Integrity: 12

Armor

Nose: 250

Left/Right Wings: 200

Aft: 150

Cargo

Bay 1: Cargo (263.5 tons) 2 Doors

Life Boats: 2

Escape Pods: 0

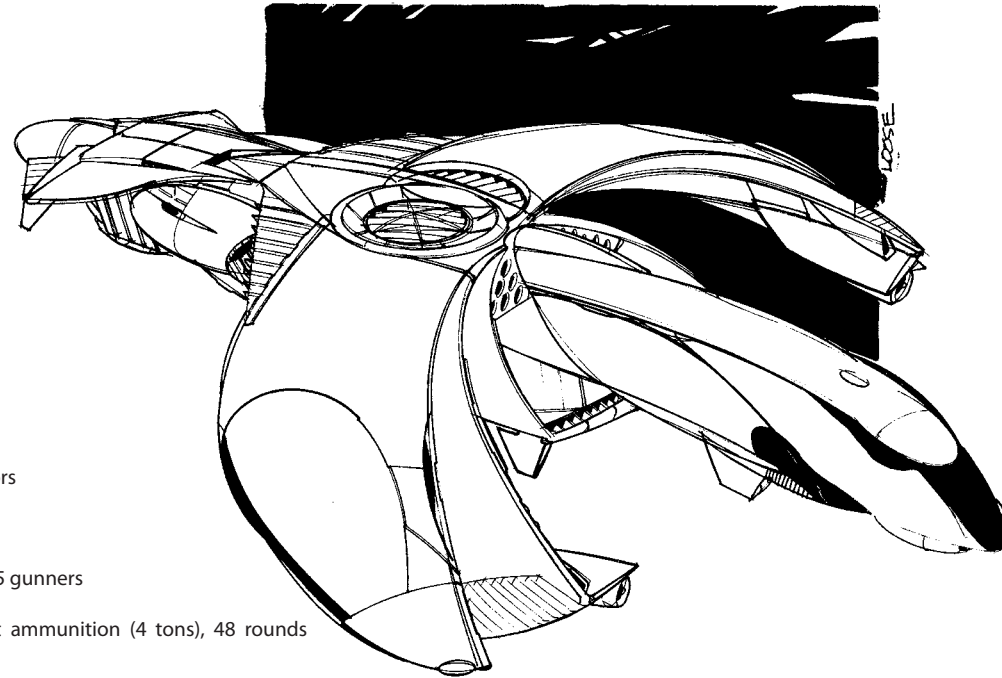
Crew: 3 officers, 7 enlisted/non-rated, 5 gunners

Ammunition: 24 rounds Silver Bullet ammunition (4 tons), 48 rounds ELRM 15 ammunition (8 tons)

Notes: Equipped with 47 tons of standard armor.

Weapons:Capital Attack Values (Standard)

Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class
Nose (74 Heat)						
3 Bombast Lasers	51	6 (57)	6 (57)	—	—	Laser
3 ER Medium Lasers (C)						
2 Silver Bullet	2	2 (18)	2 (18)	2 (18)	—	LB-X AC
Gauss Rifles (24 rounds)						
3 Laser AMS	21	—	—	—	—	Point Defense
LW/RW (40 Heat)						
2 ER Large Lasers (C)	24	2 (20)	2 (20)	2 (20)	2 (20)	Laser
2 ELRM 15s (24 rounds)	16	2 (18)	2 (18)	2 (18)	2 (18)	LRM
LW/RW Aft (14 Heat)						
2 Laser AMS	14	—	—	—	—	Point Defense
Aft (40 Heat)						
2 Large Pulse Lasers (C)	20	2 (20)	2 (20)	2 (20)	—	Pulse
4 ER Medium Lasers (C)	20	3 (28)	3 (28)	—	—	Laser



EXPERIMENTAL

GRAY DEATH "STRIKE SUIT"

Field Testing Summation: Custom GDT Standard Hybrid Refit

Producer/Site: Gray Death Technologies, Glengarry

Supervising Technician: Brian Kinnison

Project Start Date: 3073

Non-Production Equipment Analysis:

Clan Advanced SRM 3 Launcher

Overview

During the early days of the Jihad, Word of Blake forces sacked the Gray Death Technologies battle armor factory on Glengarry, causing widespread damage and wiping out the factories attached defenders, Brewer's Legion. Curiously, while the attack effectively crushed the last embers of the famous Gray Death Legion mercenary command (many of whom served in our detached security force to look after our Glengarry investments), it did not shut down all production at GDT. During the post-raid clean-up, the company managed to devote some of its resources to producing more potent battle armor to fight the Word, one of which was a hybrid-tech variant on the standard Gray Death battlesuit.

Dubbed the Gray Death Strike Suit, this new version of GDT's signature medium battle armor boasts the same mobility and armor of the base model, but eschews the improved sensors and modular weapon mount that made the standard a solid answer to the Clan Elemental. In place of this equipment, the GD Strike Suit carries a hard-mounted light TAG system to spot for friendly artillery and semi-guided weapons, backing up a three-tube improved SRM launcher of Clan design. (These weapons were produced in-house here at Defiance, based on captured Clan technology, but given the time and costs involved, it would simply be more economical to request captured Clan technology from LAAF sources and/or purchase them direct from Kell's Wolves or Diamond Shark sources. That is, if we opt to pursue a production series without changes.)

With greater reach than standard SRMs, the GD Strike Suits that debuted in 3073 were able to strike at incoming enemy forces earlier than expected, and with a three-flight magazine, the suits were even able to maintain sufficient firepower to scatter infantry and give pause to lighter 'Mechs. The surprise factor of these suits briefly threw off the assault by Precentor Berith's elite Opacus Venatori, and may have prompted his more diligent sweep of the surrounding cities and countryside for further resistance. With room for a second battle claw, and retaining their anti-personnel mounts, the GD Strike Suits could even manage better against infantry forces in close quarters, and often inflicted significant casualties among the supporting troops that accompanied Berith's 3074 attack.

Massive damage to the GDT production lines in 3074, coupled with our efforts to move the entire operation to Furillo now that the legalities have been cleared up, have left the future of the GD Strike Suit up in the air, but should production resume at some point in the future, one likely alteration is the exchange of the Clan-spec SRMs for more easily adapted Inner Sphere launchers, or—as remarked above—we could look into establishing a steady source with the more Inner Sphere-friendly Clans.

Type: Gray Death "Strike Suit"

Manufacturer: Gray Death Technologies

Primary Factory: Glengarry

Tech Base: Mixed (Experimental)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

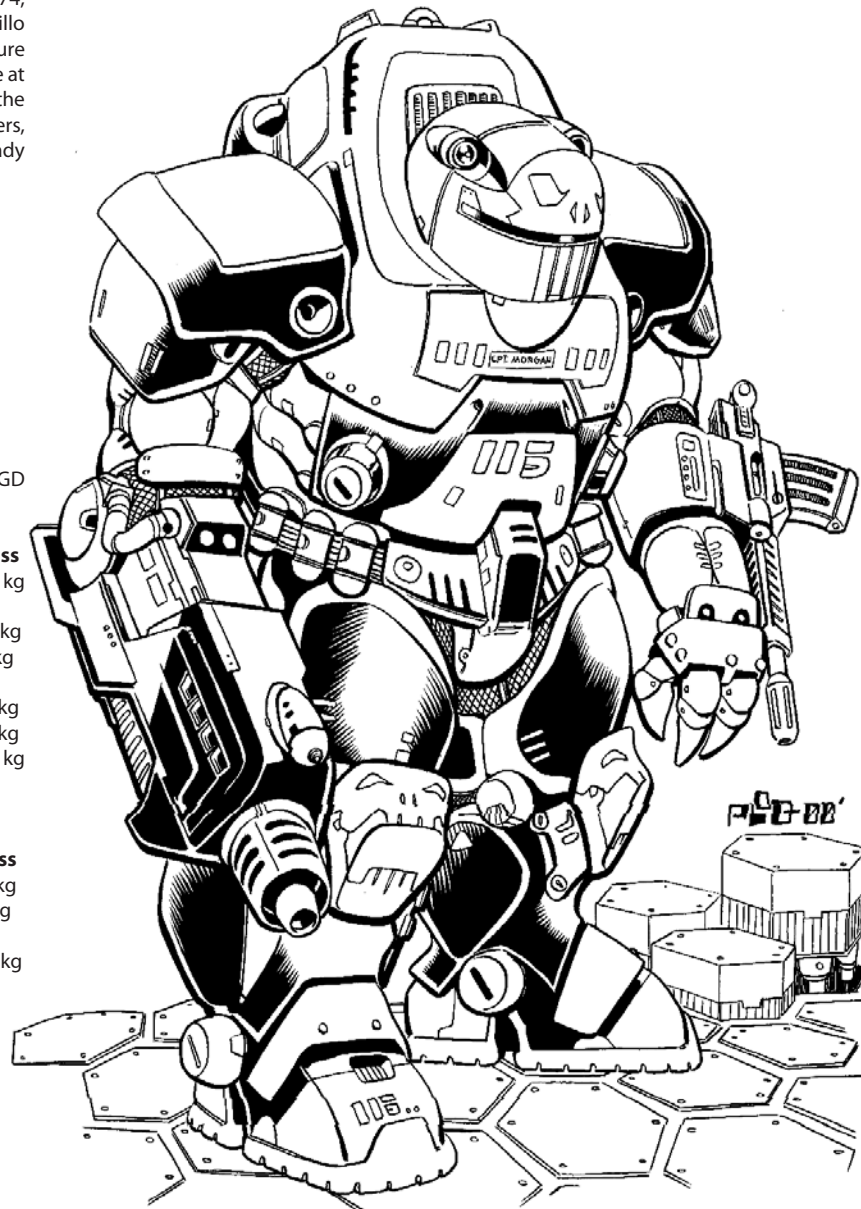
Battle Value: 63

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: The Advanced SRM must be jettisoned before the GD Strike Suit can make anti-BattleMech Leg or Swarm Attacks

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	Battle Claw	15 kg
Armor:	Standard	450 kg
Armor Value: 9 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Light TAG (60 shots)	RA	1	35 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Detachable			
Advanced SRM-3 (C) (3 shots)	Body	4	220 kg



EXPERIMENTAL

FENRIR "LONGSHOT"

Field Testing Summation: Custom Fenrir Standard Hybrid Refit

Producer/Site: TharHes Industries, Tharkad

Supervising Technician: Dr. Norman Mundayne

Project Start Date: 3076

Non-Production Equipment Analysis:

Battle Armor C³ System

Clan LRM 5 Launchers

Overview

TharHes Industries of Tharkad unveiled their experimental refit of the Fenrir battlesuit in 3076, introducing the LAAF to a design that offered its operator a much greater attack range and even a forty percent increase in armor protection, plus the benefit of unprecedented lance-level battlefield coordination.

Based on specifications uncovered after the liberation of Tharkad from Blakist occupation forces, TharHes' resident battle armor technologies experts reverse engineered a working example of battle armor C³ gear which was quickly adapted to the Fenrir's assault-size frame. This equipment, which makes it possible for a battlesuit squad so equipped to act as its own element in a C³ network, worked well in aiding friendly 'Mech forces through numerous tactical simulations.

In addition, TharHes engineers removed the Fenrir's trademark configurable dorsal turret, and replaced it with a fixed mount for a pair of Clan-spec five-tube LRM launchers. These weapons enable the Fenrirs to engage targets at distances greater than most opponents expect from armored infantry, while also allowing the suits to deliver accurate fire at point-blank range. This last feature is what gives these Fenrir prototypes their "Longshot" designation, and makes a well-coordinated squad of these suits as dangerous as many fire support vehicles.

Not surprisingly, TharHes has been hard-pressed to manufacture even a full platoon of their prototype Fenrir Longshot suits, thanks to the technological sophistication of the Clan-spec launchers and the resource-expensive, distributed-node battlesuit C³ gear. Indeed, given the company's ongoing focus on post-occupation recovery, it may be some time before we see full scale production of anything approximating the Longshots' capabilities.

Type: Fenrir "Longshot"

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Tech Base: Inner Sphere (Experimental)

Chassis Type: Quad

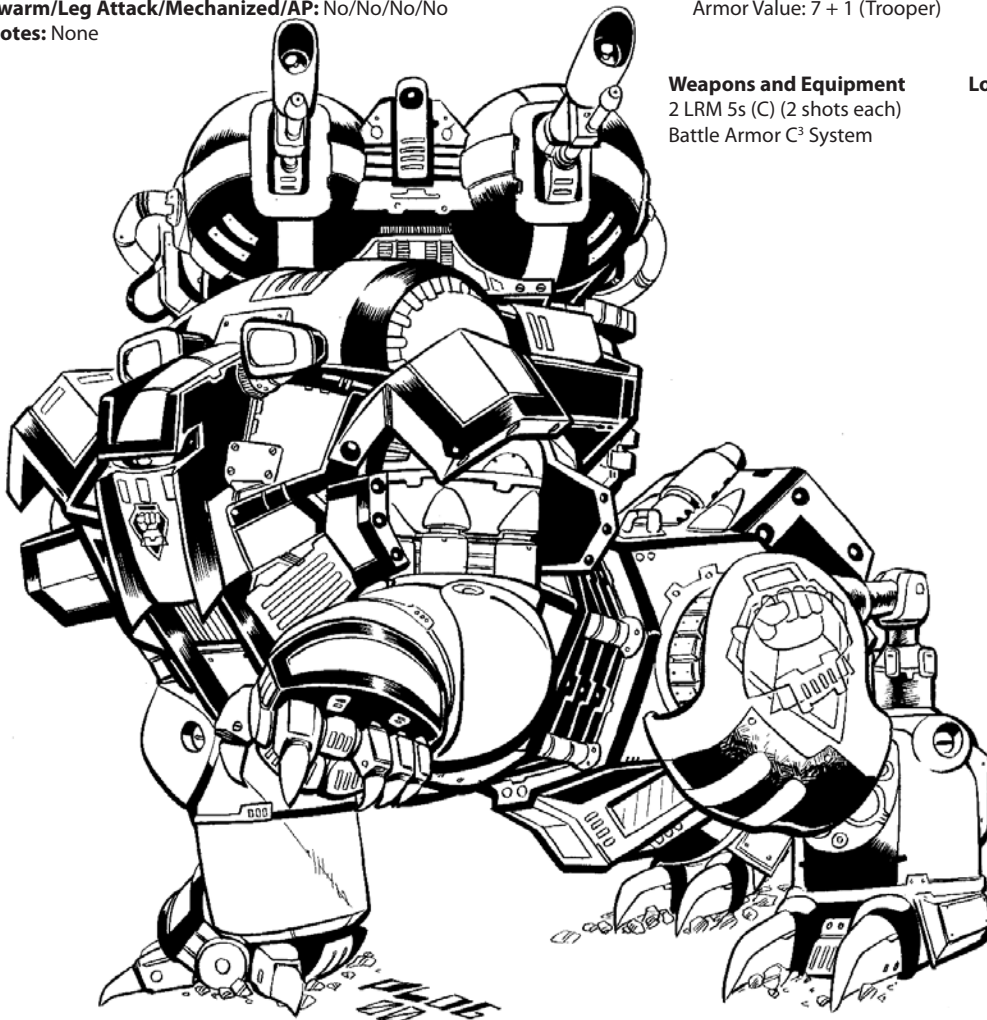
Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value: 120

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

Notes: None



Equipment

Chassis:

Motive System:

Ground MP: 4

Jump MP: 0

Manipulators:

Right Arm: N/A

Left Arm: N/A

Armor:

Armor Value: 7 + 1 (Trooper)

Slots

Mass

550 kg

320 kg

0 kg

0 kg

0 kg

350 kg

Weapons and Equipment

2 LRM 5s (C) (2 shots each)

Battle Armor C³ System

Location

Body

Body

**Slots
(Capacity)**

10

1

Mass

516 kg

250 kg

EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Stiletto STO-6X**

Movement Points: **Walking: 7** **Tonnage: 35**
Running: 11 [14] **Tech Base: Inner Sphere**
Jumping: 0 **Era: Jihad**

WARRIOR DATA

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

1	2	3	4	5	6
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 Consciousness:

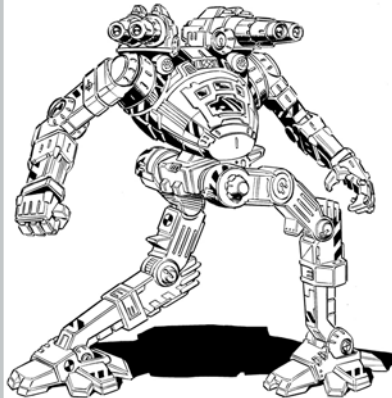
3	5	7	10	11	Dead
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Weapons & Equipment Inventory (hexes)

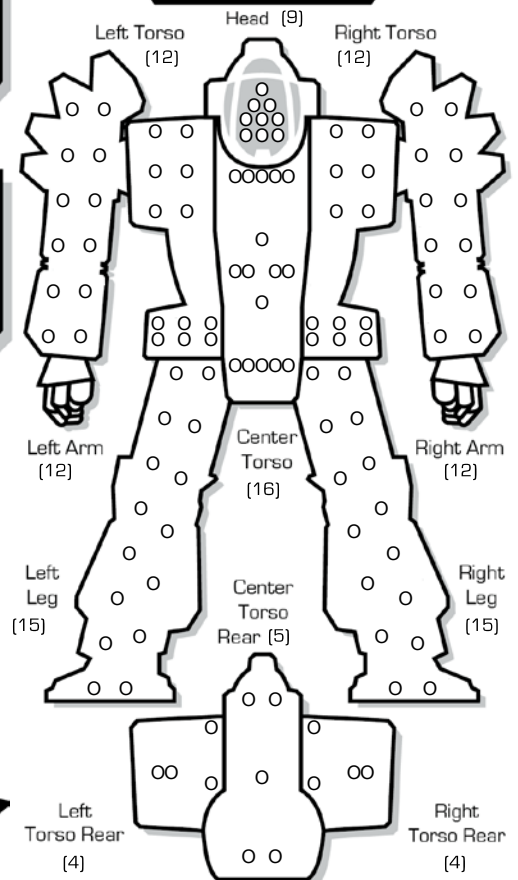
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Shoulder Turret	RT	—	[E]	—	—	—	—
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Shoulder Turret	LT	—	[E]	—	—	—	—

Cost:

BV: 1,199



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Left Torso

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser (T)
5. ER Medium Laser (T)
6. Shoulder Turret

Right Leg

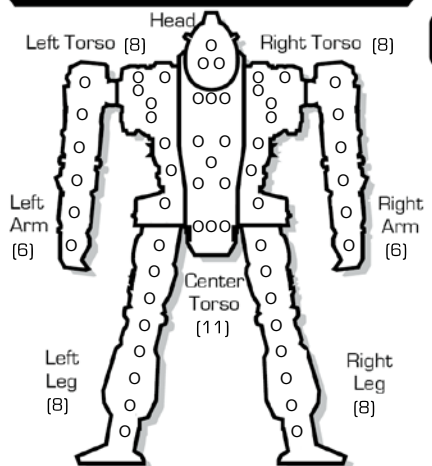
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Stealth STH-5X**

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 7

Tonnage: 45

Tech Base: Mixed Tech (I.S.)
(Experimental)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

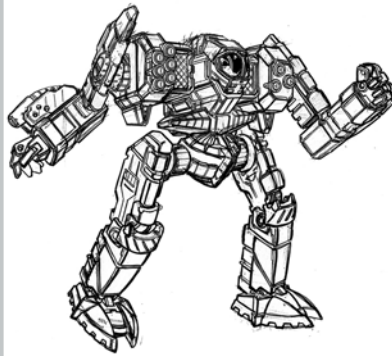
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

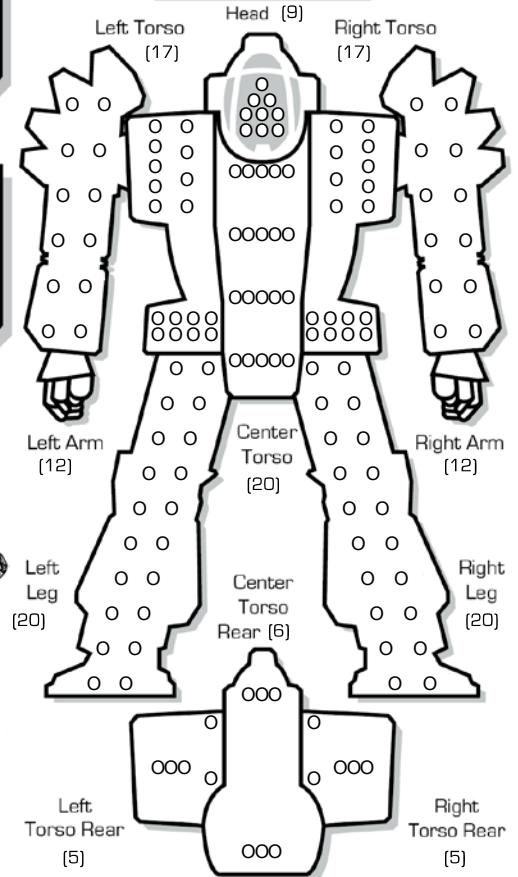
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe (Clan)	RT	—	[E]	—	—	—	5
1	ECM Suite (Clan)	RT	—	[E]	—	—	—	6
1	Streak SRM 6 (Clan)	RT	4	2/Msl [MC]	—	4	8	12
3	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	ER Flamer	RA	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7

Cost:

BV: 2,222



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Flamer
- Chameleon Light Polarization Shield

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Flamer
- Chameleon Light Polarization Shield

Center Torso

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

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

Left Torso

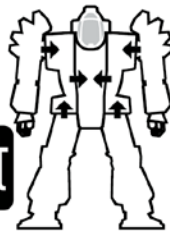
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)
- MASC
- MASC
- Chameleon Light Polarization Shield

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 6 (Clan)
- Streak SRM 6 (Clan)
- Ammo (Streak SRM 6) 15
- Active Probe (Clan)
- ECM Suite (Clan)
- Chameleon Light Polarization Shield

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



Damage Transfer Diagram

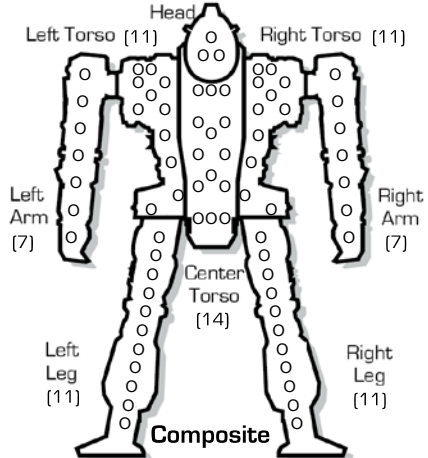
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Chameleon Light Polarization Shield
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Chameleon Light Polarization Shield
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Axman AXM-6X

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 0

Tonnage: 65

Tech Base: Mixed Tech (I.S.)
(Experimental)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken:

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

Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 15	RT	7	15[M]	5	6	12	18
1	Thunderbolt 15	LT	7	15[M]	5	6	12	18
2	ER Medium Laser	RL	5	5[DE]	—	4	8	12
2	ER Medium Laser	LL	5	5[DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

Cost:

BV: 2,132

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Thunderbolt 15
4. Thunderbolt 15
5. Thunderbolt 15
6. Ammo [Thunderbolt 15] 4

1. CASE
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. ER Medium Laser

Head

1. Life Support
2. Sensors
3. Cockpit
4. Sensors
5. Life Support
6. Roll Again

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Supercharger
6. Roll Again

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

CATALYST
game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

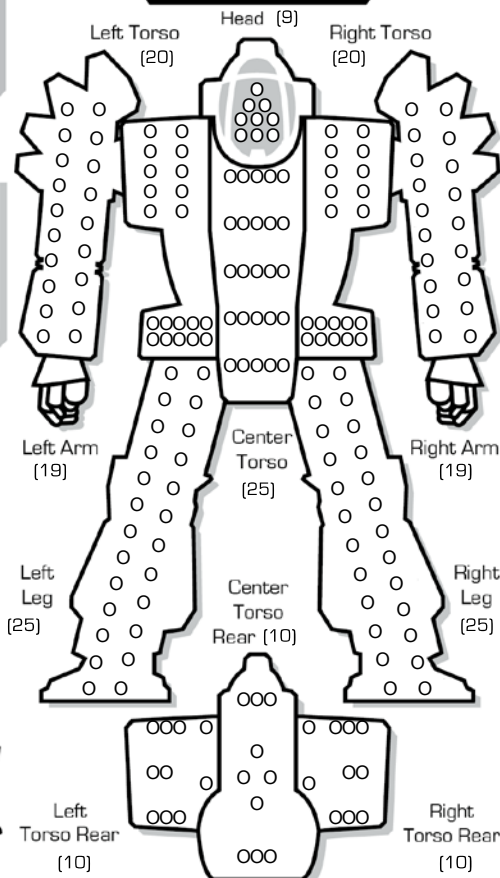
1. XL Fusion Engine
2. XL Fusion Engine
3. Thunderbolt 15
4. Thunderbolt 15
5. Thunderbolt 15
6. Ammo [Thunderbolt 15] 4

1. CASE
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

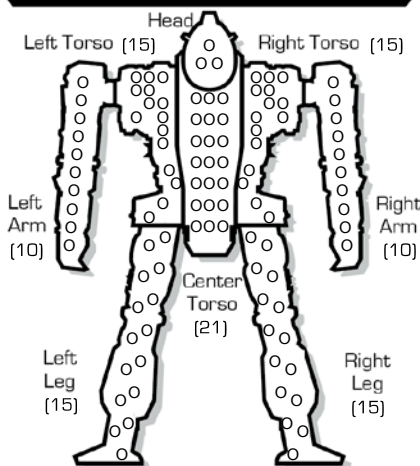
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. ER Medium Laser

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Barghest BGS-4X

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere
(Experimental)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	HD	—	[E]	—	—	—	—
1	Improved Heavy Gauss Rifle	RT	2	22 [DB,X]	3	6	12	19
2	Light PPC	LT	5	5 [DE,X]	3	6	12	18
2	PPC Capacitor	LT	—	[E]	—	—	—	—
1	Quad Turret	LT	—	[E]	—	—	—	—

Cost:

BV: 1,667

CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- Light PPC
 - Light PPC
 - PPC Capacitor
 - Light PPC
 - Light PPC
 - PPC Capacitor
- 1-3
- Quad Turret
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Rear Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- C³ Slave
- Endo Steel

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (Heavy Gauss) 4
 - Ammo (Heavy Gauss) 4
- 4-6

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

Right Front Leg

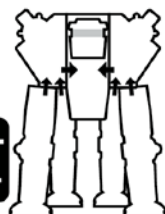
- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

Right Torso

- Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
- 1-3
- Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - Improved Heavy Gauss Rifle
 - CASE II
- 4-6

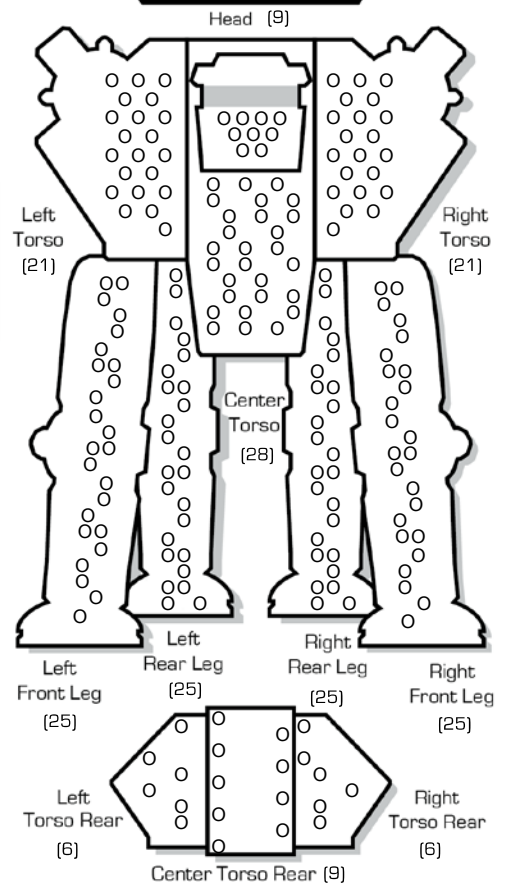
Right Rear Leg

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

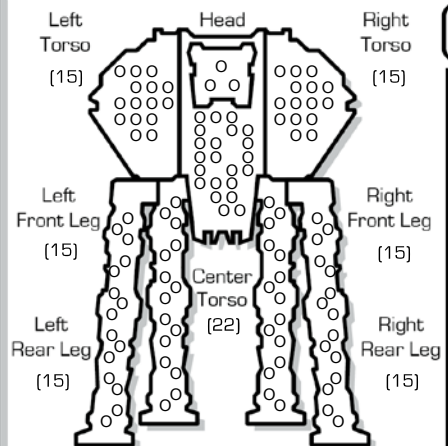


Damage Transfer Diagram

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Banshee BNC-11X**

Movement Points: **Walking: 3**
Running: 5
Jumping: 0

Tonnage: **95**
 Tech Base: **Mixed Tech (I.S.)**
 (Experimental)
 Era: **Jihad**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Modular Armor	CT	—	[E]	—	—	—	—
2	Bombast Laser	RT	12	12 [DE]	—	5	10	15
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Silver Bullet Gauss Rifle	LT	1	15 [DB,C,F,X]	2	7	15	22
1	Modular Armor	RA	—	[E]	—	—	—	—
1	Modular Armor	LA	—	[E]	—	—	—	—
1	Modular Armor	RL	—	[E]	—	—	—	—
1	Modular Armor	LL	—	[E]	—	—	—	—

Cost:

BV: 2,030

WARRIOR DATA

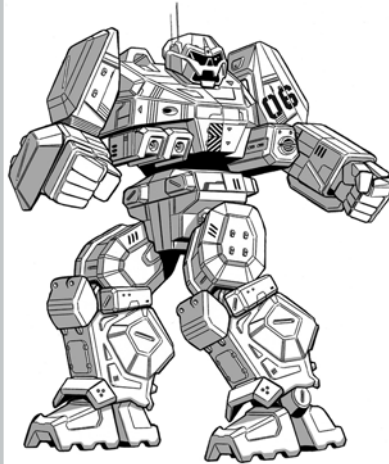
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken:

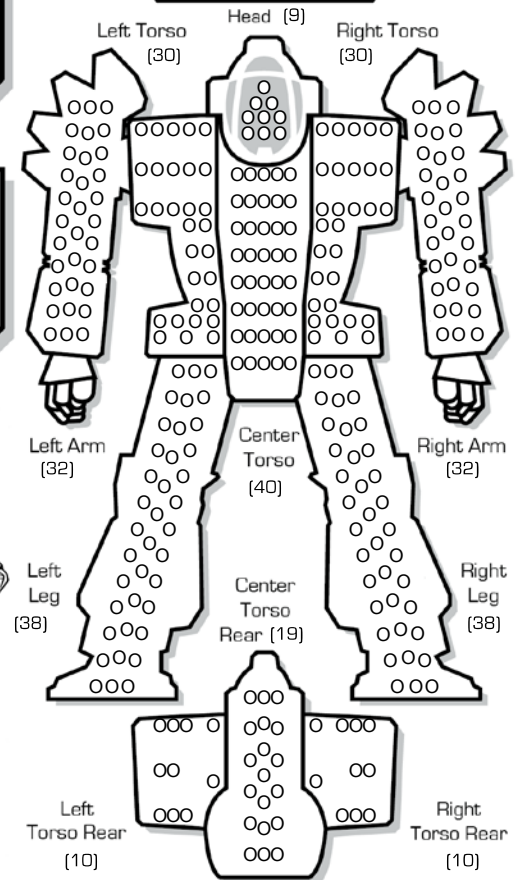
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
1. O Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Modular Armor [0000000000]
 6. Endo Steel

Head

1. Life Support
2. Sensors
3. O Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Right Arm

- 1-3
1. O Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Modular Armor [0000000000]
 6. Endo Steel

Center Torso

- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

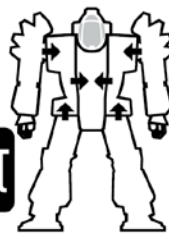
- 4-6
1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Roll Again

Left Torso

- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Silver Bullet Gauss Rifle
 4. Silver Bullet Gauss Rifle
 5. Silver Bullet Gauss Rifle
 6. Silver Bullet Gauss Rifle
- 4-6
1. Silver Bullet Gauss Rifle
 2. Silver Bullet Gauss Rifle
 3. Silver Bullet Gauss Rifle
 4. Ammo (Silver Bullet) 8
 5. Modular Armor [0000000000]
 6. Endo Steel

- 4-6
1. Gyro
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Fusion Engine
 5. Modular Armor [0000000000]
 6. Roll Again

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



Damage Transfer Diagram

Right Torso

- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Bombast Laser
 4. Bombast Laser
 5. Bombast Laser
 6. Bombast Laser
- 4-6
1. Bombast Laser
 2. Bombast Laser
 3. Modular Armor [0000000000]
 4. Endo Steel
 5. Roll Again
 6. Roll Again

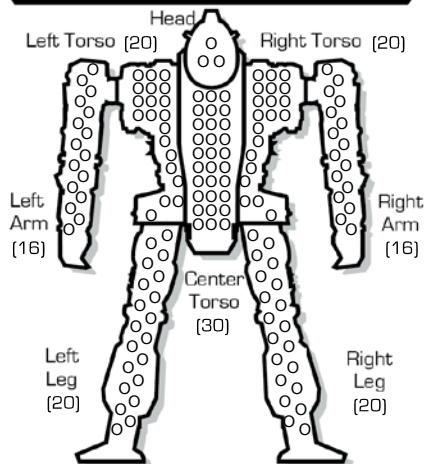
Left Leg

1. O Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Modular Armor [0000000000]
6. Roll Again

Right Leg

1. O Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Modular Armor [0000000000]
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Slagmaiden SLG-X

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 0

Tonnage: 55

Tech Base: Mixed Tech (I.S.)
(Experimental)

Era: Jihad

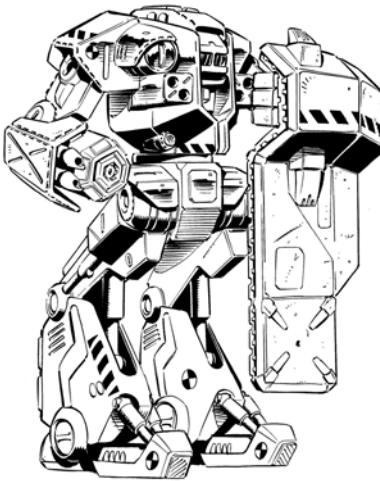
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken:

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	Streak SRM 2	RT	2	2/Msl [M.C]	—	3	6	9
1	Streak SRM 2	LT	2	2/Msl [M.C]	—	3	6	9
2	ER Flamer	RA	4	2 [DE,H,AI]	—	3	5	7
1	Heavy Large Laser (Clan)	RA	18	16 [DE]	—	5	10	15
1	Laser Insulator	RA	—	[E]	—	—	—	—
1	Large Shield	LA	—	7	—	—	—	—

Cost:

BV: 1,647

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Shield
- Large Shield

1-3

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Left Leg

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

Head

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

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
- Roll Again
- Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Large Laser (Clan)
- Heavy Large Laser (Clan)
- Heavy Large Laser (Clan)

1-3

4-6

- Laser Insulator
- ER Flamer
- ER Flamer
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

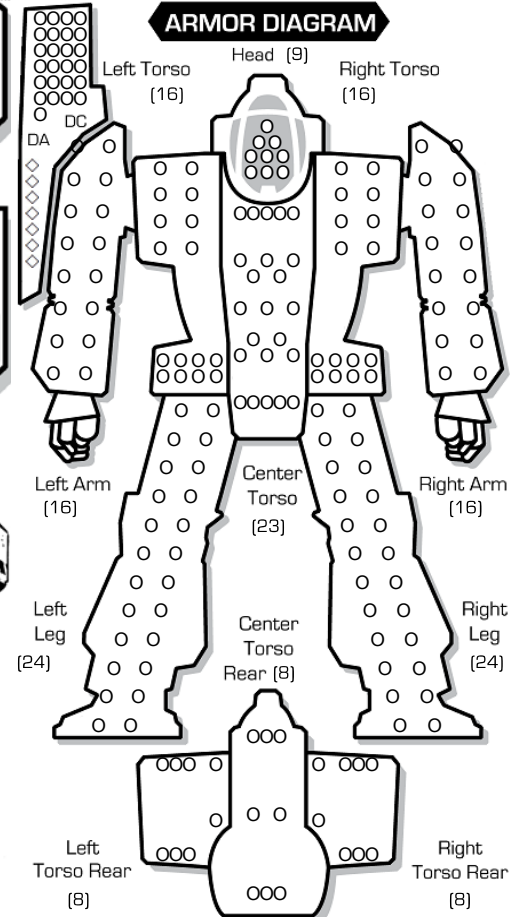
4-6

- Streak SRM 2
- Supercharger
- Roll Again
- Roll Again
- Roll Again
- Roll Again

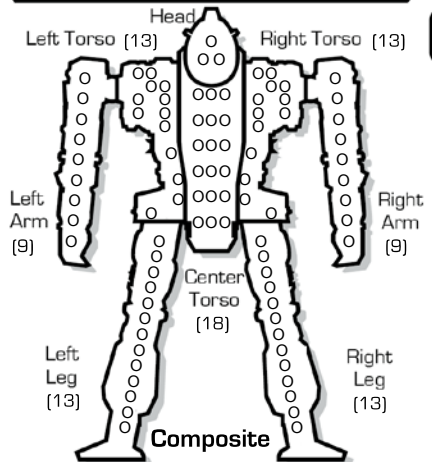
Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Centipede Commando

Movement Points: **Tonnage:** 20
Cruising: 9 **Tech Base:** Inner Sphere
Flank: 14 (Experimental)
Movement Type: Hover **Era:** Jihad
Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	Guardian ECM Suite	FR	[E]	—	—	—	6
2	MagShot	T	2 [DB,X]	—	3	6	9

Ammo: (Magshot) 50

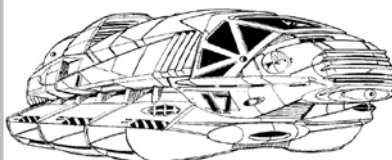
Cost: BV: 445

CREW DATA

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

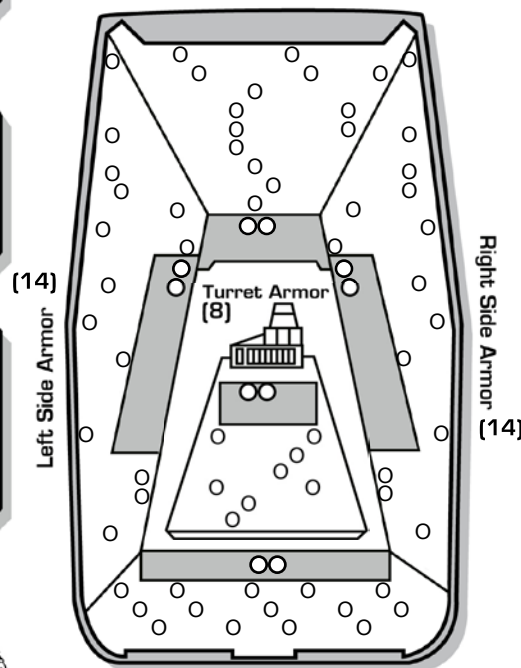
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Reflective
Front Armor
[14]



Rear Armor
[14]



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear +1
 Hit from the sides +2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Howitzer

Movement Points:

Cruising: 4

Flank: 6

Movement Type: Tracked

Engine Type: XL Fusion Engine

Tonnage: 65

Tech Base: Inner Sphere
(Experimental)

Year: 3077

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit ☐ +1

Modifier to all Skill rolls

Driver Hit ☐ +2

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits ☐ +1 ☐ +2 ☐ +3

Stabilizers

Front ☐

Rear ☐

Left ☐

Turret ☐

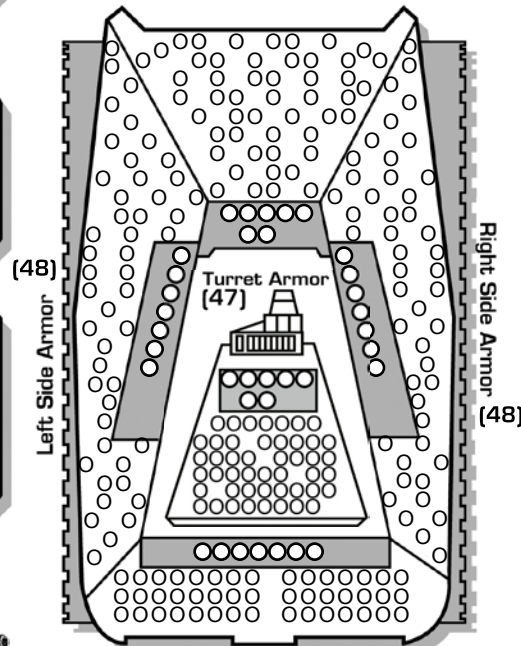
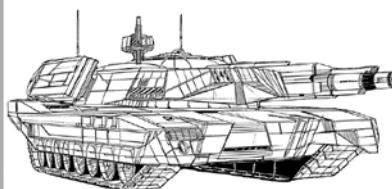
Right ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Long Tom Cannon	T	20 [DB,AE]	4	6	13	20
1	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: [Long Tom Cannon] 20, [Thunderbolt 5] 12

Cost: BV: 1,507



Rear Armor (45)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear +1

Hit from the sides +2

Vehicle Type Modifiers:

Tracked, Naval +0

Wheeled +2

Hovercraft, Hydrofoil +3

WIGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Demolisher II -X

Movement Points: Tonnage: 100
 Cruising: 3 Tech Base: Mixed Tech (I.S.)
 Flank: 5 (Experimental)
 Movement Type: Tracked Year: 3077
 Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	FR	22 [DB,X]	3	6	12	19
2	Ultra AC/10 (Clan)	T	10/Sht [DB,R,C]	—	6	12	18

Ammo (CASE): [Ultra AC/10] 30, [Heavy Gauss] 16

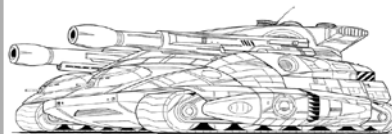
Cost: BV: 1,927

CREW DATA

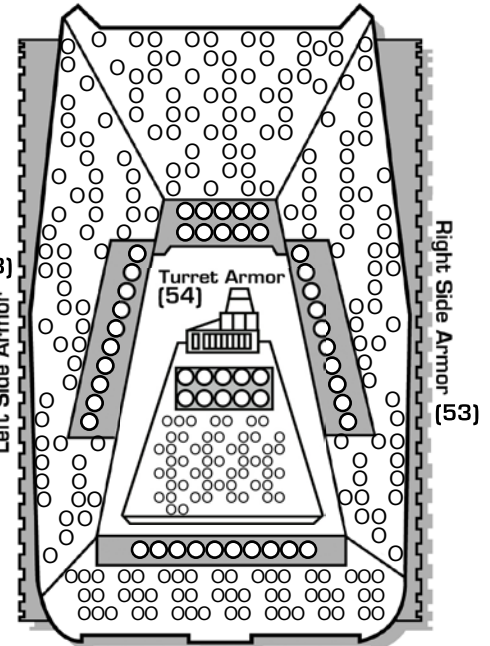
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



(53)
Left Side Armor



Rear Armor (52)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Rapier RPR-300X

Thrust: Tonnage: 85
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Experimental)
 Era: Jihad

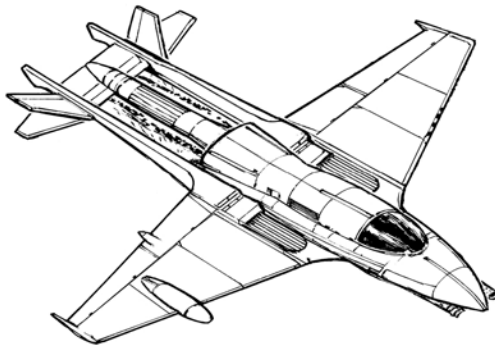
Weapons & Equipment Inventory

Standard Scale			(0-6) (6-12) (13-20) (21-25)				
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ExtendedLRM 10 [M.C.S.]	N	6	6	6	6	6
2	Hyper Velocity Auto Cannon/10 [DB]	N	7	10	10	10	—
2	ER Medium Laser [DE]	LW	5	5	5	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—

Ammo: [ELRM 10] 18, [HVAC/10] 24

Fuel: 400 Points

Cost: BV: 1,965



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 8 (80)

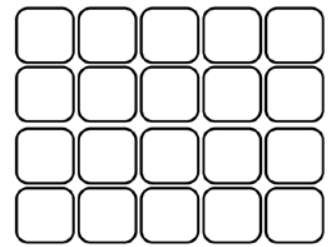
Left Wing Damage Threshold (Total Armor) 7 (66)

Right Wing Damage Threshold (Total Armor) 7 (66)

Structural Integrity: 8

Aft Damage Threshold (Total Armor) 7 (65)

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	15 (30)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	00
26	Shutdown, avoid on 10+	00
25	Random Movement, avoid on 10+	00
24	+4 Modifier to Fire	00
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	
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

Nose Damage
Threshold
(Total Armor)
25 (250)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Claymore Interceptor

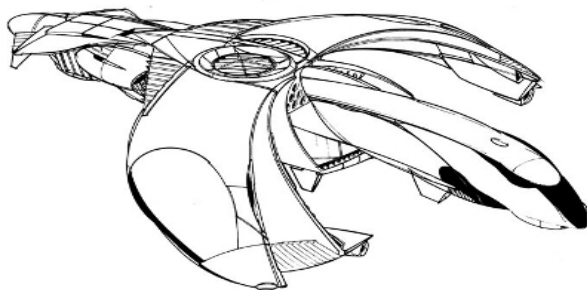
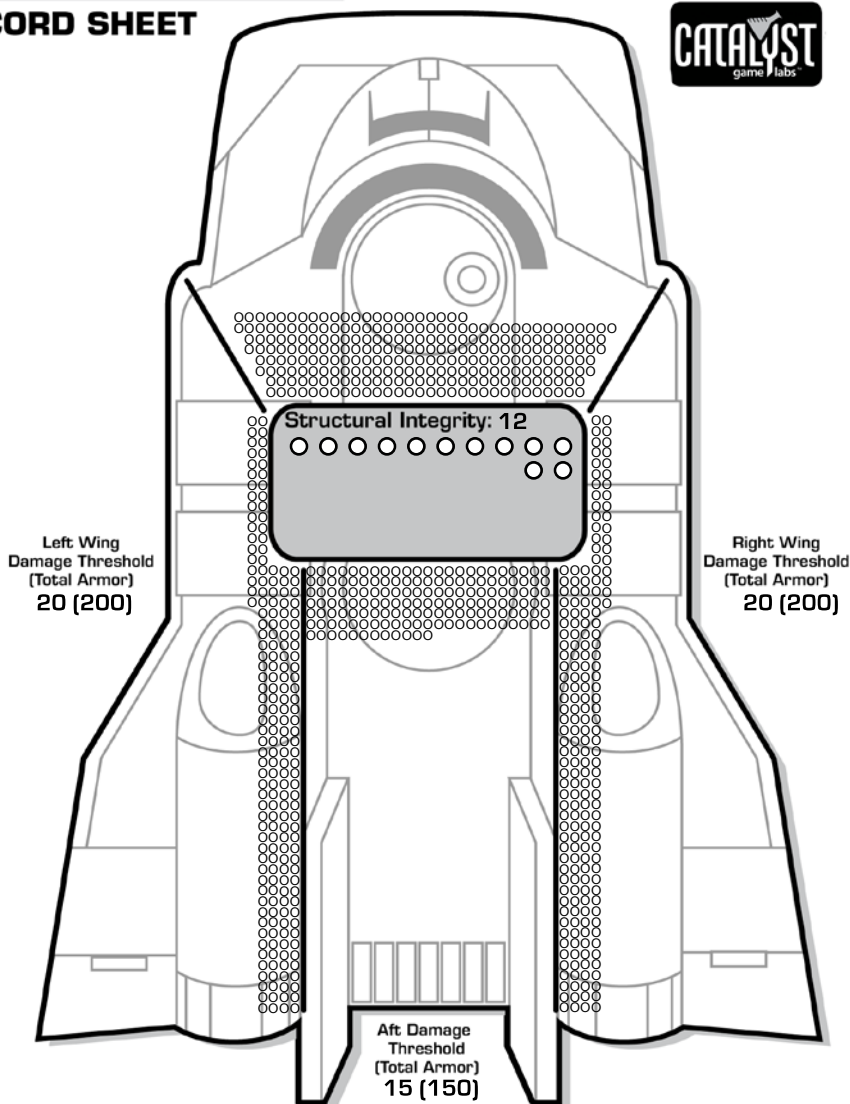
Name: Tonnage: 1400
Thrust: Tech Base: Mixed Tech (I.S.)
Safe Thrust: 6 (Experimental)
Maximum Thrust: 9 Era: Jihad
Fighters/Small Craft: 0 / 0 Launch Rate: 0 / Turn

Weapons & Equipment Inventory

Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
3 Bombast Laser	N	36	3 (36)	3 (36)	—	—	
3 ER Medium Laser (Clan)	N	15	2 (21)	2 (21)	—	—	
2 Silver Bullet Gauss Rifle	N	2	1 (18)	1 (18)	1 (18)	—	
[32 rmds]							
3 Laser AMS	N	21	0 (9)	Point Defense			
2 ER Large Laser (Clan)	FL/FR	24	2 (20)	2 (20)	2 (20)	2 (20)	
2 ExtendedLRM 15	FL/FR	16	1 (18)	1 (18)	1 (18)	1 (18)	
[18 misl]							
3 Laser AMS	AL/AR	21	0 (9)	Point Defense			
4 Large Pulse Laser (Clan)	A	40	4 (40)	4 (40)	4 (40)	—	
4 ER Medium Laser (Clan)	A	20	2 (28)	2 (28)	—	—	

Cargo:
Cargo Space - 263.50 tons (2 doors)

Cost: BV: 5,857



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 15 Marines: 0
Passengers: 0 Battle Armor: 0
Life Boats/Escapes Pods: 2/0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

HEAT DATA

Heat Sinks: 110 (220)
Double

Heat Generation Per Arc

Nose:	74	Aft:	60
Left Wing:		Right Wing:	
Fwd:	40	Fwd:	40
Aft:	21	Aft:	21

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



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death "Strike Suit" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip.

Advanced SRM 3 (Clan) (Body) 2/Mel (M.C) — 4 8 12
Ammo 0 0 0

Battle Claw (2)

IS Light TAG

[E] — — — —

0 [S] — 3 6 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 329/63

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death "Strike Suit" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip.

Advanced SRM 3 (Clan) (Body) 2/Mel (M.C) — 4 8 12
Ammo 0 0 0

Battle Claw (2)

IS Light TAG

[E] — — — —

0 [S] — 3 6 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 329/63

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death "Strike Suit" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip.

Advanced SRM 3 (Clan) (Body) 2/Mel (M.C) — 4 8 12
Ammo 0 0 0

Battle Claw (2)

IS Light TAG

[E] — — — —

0 [S] — 3 6 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 329/63

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death "Strike Suit" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip.

Advanced SRM 3 (Clan) (Body) 2/Mel (M.C) — 4 8 12
Ammo 0 0 0

Battle Claw (2)

IS Light TAG

[E] — — — —

0 [S] — 3 6 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 329/63

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death "Strike Suit" Era: Jihad

Gunnery Skill: Anti-Mech Skill:

Ground MP: 3

Weapons & Equip.

Advanced SRM 3 (Clan) (Body) 2/Mel (M.C) — 4 8 12
Ammo 0 0 0

Battle Claw (2)

IS Light TAG

[E] — — — —

0 [S] — 3 6 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ●○○○○○○○○○

2 ●○○○○○○○○○

3 ●○○○○○○○○○

4 ●○○○○○○○○○

Cost: BV: 329/63

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4	+5
3	+0	+1	+2	+3	+4	+5	+6
2	+1	+2	+3	+4	+5	+6	+7
1	+2	+3	+4	+5	+6	+7	+8

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET (Experimental)

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir "Longshot" Era: Jihad
Gunnery Skill: Anti-'Mech Skill:
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
BC³ [E] — 7 14 21
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 624/120

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir "Longshot" Era: Jihad
Gunnery Skill: Anti-'Mech Skill:
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
BC³ [E] — 7 14 21
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 624/120

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir "Longshot" Era: Jihad
Gunnery Skill: Anti-'Mech Skill:
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
BC³ [E] — 7 14 21
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 624/120

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir "Longshot" Era: Jihad
Gunnery Skill: Anti-'Mech Skill:
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
BC³ [E] — 7 14 21
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 624/120

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir "Longshot" Era: Jihad
Gunnery Skill: Anti-'Mech Skill:
Ground MP: 4
Weapons & Equip. Dmg Min Sht Med Lng
BC³ [E] — 7 14 21
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
LRM 5 (Clan) 1/Msl [M.C.S] — 7 14 21
Ammo 0 0
Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○○○

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

Cost: BV: 624/120

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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6	+0	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4	+5
3	+0	+1	+2	+3	+4	+5	+6
2	+1	+2	+3	+4	+5	+6	+7
1	+2	+3	+4	+5	+6	+7	+8

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

