

BATTLETECH™



EXPERIMENTAL™
TECHNICAL
READOUT:

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RETROTECH

INTRODUCTION

INCOMING
MESSAGE

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DELETE

Dear Readers,

This is a special edition of *Modern Mercenary*. In the past, we have provided updates when new military units have become available. Though most of these ride the cutting edge, we have seen “budget machines” in the past, such as the Po and *Watchman*. This season’s volume takes things further, to the realm of RetroTech. Originally a term for primitive-style BattleMechs built in IndustrialMech facilities, RetroTech now encompasses any military design that is manufactured to or based on twenty-fifth century design standards. In addition, RetroTech may also include Industrial designs purpose-built for combat (as opposed to aftermarket jury-rigs).

With the destruction that has encompassed the Inner Sphere in the past decade and a half, many militaries are desperate for any designs they can get their hands on, even RetroTech machines that would normally be below the standards of today’s major armed forces. We bring you a sampling of these designs from across the Sphere. Some are primitive models reborn in the modern age; others are venerable chassis with modern tweaks. While many of these designs pale in comparison to cutting-edge tech that has proliferated the modern battlefield, RetroTech designs can augment an existing force well, and are viable candidates for resource strapped militias and household guards. Despite what some pilots and crews may say, RetroTech is still better than the alternative of nothing.

Thank you for your patronage,

—Senior Editor Sean Tarkinton, *Modern Mercenary Magazine*, Galatean Press, 11 February 3081

INTRODUCTION

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: RetroTech* provide players with a sampling of the less-expensive (and less effective) primitive (RetroTech) designs that have arisen in due to the widespread damage to the Inner Sphere's military-industrial complex. The designs featured in this book reflect production-level units, some of which are available on the open market, while others supply specific military forces.

The rules for using 'Mechs, vehicles and fighters in *BattleTech* gameplay can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the unusual nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations* and Primitive-level rules presented in *Jihad Secrets: The Blake Documents*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged.

CREDITS

Project Development

Herbert A. Beas II

Development Assistance

Randall N. Bills

BattleTech Line Developer

Herbert A. Beas II

Assistant Line Developer

Ben H. Rome

Primary Writing

Ken' Horner

Art Direction

Brent Evans

Production Staff

Cover Design and Layout

Ray Arrastia

Illustrations

Doug Chaffee

David R. Deitrich

Brent Evans

Chris Lewis

Duane Loose

Mike Nielson

Brian Snoddy

Franz Vohwinkel

Record Sheets

Ray Arrastia

Joel Bancroft-Connors

"BV Smasha!" Sebastian Brocks

Christopher "Chunga" Smith

"Techno Wizard" Jason Tighe

BattleTech Logo Design

Shane Hartley, Steve Walker

and Matt Heerd

Factchecking/Playtesting:

Joel Bancroft-Connors, Roland "ColBosch" Boshnack, Joshua "NCKestrel" Franklin, William "Mad Capellan" Gauthier, Keith "Xotl" Hann, Johannes "jymset" Heidler, Daniel "DarkSI" Isberner, Chris "Alexander Knight" Marti, Luke "Jellico" Robertson, Chris "Chunga" Smith, Peter Smith, Chris Wheeler, Patrick Wynne.

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CAT35XT008

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



PTN-2 PATRON MILITIAMECH

Distribution Summation: Advanced Upgrade
Producer/Site: Graham-Davis Enterprises, Tamarind
Head Designer: Adam Odessa
Project Start Date: 3076
Non-Primitive Equipment Analysis:
 Light Machine Guns
 Rocket Launchers

Overview

The thought of a *Patron* LoaderMech charging into combat is almost laughable. Outside of a desperate reloading actions during the Age of War, the slow, unarmed, and under-armored *Patron* is generally seen as an irrelevant support 'Mech by today's standards, a mere convenience for technicians. Opponents of Tamarind militia will find the new *Patron* to be problematic, however. Though its speed is unchanged, this is not an issue for a 'Mech designed to counter and support conventional infantry. At only fifteen tons, the *Patron's* strategic movement can be much easier than larger units. The *Patron's* four light machine guns give it some reach to tear into most conventional troops, but if the enemy infantry has a long enough reach, the *Patron* should still be cautious because the armor hasn't been improved. Indeed, the most significant task for the militia *Patron* is carrying its five ten-rocket launcher salvos into the fray. With these, the *Patron's* supporting infantry can gain a fighting chance against more heavily armored opponents, such as battle armored troops and light vehicles. A lucky strike by these same rockets can even become a deterrent, scattering conventional troops before they even come into effective range for massed fire.

The first sales of the *Patron* MilitiaMech went to Tamarind militia forces, but manufacturer Graham-Davis Enterprises quickly offered the design to anyone who can afford it. GDE expects this new refit to dramatically increase the tepid sales that followed the venerable *Patron* in the past. Despite the armaments, however, critics say that it seems unlikely that customers will suddenly flock to the fragile *Patron* so quickly.

Type: **Patron**
 Technology Base: Inner Sphere
 Tonnage: 15
 Battle Value: 143

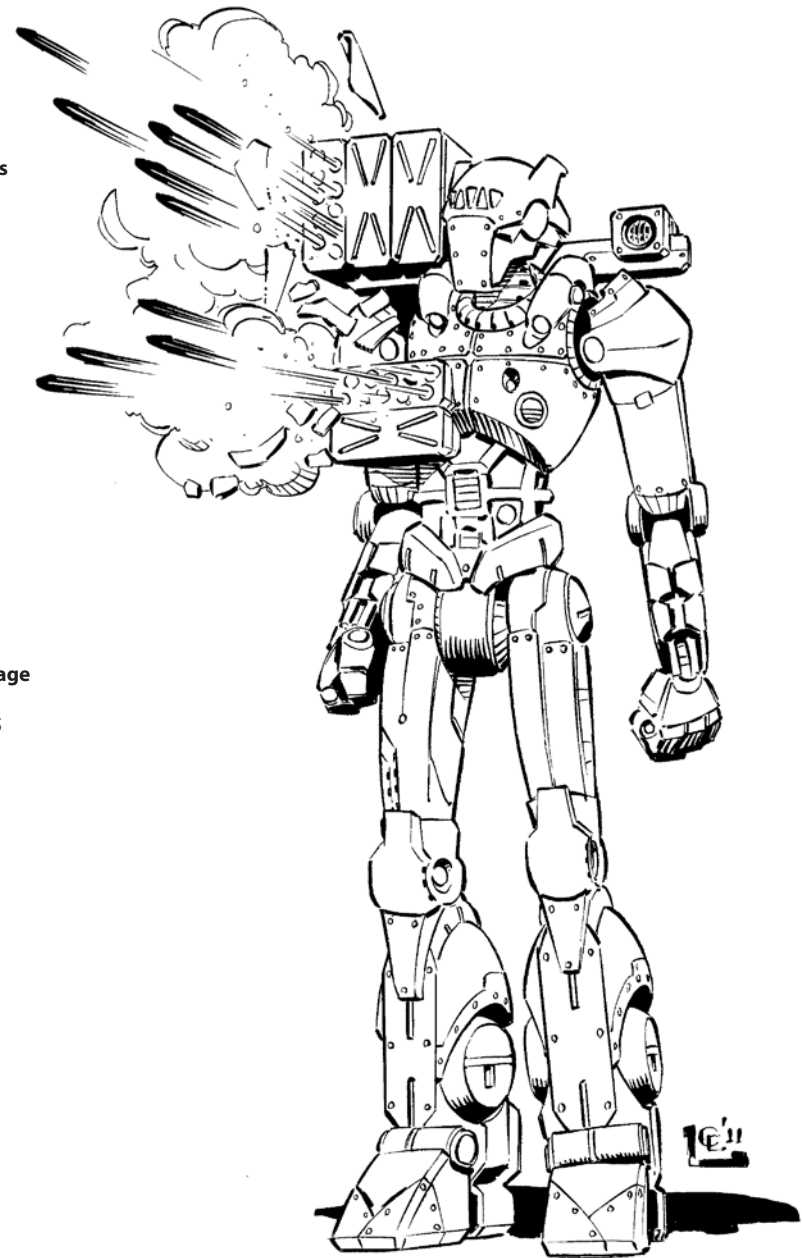
Equipment

Internal Structure:		Mass
Engine:	30 Fuel Cell	3
		1.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	1	0
Gyro:		1
Cockpit:		3
Armor Factor (BAR 5):	24	1
	Internal Structure	Armor Value
Head	3	3
Center Torso	5	3
Center Torso (rear)		2
R/L Torso	4	2
R/L Torso (rear)		2
R/L Arm	2	2
R/L Leg	3	2

Weapons and Ammo

	Location	Critical	Tonnage
2 Light Machine Guns	RA	2	1
5 Rocket Launcher 10	RT	5	2.5
Mounted Searchlight	LT	1	.5
2 Light Machine Guns	LA	2	1
Ammo (Light MG) 100	LA	1	.5

Notes: Features Advanced Fire Control.



EXPERIMENTAL

PFF-2 PATHFINDER

Distribution Summation: General Production

Producer/Site: Zettle Metals Inc, Rahne

Head Designer: Bobby Louella

Project Start Date: 3075

Non-Primitive Equipment Analysis:

ER Medium Laser

Beagle Active Probe

Overview

Both ends of the Lyran Alliance defense industry are expanding. For hundreds of millions of kroner, a *Hauptmann* can be purchased with state-of-the-art weapons, including Lyran-built equivalents of Clan autocannons—but for just a few million, one can obtain a much more economical *Pathfinder* instead. While the hyper-advanced *Hauptmann* sales so far total one order, dozens of *Pathfinders* have found themselves produced in the past few years at Zettle Metals.

At first glance, the 'Mech is less than impressive, generally outperformed by a century-old *Locust* or *Stinger*. Looking into the basis for the design provides a better showing for the *Pathfinder*. Though built to lesser standards, this machine is able to keep up with almost any Lyran formation larger than a lance, and it carries a very modern ER medium laser for punch, allowing it to hit farther than most vintage designs. But the heart of this 'Mech isn't its weaponry, but the active probe that enables the *Pathfinder* to locate enemy units and reveal their locations to its more powerful lancemates. Many of the *Pathfinder's* parts are "low-spec", but the probe is Nashan Diversified's newest combat-ready Beagle series. Not only providing combat detection, the Beagle can also quickly scan terrain, and combine its data with scans from other probes (even models from different manufacturers) to build a detailed topographical map. *Pathfinder* sales have been brisk, especially to smaller military units wishing to supplement their combat units with a greater number of inexpensive scouts. Only forces and agencies who are wanted by Lyran authorities or those outlawed by the MRBC seem to be forbidden to purchase the *Pathfinder*. Still, the LAAF is currently the primary buyer for the design, outfitting many of their militia forces with the design.

There has been talk at Zettle of producing a version that replaces the laser with target acquisition gear. This would make the *Pathfinder* even more of a "team player" than it already is, but leaves it with no offensive firepower of its own. Due to the backlog of orders at Zettle, however, this variant would be unlikely to surface until the next decade at the earliest.

Type: **Pathfinder**

Technology Base: Inner Sphere (Primitive)

Tonnage: 25

Battle Value: 452

Equipment

Internal Structure:

Engine: 180 Primitive

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 10

Gyro:

Cockpit (Primitive): 64

Armor Factor (Primitive):

Internal Structure	Armor Value
Head	3
Center Torso	7
Center Torso (rear)	6
R/L Torso	4
R/L Torso (rear)	4
R/L Arm	5
R/L Leg	5

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

ER Medium Laser

Beagle Active Probe

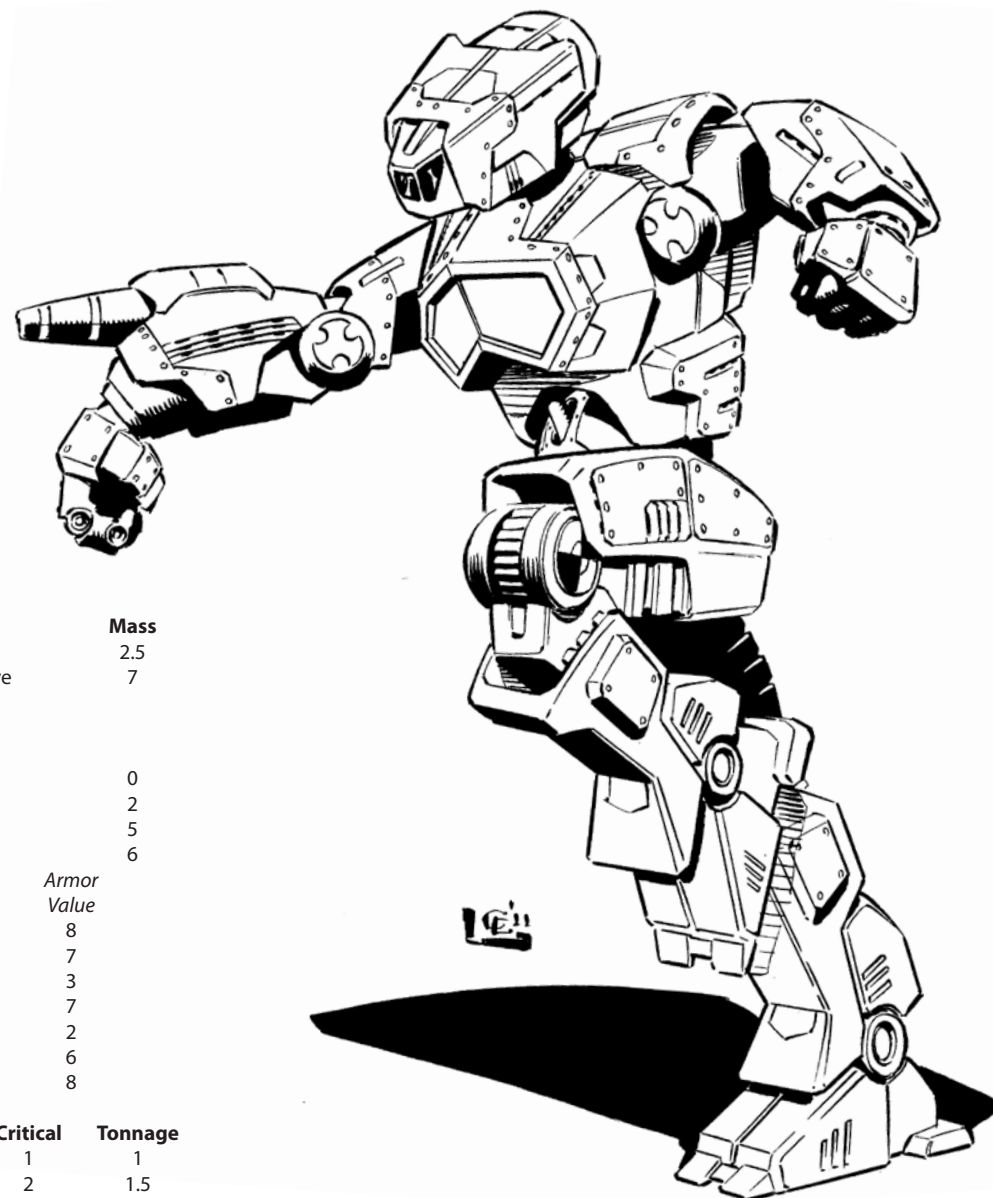
Location

Critical

Tonnage

RA 1 1

CT 2 1.5



EXPERIMENTAL

CN9-H CENTURION

Distribution Summation: Limited Production

Producer/Site: Marian Arms/Alphard Trading Company, Alphard

Head Designer: Franz Zimmerman

Project Start Date: 3077

Non-Primitive Equipment Analysis:

LB 10-X Autocannon

Rocket Launchers

Overview

Building a 'Mech production facility is no mean feat, even for a Successor State that has damaged facilities to start with. For the Marian Hegemony, the development of Marian Arms have been one of the greatest challenges that nation has faced. At first only capable of refitting existing chasses, now these 'Mech facilities have debuted their first complete manufacture, a local variation on the *Centurion*. While the choice may seem at first to be a nod to the Hegemony's neo-Roman style, the fact remains that the venerable *Centurion* is a solid 'Mech, more than capable in its own right.

The Marian version, dubbed the CN9-H, is built to primitive standards, likely due to limits on Marian Arms' chassis construction capability at this time. While this makes it more fragile than the most ancient *Centurions* in the Inner Sphere today, most Periphery bandits won't likely stick around to figure that out. Armed with an LB 10-X autocannon—likely imported from the League or Alliance—this 'Mech has power and range. Its traditional missile launcher is gone, replaced by nearly a half dozen ten-tube rocket launchers. Combined with the speed of a 9-A model, this weapons load gives the Marian version similar capabilities, but in a real fight, this pretender will soon be exposed by its lack of armor. While visually similar to Succession Wars standards, the poor quality material protecting this machine puts up only half the fight of normal armor. This can easily intimidate resource-wary pirates eager to minimize their own damage, but a serious invader facing one of these *Centurions* will find it a glass cannon. On the plus side, reports from technicians indicate that the primitive components do not require much more maintenance than standard parts today, but repairs may take longer anyway, given the present rarity of ready parts.

Purchasing one of these machines seems unlikely for the near future; the Caesar's Legions need to rebuild just as bad as almost any other armed force in the known universe, and so Marian Arms is not selling CN9-Hs on the open market.

Type: **Centurion**

Technology Base: Inner Sphere (Primitive)

Tonnage: 50

Battle Value: 848

Equipment

Internal Structure:

Engine: 240 Primitive

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 10

Gyro: 3

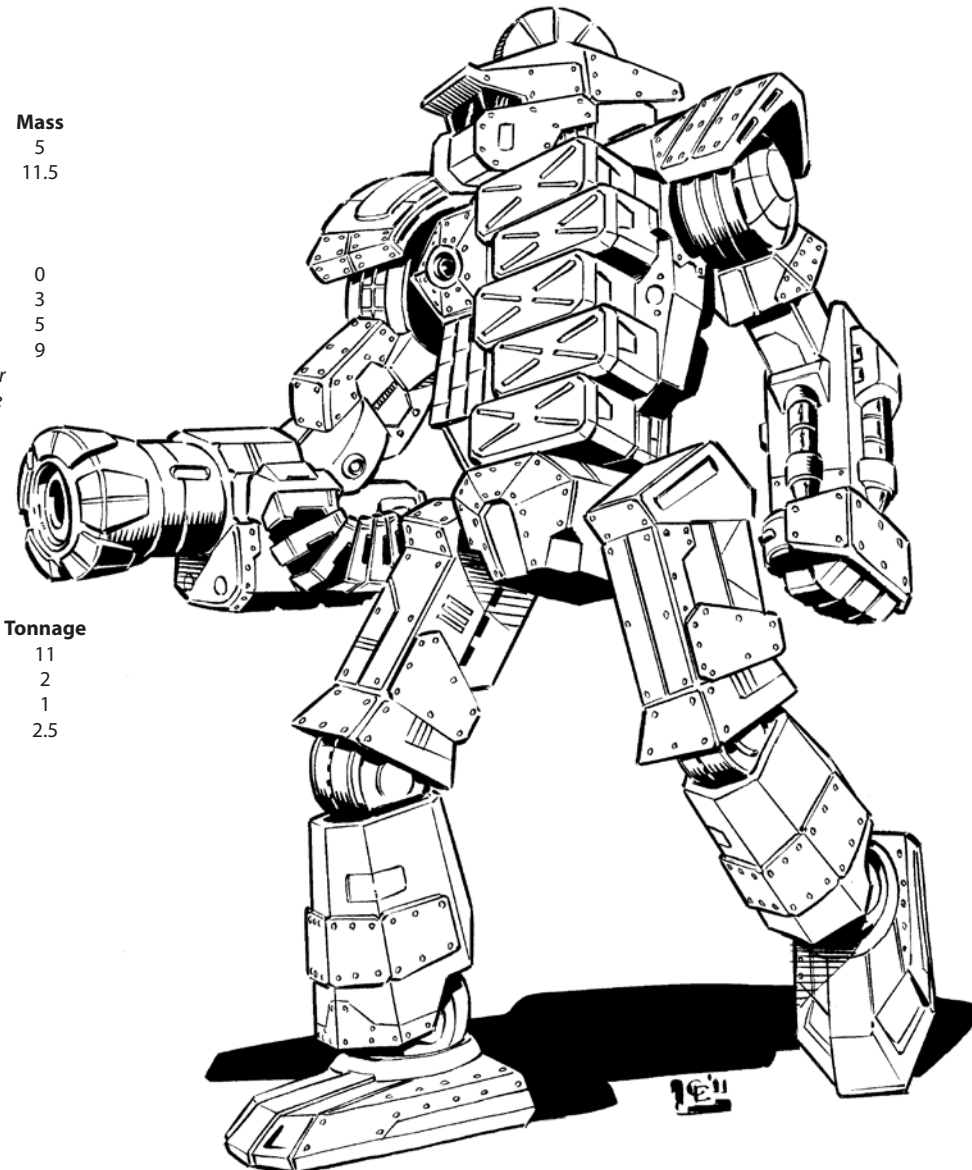
Cockpit (Primitive): 5

Armor Factor (Primitive): 9

	Internal Structure	Armor Value
Head	3	8
Center Torso	16	15
Center Torso (rear)		5
R/L Torso	12	10
R/L Torso (rear)		4
R/L Arm	8	10
R/L Leg	12	10

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RA	2	2
Medium Laser	CT	1	1
5 Rocket Launcher 10	LT	5	2.5



EXPERIMENTAL

NH-1B ROOK-X

Distribution Summation: Advanced Upgrade

Producer/Site: New Hessen WorkMechs, New Hessen

Head Designer: Arica Vashti

Project Start Date: 3077

Non-Primitive Equipment Analysis:

ER PPC
PPC Capacitor
ER Medium Laser
ER Small Laser

Overview

New Hessen's original RetroTech design, the NH-1 *Rook*, found its way onto the open market fairly quickly during the Jihad, a success that soon led to the development of the modernized NH-2 and NH-3X series. However, in response to requests from past customers, New Hessen WorkMechs surprisingly unveiled a new aftermarket upgrade available only to the original NH-1 primitive model, the so-named NH-1B *Rook-X* package.

Giving the 'Mech a formidable offensive punch to rival that of the NH-2, the NH-1B carries an extended-range PPC and four medium lasers—half of which are extended range types. Even the rear facing small lasers are upgraded in this refit, and two more heat sinks have been added to help with the load. But the biggest shock is the addition of a capacitor for the particle cannon. While using the capacitor pushes the *Rook-X*'s heat envelope, a solid hit from this weapon can destroy cockpits on even the most heavily armored 'Mechs in a single shot. Like many BattleMechs, the *Rook-X* suffers from heat issues, and plasma weapons or infernos can quickly take this design out of a fight. But while a lot of focus is on the particle cannon and capacitor, the lasers can make for a heavier, if less concentrated, barrage that will not tax the sinks too much. The two types of forward lasers provide a slightly odd set of range brackets that pilots will need some time to get used to, but competent pilots can master these quirks in short order.

Given the NH-1's sales history, most of the NH-1B upgrades have gone to militia forces now stationed throughout the former Blake Protectorate, especially those on or near New Hessen. The refits have already seen action against the Capellan Confederation. Though neither exceptionally fragile nor overly durable, their increased firepower made it hard for the Capellans to ignore them.

Type: **Rook-X**

Technology Base: Inner Sphere (Experimental)

Tonnage: 55

Battle Value: 1,187

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit (Primitive):

Armor Factor (Primitive):

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Rear Legs

Weapons and Ammo

ER Medium Laser

ER PPC

PPC Capacitor

Medium Laser

ER Small Laser

Medium Laser

ER Small Laser

ER Medium Laser

200 Primitive

3

5

0

16

160

Internal
Structure

3

18

7

13

6

9

13

Armor
Value

9

22

7

20

6

17

18

Mass

5.5

8.5

6

2

5

15

Location

Critical

Tonnage

RA

1

1

RT

3

7

RT

1

1

RT

1

1

RT(R)

1

.5

LT

1

1

LT(R)

1

.5

LA

1

1



EXPERIMENTAL

HWK-3F HAWKWOLF

Distribution Summation: General Production
Producer/Site: Hope Industrial Works, Randis IV
Head Designer: Brother Toccera
Project Start Date: 3076
Non-Primitive Equipment Analysis:
 MML 5 Rack
 CASE

Overview

Though some see them as a subversive cabal looking to expand their sphere of influence, the Brotherhood of Randis does not have the resources that the larger military powers have. Whatever their reasons for policing nearby systems, they do not collect any taxes for the deed—donations, perhaps, but not taxes. In order to support both their forces and their activities, the Brotherhood has used their resources to build “RetroMechs” for their own use and sale to raise capital to continue their operations. Their RetroTech *Firebees* and *Dervishes* have been successful and the emboldened group has decided to produce their own design. The *HawkWolf*, named for a canine predator adapted to Randis IV, is designed to supplement the Brotherhood in battle.

Even with almost a quarter of its mass devoted to armor, the primitive *HawkWolf* only has average protection for an assault ‘Mech. The armament is little to be feared individually, a pair of fifteen-tube LRM launchers and dual five-tube multi-missile launchers. When added to the Brotherhood’s powerful forces, the two score missiles launched by a *HawkWolf* can provide substantial fire support. Typically younger warriors—“squires” in the Brotherhood’s hierarchy—pilot these machines, splitting the two tons of MML ammo between long range and short range missiles. In battle, these warriors will generally engage at 300 to 600 meters, and pull back if advanced upon, using the SRM rounds as a deterrent against pursuers. Once the LRM ammunition is depleted, the *HawkWolf* will generally retire from battle.

After successful field trials, the *HawkWolf* has been made available for sale in limited quantities to those governments and mercenary forces that are on good terms with the Brotherhood. For the price, this ‘Mech provides a nice long-range punch and is a good buy for garrison units.

Type: **HawkWolf**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 80
 Battle Value: 1,349

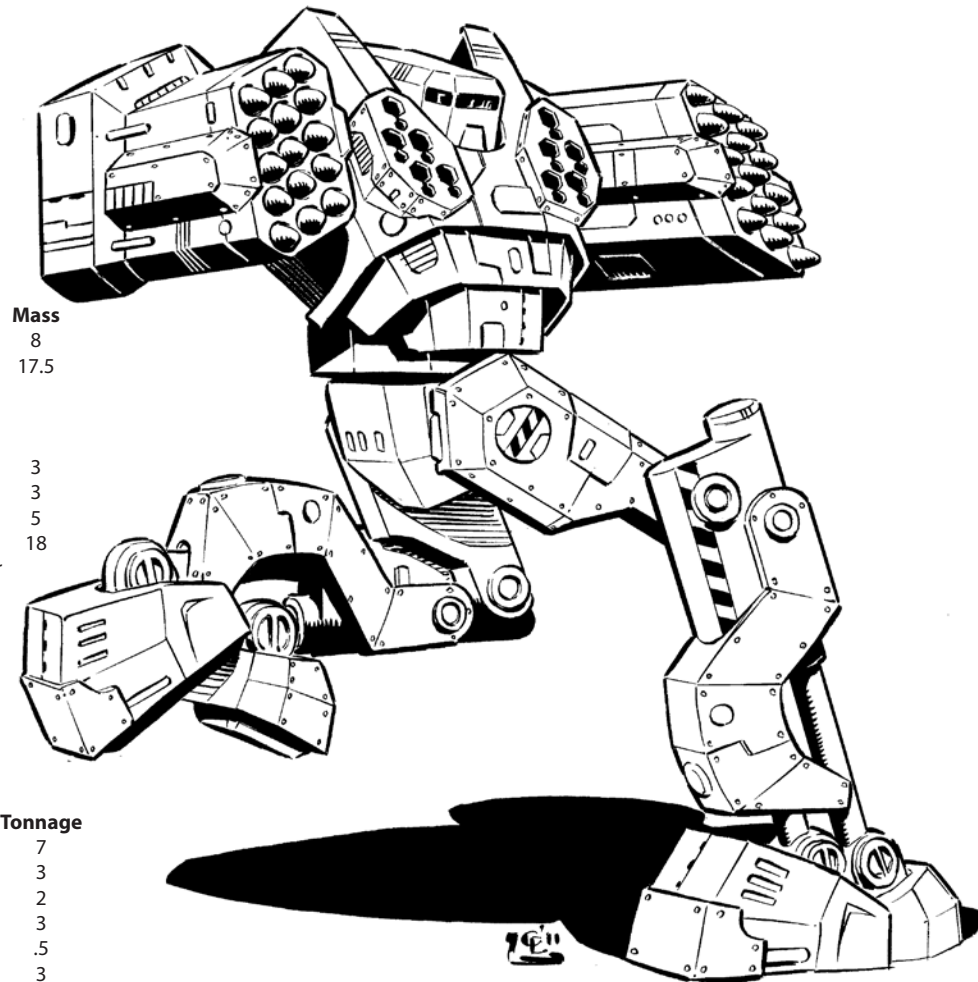
Equipment

Internal Structure:
 Engine: 290 Primitive
 Walking MP: 3
 Running MP: 5
 Jumping MP: 0
 Heat Sinks: 13
 Gyro:
 Cockpit (Primitive):
 Armor Factor (Primitive): 192

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	35
Center Torso (rear)		6
R/L Torso	17	25
R/L Torso (rear)		6
R/L Arm	13	20
R/L Leg	17	20

Weapons and Ammo

	Location	Critical	Tonnage
LRM 15	RA	3	7
MML 5	RT	3	3
Ammo (MML) 48/40	RT	2	2
Ammo (LRM) 24	RT	3	3
CASE	RT	1	.5
MML 5	LT	3	3
LRM 15	LA	3	7



EXPERIMENTAL

HUMMING BIRD

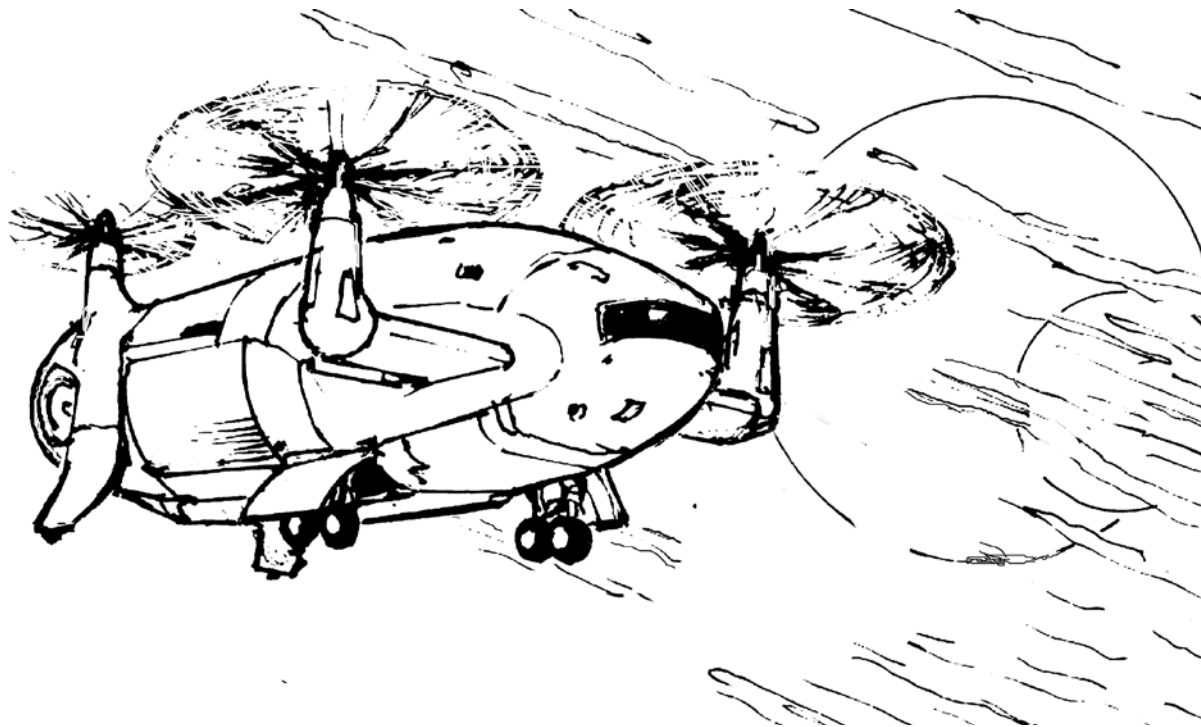
Distribution Summation: General Production
Producer/Site: Bermuda Combat Systems, Booker
Head Designer: Venita Summer
Project Start Date: 3074
Non-Primitive Equipment Analysis:
 Bloodhound Probe

Overview

For the most part, the Humming Bird is unremarkable in the grand scheme. Dozens of different search and rescue VTOLs—including combat versions—are available today, from multitudes of manufacturers. What separates this “vintage style” combat VTOL from most others is its advanced active probe. The Bloodhound active probe provides the Humming Bird with sensor capabilities that rival even today’s best line military units. But while an invaluable tool for locating lost vehicles or individuals, the Bloodhound’s cutting-edge nature makes it more expensive than most jurisdictions would care to spend.

To compensate, Bermuda Combat Systems used older construction techniques and components to make the Humming Bird’s frame, engines, and armor less expensive than similar combat helicopters, while still giving it a reasonable chance to handle intermittent contact with hostile elements. Aiming at the police and paramilitary markets, Bermuda has not sought to outfit these VTOLs with weapons at this time, but this could change in the future if Humming Bird sales take off in the militia sector. As it is, the Humming Bird’s lift hoist and spotlight are designed for easy removal despite the armored protection, making room for potential weapon refits.

Humming Birds sales have been brisk throughout the Periphery as well as amongst the mercenary community. The Magistracy has been the biggest buyer so far, ordering most of the initial run. These Canopian Humming Birds have been employed both as scouts on border worlds, and as rescue vehicles in major cities.



Type: **Humming Bird**
 Tech Base: Inner Sphere (Experimental)
 Chassis Type: VTOL (Medium)
 Mass: 30 tons
 Battle Value: 129
 Equipment Rating: E/X-X-F/F

Equipment		Mass
Chassis:		7.5
Engine/Controls:	Electric (Fuel Cell)	9.5
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	0	0
Fuel:	2,456 km	3.5
Armor Factor (BAR 5):	31	1
	Internal Structure	Armor Value
Front	3	9
R/L Side	3	8/8
Rear	3	4
Rotor	3	2

Weapons and Ammo	Location	Mass
None	-	-

Crew: 2 (2 enlisted/non-rated)

Cargo:
 2.5 tons 2 Doors (Right/Left)

Notes: Features Tech Level D Chassis, Engine/Controls and Armor, lift hoist (3 tons, Right), Bloodhound Active Probe (2 tons), mounted spotlight (.5 tons, Front).

HW1 HWACHA

Distribution Summation: General Production
Producer/Site: Hellespont 'Mech Works, Betelgeuse
Head Designer: Veronique Cinda
Project Start Date: 3078
Non-Primitive Equipment Analysis:
 Medium Range Missiles

Overview

The destruction of the Jihad did not spare the Capellan Confederation. With their armed forces savaged, the Strategios put out a call for any manufacturers to replenish their equipment as quickly as possible. With Hellespont 'Mech Works battered to just one operational factory on Sian, they too were rebuilding. Upon reopening their *UrbanMech* production lines on Betelgeuse, Hellespont found they had extraneous facilities on site, and could re-purpose them for additional non-'Mech products. In an effort to accent their rebooted *UrbanMech* lines, the company thus chose to offer another urban combat vehicle built for economical deployment—an updated SRM carrier, as it were.

With a chassis, engine, and armor manufactured to “primitive” standards, the Hwacha is not terribly fast, and is lucky to break sixty five kilometers per hour on pavement, but that speed is ideal for most urban-defense needs. The armor is light, designed mainly to absorb shots from smaller combat vehicles and infantry, but its armament of sixty medium range missile tubes makes it possible for this vehicle to cripple most tanks in a single salvo. Six tons of ammunition allows the Hwacha to lob up to two dozen full salvos in battle.

Yet for all the vehicle's flaws, perhaps the biggest proved to be its name. Hellespont used a native Betelgeuse firm for its marketing efforts. More familiar with advertising in English, that firm chose a name with Korean origins, rather than the Mandarin that has become ubiquitous under Xin Sheng. The name is still fitting—referring to an ancient weapon that fired scores of steel-tipped rockets—but to some of the Confederation's more zealous officers, it somehow mocks the state's rebirth, and sales to the CCAF have been tepid. As a result, Hellespont has sought permission from the Confederation to pursue outside buyers for the Hwacha. Though approvals were hard to come by, the vehicle has recently appeared in some numbers among the defensive forces of the Duchy of Andurien and the Magistracy of Canopus.

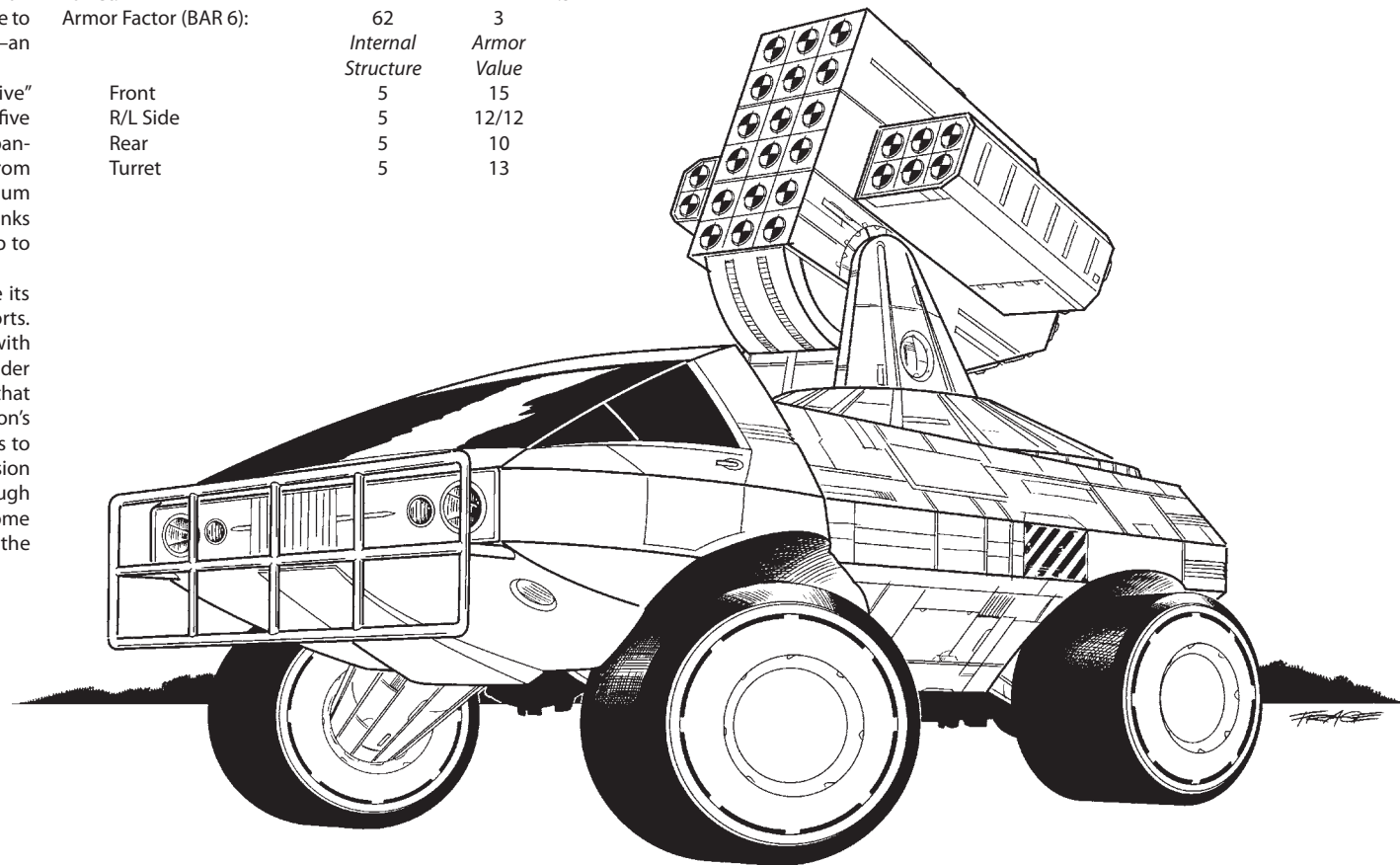
Type: **Hwacha**
 Tech Base: Inner Sphere (Advanced)
 Chassis Type: Wheeled (Medium)
 Mass: 50 tons
 Battle Value: 570
 Equipment Rating: D/X-X-D/E

Equipment		Mass
Chassis:		9
Engine/Controls:	Electric (Fuel Cell)	6
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:	1,111 km	1
Turret:		1.5
Armor Factor (BAR 6):	62	3
	Internal Structure	Armor Value
Front	5	15
R/L Side	5	12/12
Rear	5	10
Turret	5	13

Weapons and Ammo	Location	Mass
3 MRM 20	Turret	21
Ammo (MRM) 72	Body	6
Advanced Fire Control	Body	2.5

Crew: 14 (3 Officers, 2 enlisted non-rated, 9 gunners)

Notes: Features Tech Level C Chassis, Engine/Controls and Armor.



EXPERIMENTAL

BAROUCHE

Distribution Summation: General Production

Producer/Site: Peloran Motors, Marlette

Head Designer: Dulce Magdalen

Project Start Date: 3078

Non-Primitive Equipment Analysis:

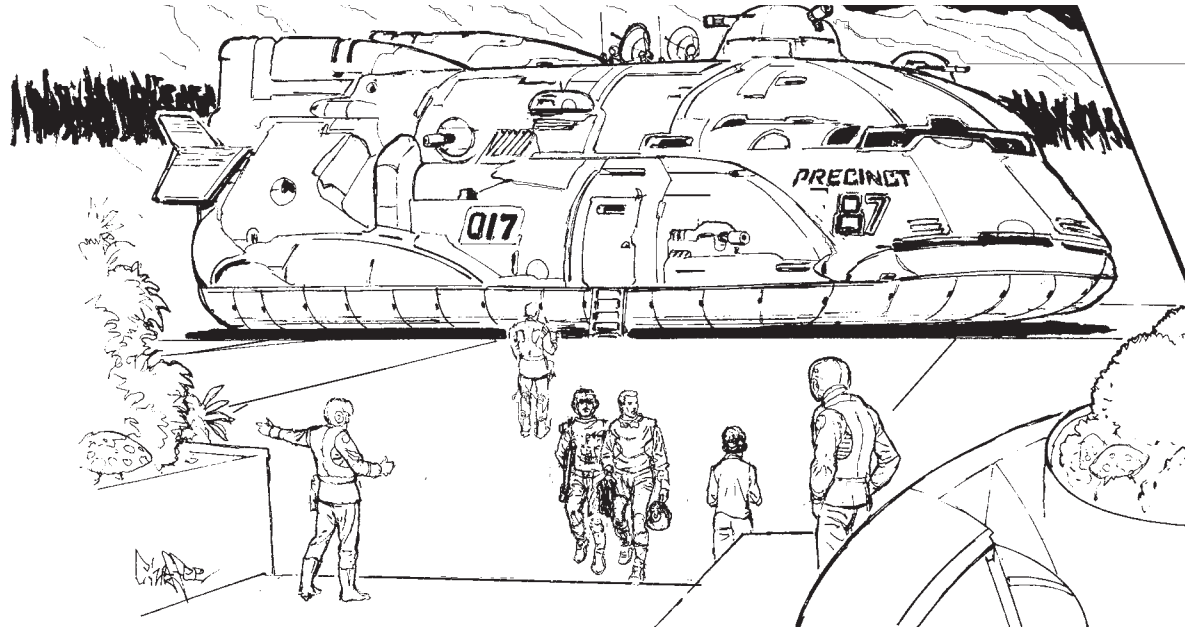
None

Overview

Gone are the luxuries of large armies with complex logistics and units assigned to guard the supply convoys. For a relatively safe garrison, a few APCs, a handful of troops and a bunch of flatbed trucks are the best most units will get and it will do the job. But when the fighting is constant and the front lines are moving, something a little more durable and reliable is needed. Peloran Motors of Marlette thinks they have a solution.

Built to modern standards, the Barouche is not RetroTech per se, but it is also not built to military specs, and so qualifies as an "armed support vehicle" instead. Moving at close to 120 kph, this super-heavy hovercraft can get between depots and camps quickly, and is armored well enough to shake off a few missile strikes and the odd pulse laser (though any competent crew will steer well clear of enemy forces and let their speed protect them). A turreted five-tube long range missile rack helps deter enemies who would take a chance on closing with this vehicle and can be particularly handy against other hovercraft. Dual light machine guns provide extra anti-personnel capability with some reach. But most important, of course, is the over twenty-four tons of cargo space that enable this hovercraft to carry out its primary mission of ferrying supplies to and from the lines.

Named after an ancient French carriage, the Barouche has been well received among larger fighting forces, and has been sold not only in its native Federated Suns and the nearby Terran Protectorate, but also in the Lyran Alliance and Draconis Combine. In addition, some mercenary units have been purchasing Barouches to supplement their own support assets, and there have even been inquiries from Clan Diamond Shark (likely with intent to resell them to their fellow Clans). The biggest knock on the design has been the use of a fusion engine. While largely freeing the Barouche from fuel constraints, it does make it an expensive design, an unaffordable luxury for very small units.



Type: **Barouche Military Transport**

Tech Base: Inner Sphere (Tournament Legal)

Chassis Type: Hover (Large)

Mass: 80 tons

Battle Value: 424

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

Equipment

Chassis:		Mass
		20.5
Engine/Controls:	Fusion	25.5
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	0	0
Fuel:	0	
Turret:		.5
Armor Factor (BAR 8):	84	4
	Internal Structure	Armor Value
Front	8	15
Front R/L Side	8	10/10
Rear R/L Side	8	10/10
Rear	8	12
Turret	8	16

Weapons and Ammo

	Location	Mass
LRM 5	Turret	2
Ammo (LRM) 24	Body	1
2 Light Machine Guns	Turret	1
Ammo (Light MG) 100	Body	.5
Advanced Fire Control	Body	.5

Crew: 8 (2 officers, 3 enlisted/non-rated, 3 gunners)

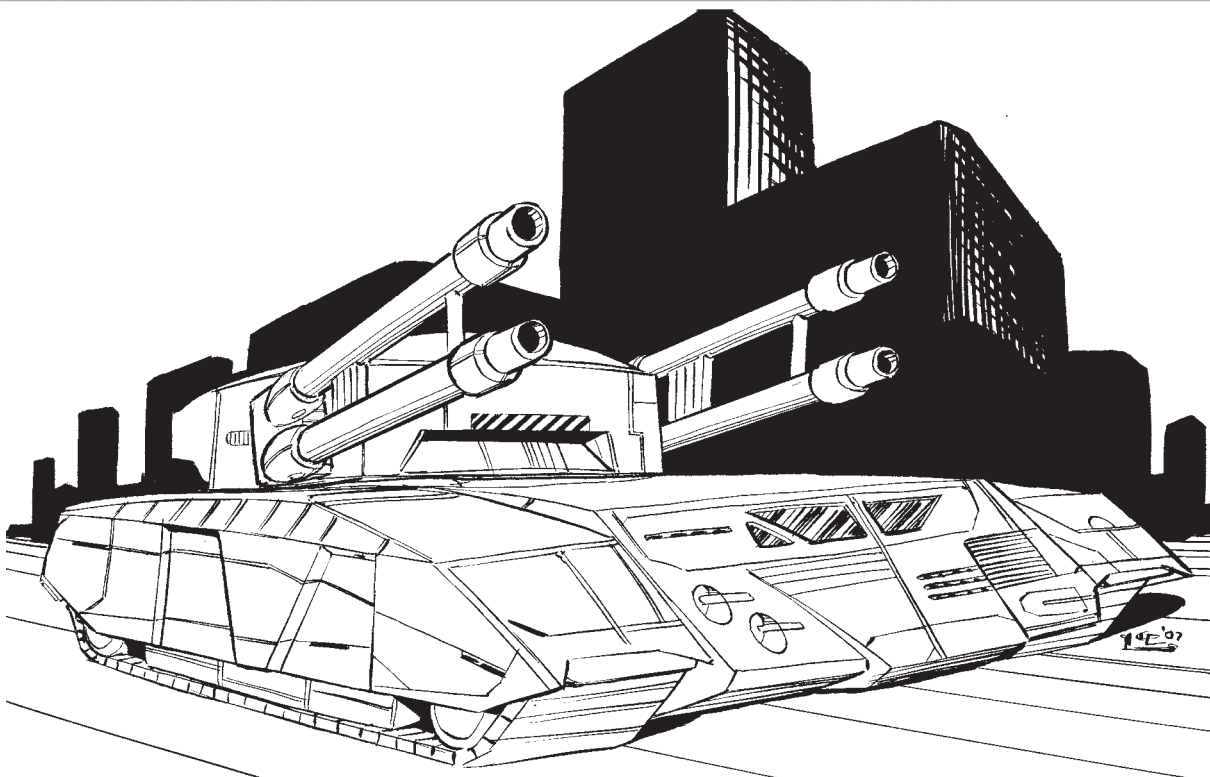
Cargo: 24.5 tons 1 Door (Rear)

Distribution Summation: General Production
Producer/Site: New Samarkand Metals of Xinyang, Xinyang
Head Designer: Renna Palmira
Project Start Date: 3079
Non-Primitive Equipment Analysis:
 LB 5-X Autocannon
 Light Autocannon/2

Overview

The Partisan has a long history of protecting its forces from air attacks. It also has a large price tag, with even the internal combustion versions setting buyers back a million and a half C-Bills per unit. New Samarkand Metals of Xinyang built the Nike in hopes of providing a less expensive alternative to the Partisan, de-emphasizing the command and control systems used by recent Partisan variants in favor of simple, straightforward firepower. In addition, by using less advanced processes and components in the chassis, engine, and armor, the overall result is a less cost-intensive air-defense platform.

Where today's Partisans mount dual LB-10X autocannons, the Nike uses smaller Class 5 versions for greater reach, backed up by a pair of even smaller Class 2 light autocannons. With two tons of ammo for each weapon type, the Nike has a lot of endurance, though one can almost be certain that both bins for the LBs have cluster munitions in them. Despite the archaic design approach behind the Nike, its hide is nearly as sturdy as modern armor, keeping it well protected on the modern battlefield. Thus far, sales of the Nike have gone exclusively to the Draconis Combine. Reports from the field are good, especially where raiders attempted to strike a DCMS arms depot on Benjamin. Their air cover was quickly dispatched by a lance of Nikes, which was then pressed into service against the raiders' Mechs. The enemy lance was pelted with autocannon fire and forced to take cover, losing valuable time. While none of the 'Mechs were destroyed, they retreated after a few minutes in the face of incoming DMCS reinforcements. Other than a bandit fighter crashing into a tenement district, the action was a rousing success for the Nike.



Type: **Nike**
 Chassis Type: Tracked (Medium)
 Mass: 90 tons
 Battle Value: 688
 Equipment Rating: E/X-X-E/E

Equipment		Mass
Chassis:		23.5
Engine/Controls:	Electric (Fuel Cell)	18.5
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:	719 km	2
Turret:		2.5
Armor Factor (BAR 9):	130	13
	Internal Structure	Armor Value
Front	9	35
R/L Side	9	20/20
Rear	9	20
Turret	9	35

Weapons and Ammo	Location	Mass
2 LB 5-X AC	Turret	16
Ammo (LB) 40	Body	2
2 Light AC/2	Turret	8
Ammo (LAC) 90	Body	2
Advanced Fire Control	Body	2.5

Crew: 15 (3 officers, 2 enlisted/non-rated, 10 gunners)

Cargo:
 None

Notes: Features Tech Level C Chassis, Engine/Controls and Armor, with Armored Chassis and Controls Modification.

WHITE TIP

Distribution Summation: Advanced Prototypes

Producer/Site: Bigoti Seacraft, Keid

Head Designer: Jeremy Stanley

Project Start Date: 3074

Non-Primitive Equipment Analysis:

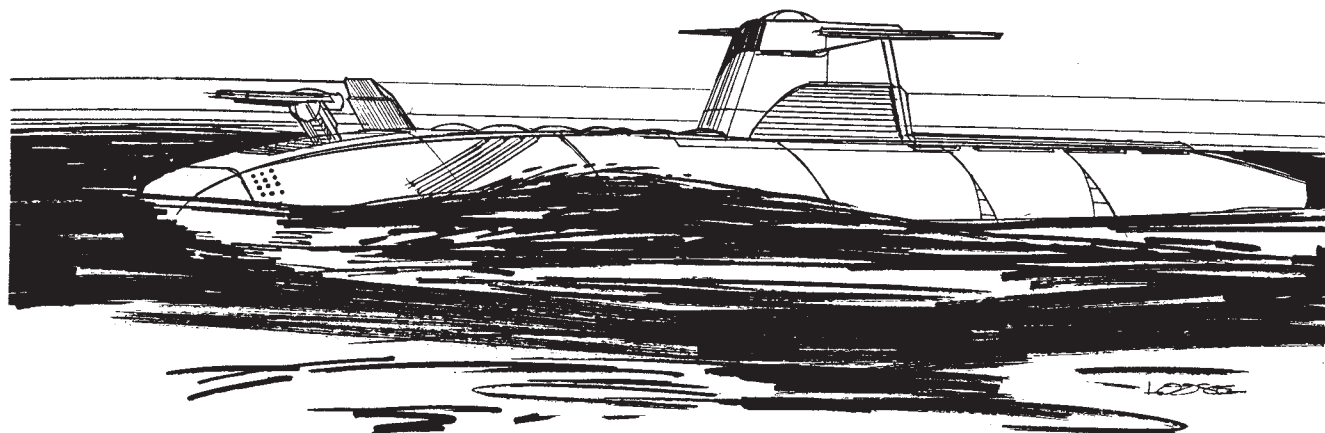
ER Medium Laser

Overview

For all their zealotry and poor decision-making, the Word of Blake was, by no means, stupid. When it became apparent they would soon be fighting a defensive war, they adapted, determined to slow the allies on every front. One example of this was the White Tip command submarine built on Keid. Based on the idea that if they could make their command assets hard to find and even harder to kill, they could deny complete victory to their enemies, stalling any offensive indefinitely. The theory, however, was more sound than the practice.

Like the Barouche, the White Tip is built to modern standards, and so is not RetroTech per se, but as these vessels were actually built to non-military specs, they qualify as "armed support vehicles" instead. Fusion powered and submersible, these boats were difficult to find on worlds with abundant surface oceans, and carried enough supplies and on-board amenities to last for months away from port. They were also difficult to kill; though four tons of armor is not a lot of protection, forty long-range and eight short-range torpedo tubes gave the White Tips better hitting power than most of their potential undersea enemies. An extended range laser was even included for endurance. Medical facilities and sophisticated communications equipment made them even more powerful as strategic weapons, allowing them to work with costal forces to harry the invaders. In true submarine tradition, only the White Tip's officers had their own rooms; enlisted crew had to share bunk space.

The Coalition's determination on Keid was greater than the Blakists imagined. Of the half dozen White Tip prototypes deployed there, four were destroyed in battle while the other two surrendered when it was apparent the world was lost. Two of the sunken vessels have since been raised and rebuilt. Despite their ultimate defeat, the White Tip showed great ability as a mobile command post for heavily aquatic worlds. Bigoti Seacraft will soon start offering sales to off-planet customers.



Type: White Tip

Tech Base: Inner Sphere (Advanced)

Chassis Type: Naval Vessel (Medium, Template A)

Mass: 250 tons

Battle Value: 902

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

Equipment

Equipment		Mass
Chassis:		57.5
Engine/Controls:	Fusion	17.5
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	5	5
Fuel:		0
Turret:		1
Armor Factor (BAR 8):	87	4
	Internal Structure	Armor Value
Front	25	22
R/L Side	25	14/14
Rear	25	17
Turret	25	20

Weapons and Ammo

Weapons and Ammo	Location	Mass
ER Medium Laser	Turret	1
LRT 10	Turret	5
Ammo (LRT 10) 24	Body	2
SRT 4	Turret	2
Ammo (SRT) 50	Body	2
LRT 15	Front	7
Ammo (LRT 15) 24	Body	3
SRT 4	Front	2
LRT 15	Rear	7
Advanced Fire Control	Body	2.5

Crew: 36 (6 officers, 19 enlisted/non-rated, 11 gunners)

Cargo:

30 tons 1 Door (Rear)

Notes: Features Submersible Chassis and Controls Modification, communications equipment (7 tons), field kitchen (3 tons), MASH (1 theater, 3.5 tons), 3 first-class quarters (30 tons), 4 second-class quarters (28 tons), 6 steerage quarters (30 tons).

SPR-DH SPARROWHAWK

Distribution Summation: General Production
Producer/Site: Kukuk Transportation Industries, Cerberus
Head Designer: Jaleesa Xochitl
Project Start Date: 3076
Non-Primitive Equipment Analysis:
 ER Small Laser

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Medium Lasers	Nose	2	3	5	—	—	—
ER Small Laser	RW	.5	2	3	—	—	—
ER Small Laser	LW	.5	2	3	—	—	—

Overview

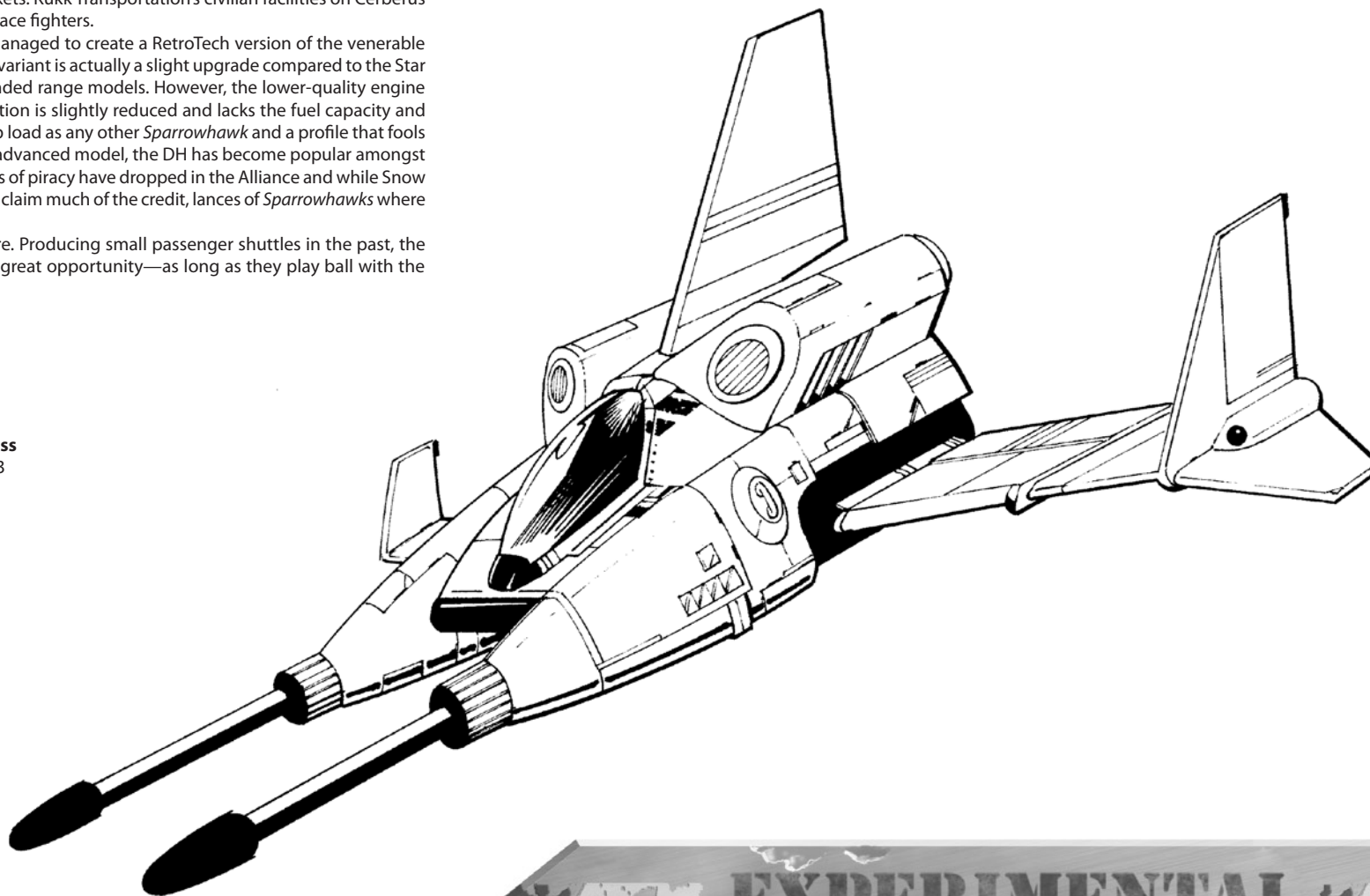
Despite having both quantity and quality in their aerospace manufacturing capability for a nation their size, the Outworlds Alliance know that one can never have too much protection. Having suffered from Omnis and Word of Blake terrorism in the Jihad, as well as the upheavals surrounding the growing alliance with the Snow Ravens, and now a teetering postwar economy, outlying worlds have begun turning to RetroTech for additional protection and as a means of boosting the slumping markets. Kukuk Transportation's civilian facilities on Cerberus aimed to meet both needs by producing primitive aerospace fighters.

Using old Terran Hegemony blue prints, Kukuk has managed to create a RetroTech version of the venerable *Sparrowhawk*, but with a slight tweak. Offensively, the DH variant is actually a slight upgrade compared to the Star League H5 airframe, as its wing-mounted lasers are extended range models. However, the lower-quality engine and flight controls have produced a craft whose acceleration is slightly reduced and lacks the fuel capacity and protection of the mainstream H5. But with the same bomb load as any other *Sparrowhawk* and a profile that fools many targeting computers into thinking that it is a more advanced model, the DH has become popular amongst mercenaries and Alliance militia-grade forces alike. Reports of piracy have dropped in the Alliance and while Snow Raven activities and cutting-edge planes like the *Corax* can claim much of the credit, lances of *Sparrowhawks* where once there was nothing have had an effect as well.

The bigger question is where Kukuk will go from here. Producing small passenger shuttles in the past, the influx of profit from the sale of these fighters presents a great opportunity—as long as they play ball with the Snow Ravens.

Type: **Sparrowhawk**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 30
 Battle Value: 486

Equipment		Mass
Engine:	255 Primitive	13
Safe Thrust:	9	
Maximum Thrust:	14	
Structural Integrity:	9	
Heat Sinks:	10	0
Fuel:	240	3
Cockpit (Primitive):		5
Armor Factor:	64	6
	<i>Armor Value</i>	
Nose	21	
Wings	13/13	
Aft	17	



EXPERIMENTAL

S-2 STAR DAGGER

Distribution Summation: General Production

Producer/Site: Protectorate Defense Conglomerate, Diik

Head Designer: Marina Shira

Project Start Date: 3077

Non-Primitive Equipment Analysis:

None

Overview

Originally a Terran Hegemony design, the *Star Dagger* was sold to the Draconis Combine in the early twenty-fourth century when the Hegemony upgraded its aerospace fleet. Despite the sub-optimal performance of the design, its inexpensive nature enabled it linger as the Combine's premier light fighter until the introduction of the *Sabre* centuries later. (The introduction of the *Sholagar* in the twenty-ninth century finished off the original *Star Dagger*'s career.) With the destruction of the Jihad, most governments were hungry for any units capable of filling the holes in their roster—and that included Periphery governments like the Calderon Protectorate.

The Protectorate Defense Conglomerate (formerly the Concordat Defense Conglomerate) took advantage of the rising demand for aerospace assets by bringing back this ancient craft for general sale, with half of the runs going to reinforce the Protectorate military. The PDC do not seem terribly concerned with who purchases the *Star Dagger*; background checks are minimal as long as the transfer clears. Indeed, the return of the *Star Dagger* is likely just a stepping-stone in the Protectorate's plans to build up their military industrial complex, with profits from all sales of this fighter used to expand the company's production capability.

The *Star Dagger* itself is unremarkable at best; slow for its engine weight and lightly armed, it is mainly aimed at discouraging raiders with massed strafing runs. The dual machine guns are much more effective against conventional infantry, while the lasers and armor will only threaten the weakest of opponents. The *Star Dagger* does have more fuel than many modern fighters, however. This gives it plenty of range for patrol, and thus can extend a world's detection radius should these craft encounter interlopers built for combat.

Type: **Star Dagger**

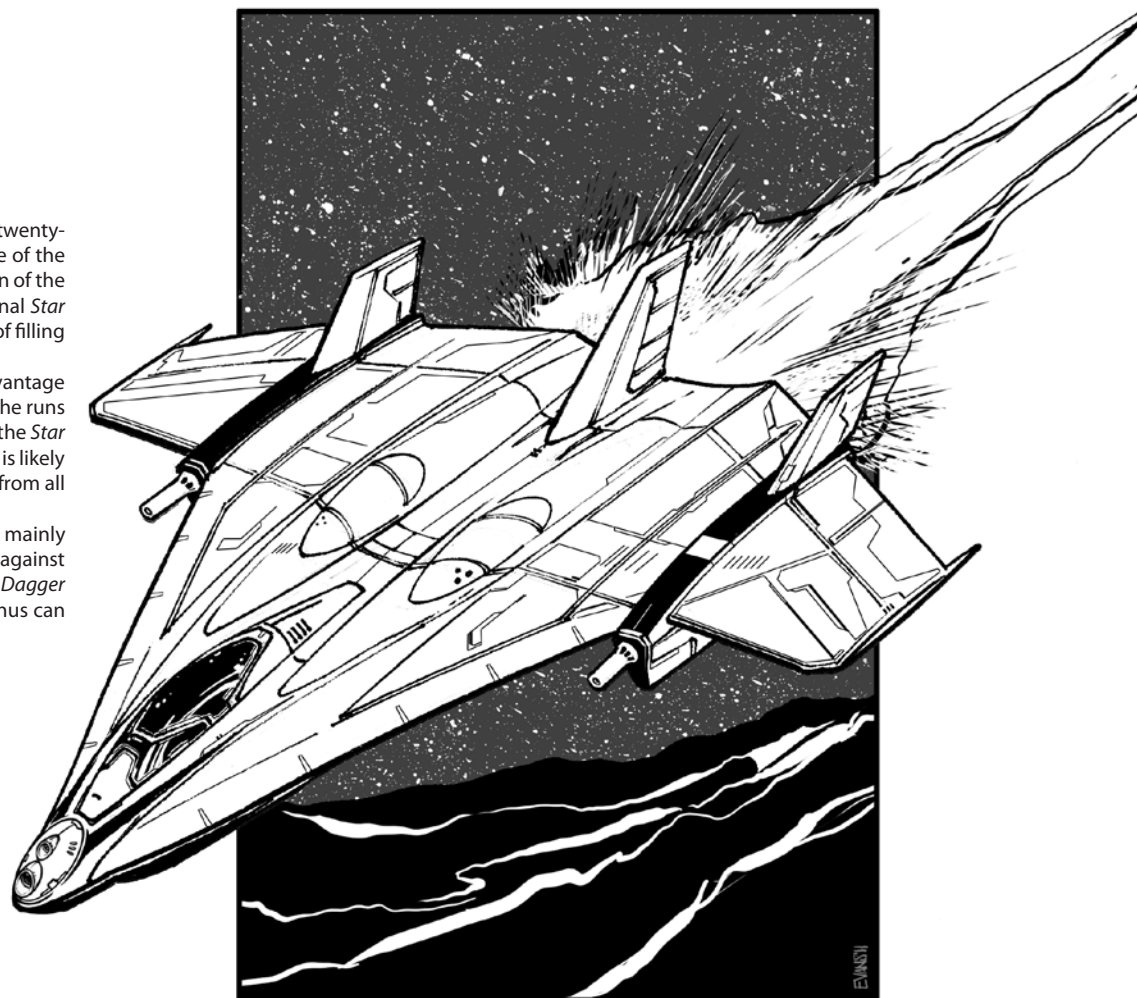
Technology Base: Inner Sphere (Primitive)

Tonnage: 30

Battle Value: 315

Equipment

Engine:	220 Primitive	Mass
Safe Thrust:	8	11.5
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	10	0
Fuel:	400	5
Cockpit (Primitive):		5
Armor Factor (Primitive):	64	6
	<i>Armor Value</i>	
Nose	22	
Wings	15/15	
Aft	12	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Medium Laser	Nose	1	3	5	—	—	—
Small Laser	Nose	.5	1	3	—	—	—
Machine Gun	RW	.5	0	2	—	—	—
Machine Gun	LW	.5	0	2	—	—	—
Machine Gun	Aft	.5	0	2	—	—	—
Ammo (MG) 200	—	1					

BAM-1A1 MALAIKA

Distribution Summation: Advanced Production

Producer/Site: Bagamoyo Aerospace Manufacturing, Mosiro

Head Designer: Richard Lilanga

Project Start Date: 3078

Non-Primitive Equipment Analysis:

Multi-missile Launcher 5

Artemis IV

ER Small Laser

Overview

As the Free Worlds League has grown more and more unstable, each state has needed to grow more self-sufficient for its own protection. The Mosiro Archipelago realized this and began research into what their defenses needed the most, concluding that a strong aerospace force was their best and most economical line of defense from hostile agencies. Lacking the infrastructure to support a top-of-the-line factory proved impossible, so the micro-state instead commissioned the Bagamoyo Aerospace Manufacturing facility on Mosiro. Capable only of building primitive-quality airframes and engines, Bagamoyo built with those limitations in mind, using advanced weaponry that would not tax the capabilities of their new fighters.

Structurally, the BAM-1A1 *Malaika* appears based on the *Banshee*, an abandoned Lyran test bed from the Clan Invasion era, but the similarities are only superficial. A pair of five-tube multi-missile launchers provides a decent pop at long ranges while allowing a bigger punch up close, while dual Artemis IV targeting systems increase these missiles' accuracy without putting another fighter at risk. An extended range small laser brings up the rear—literally—but will not impact the *Malaika's* cooling system greatly. The biggest weak point for the *Malaika* is its skin. Despite having over twenty percent of its mass devoted to armor, the low-quality manufacturing provides the protection of fighters half its size. Additionally, the fighter is something of a maintenance nightmare, with components and access ports inconveniently scattered throughout the craft in such a way that has stymied even veteran technicians unprepared for its unique needs.

So far, the *Malaika* is only available for sale to the Mosiro Defense Bureau, but external sales could start in the next few years.

Type: **Malaika**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

Battle Value: 572

Equipment

		Mass
Engine:	300 Primitive	19
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10	0
Fuel:	320	4
Cockpit (Primitive):		5
Armor Factor (Primitive):	112	10.5
	<i>Armor Value</i>	
Nose	42	
Wings	24/24	
Aft	22	

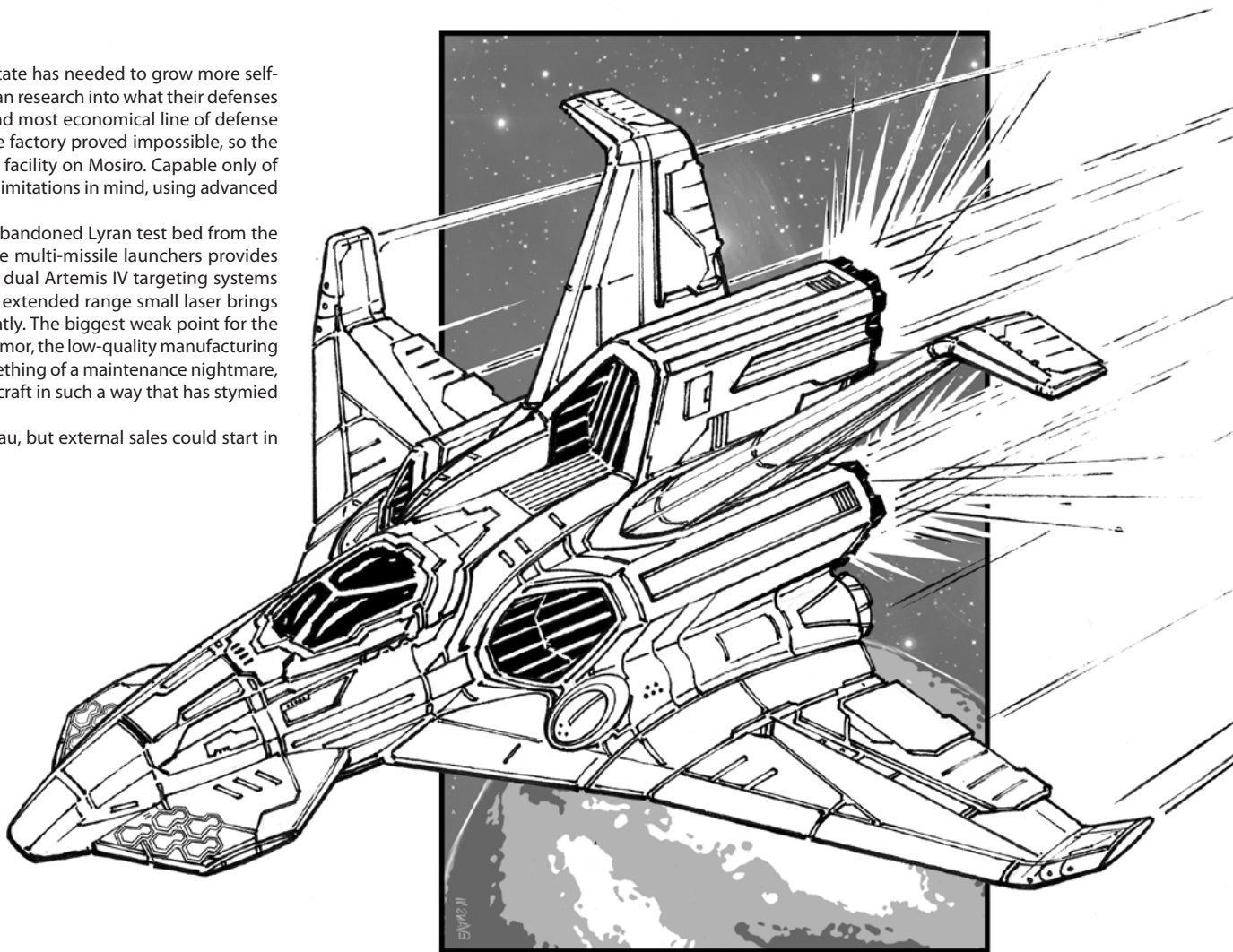
Weapons and Ammo

2 MML 5 with Artemis IV

Ammo (MML) 72/60

ER Small Laser

Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Nose	8	3	8	4	4	—
—	3					
Aft	.5	2	3	—	—	—



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Patron MilitiaMech PTN-2

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Tonnage: 15

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

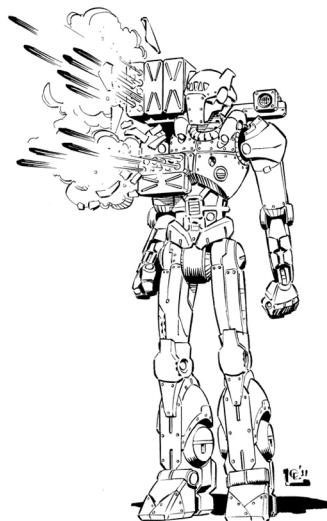
Weapons & Equipment Inventory

(hexes)

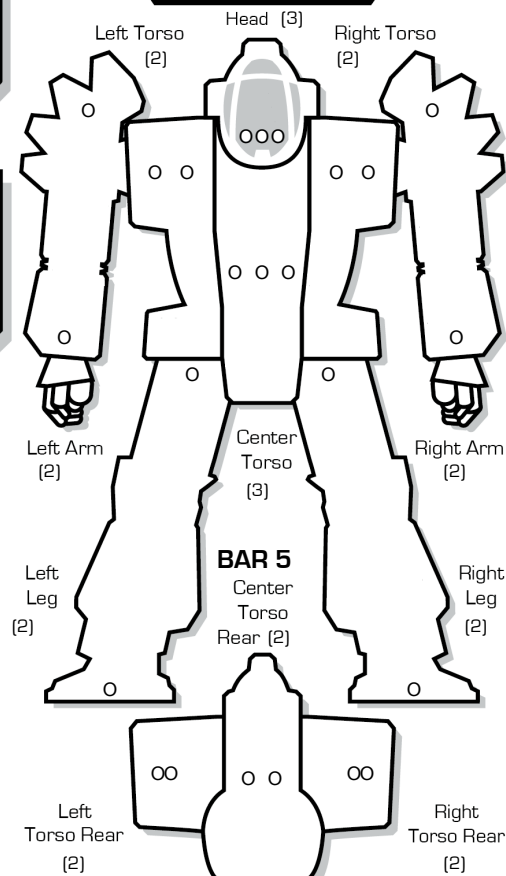
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Rocket Launcher 10	RT	3	1/Mei [M,C]	—	5	11	18
1	Searchlight	LT	—	[E]	—	—	—	170
2	Light Machine Gun	RA	0	1 [DB,AI]	—	2	4	6
2	Light Machine Gun	LA	0	1 [DB,AI]	—	2	4	6

Cost:

BV: 143



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Machine Gun
- Light Machine Gun

1-3

- Ammo [Light Machine Gun] 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

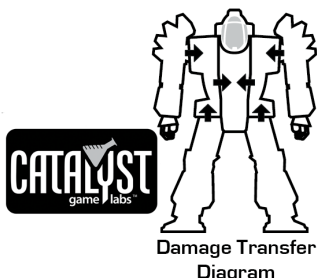
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Machine Gun
- Light Machine Gun

1-3

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

4-6

Right Torso

- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Roll Again

1-3

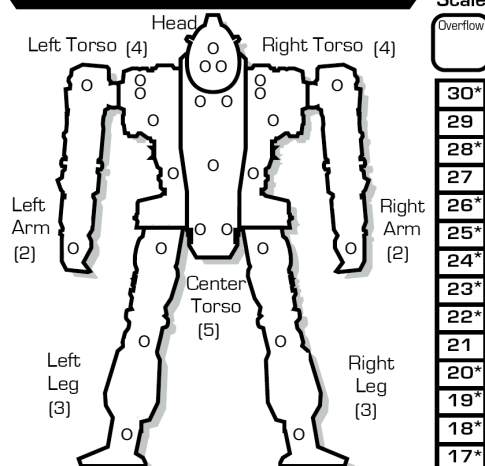
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 1 (1) Single 0
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

(Primitive)

'MECH DATA

Type: Pathfinder PFF-2

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

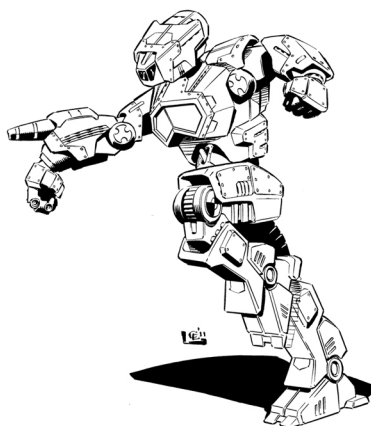
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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



Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Cost:

BV: 452

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

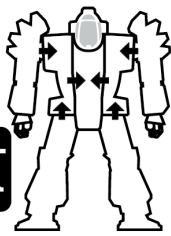
1-3

4-6

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Beagle Active Probe
- Beagle Active Probe

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

CATALYST
game labs



Damage Transfer
Diagram

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

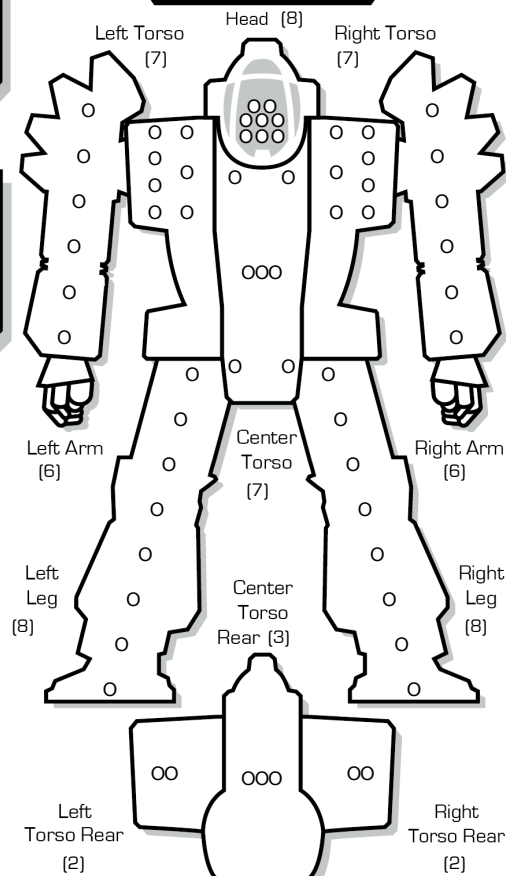
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

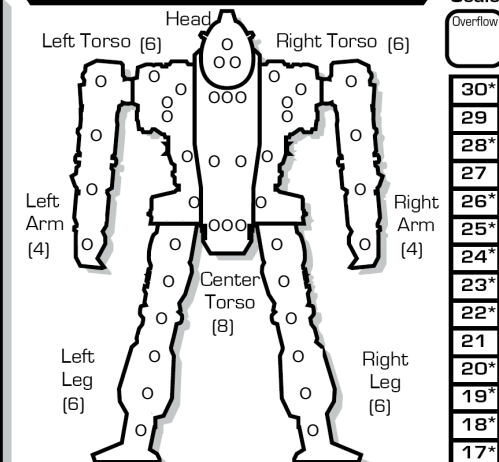
Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

(Primitive)

'MECH DATA

Type: Centurion CN9-H

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

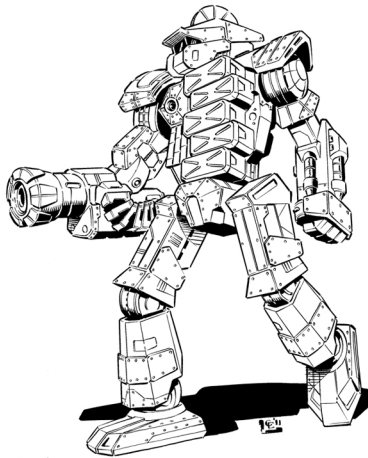
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

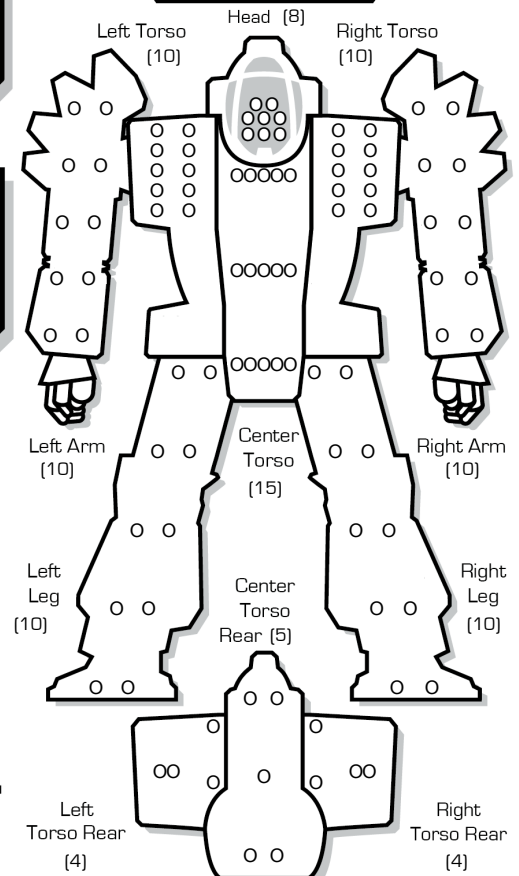
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
5	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
1	LB 10-X AC	RA	2	10 [DB,C,F,S]	—	6	12	18

Cost:

BV: 848



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

Left Torso

- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

1-3

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

4-6

Left Leg

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

Head

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

1-3

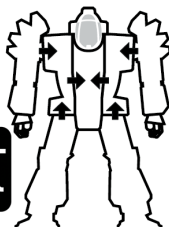
Center Torso

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

4-6

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Medium Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- Roll Again

4-6

Right Torso

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

1-3

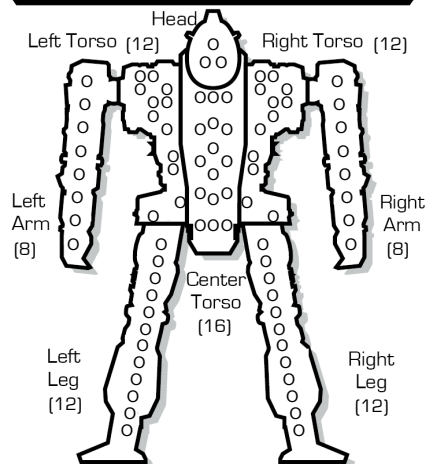
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

(Primitive)

'MECH DATA

Type: Rook-X NH-1B

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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

Weapons & Equipment Inventory (hexes)

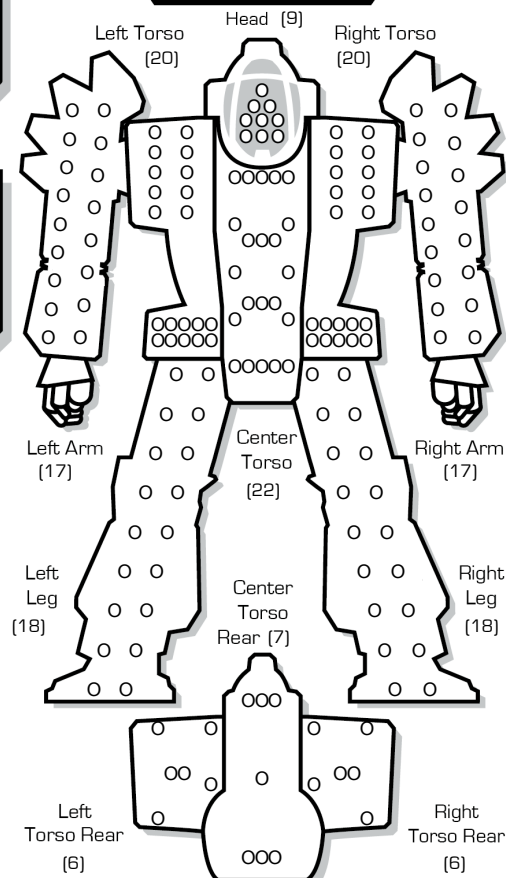
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DEX]	—	7	14	23
1	ER Small Laser(R)	RT	2	3 [DE]	—	2	4	5
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	PPC Capacitor	RT	—	[E]	—	—	—	—
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost:

BV: 1,187



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Heat Sink
- Medium Laser
- ER Small Laser (R)
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

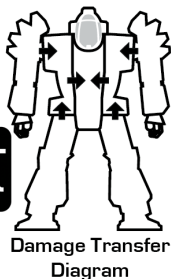
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Heat Sink
- Heat Sink

4-6

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



Right Arm

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

1-3

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

4-6

Right Torso

- Heat Sink
- ER PPC
- ER PPC
- ER PPC
- PPC Capacitor
- Medium Laser

1-3

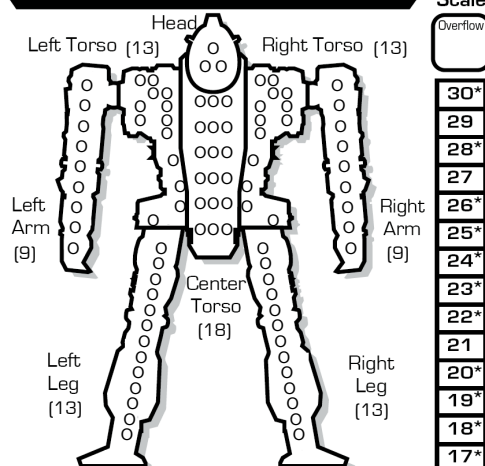
- ER Small Laser (R)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 4+	○ ○
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

(Primitive)

'MECH DATA

Type: HawkWolf HWK-3F

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

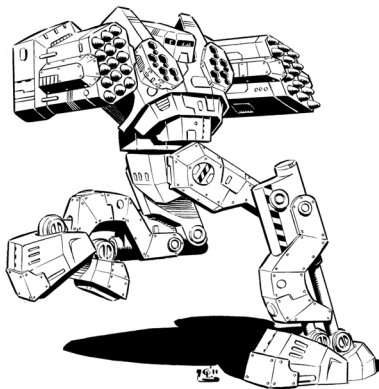
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

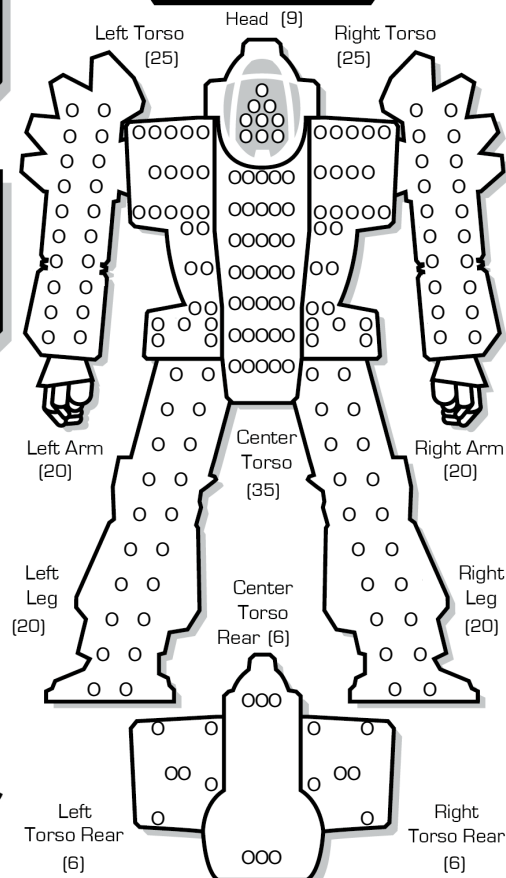
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	[M.S.C]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9
1	MML 5	LT	3	[M.S.C]	6	7	14	21
	LRM			1/Msl	—	3	6	9
	SRM			2/Msl	—	3	6	9
1	LRM 15	RA	5	1/Msl	6	7	14	21
				[M.C.S]				
1	LRM 15	LA	5	1/Msl	6	7	14	21
				[M.C.S]				

Cost:

BV: 1,349



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

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

Left Torso

- MML 5
- MML 5
- 1-3 MML 5
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

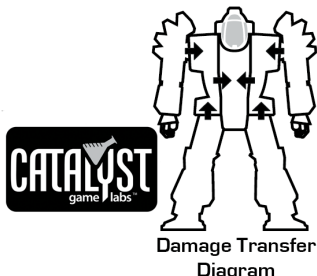
- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
5. Sensors
- Life Support

Center Torso

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

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

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

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

Right Torso

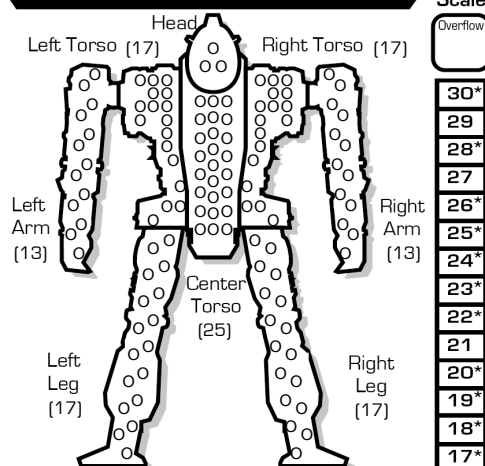
- MML 5
- MML 5
- 1-3 MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Ammo (LRM 15) 8

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

Support V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Humming Bird

Movement Points:

Cruising: 11

Flank: 17

Engine Type: Fusion Engine

Tonnage: 30

Tech Base: Inner Sphere

(Experimental)

Era: Jihad

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	BD	[E]	—	—	—	6
1	Searchlight	FR	[E]	—	—	—	170
1	Lift Hoist	RS	[E]	—	—	—	—

Cargo Space - 2.50 tons

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit ☐ +1

Modifier to all To-Hit rolls

Pilot Hit ☐ +2

Modifier to Driving

Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0

Stabilizers

Front ☐

Left ☐

Right ☐

Rear ☐

*Move at Cruising speed only

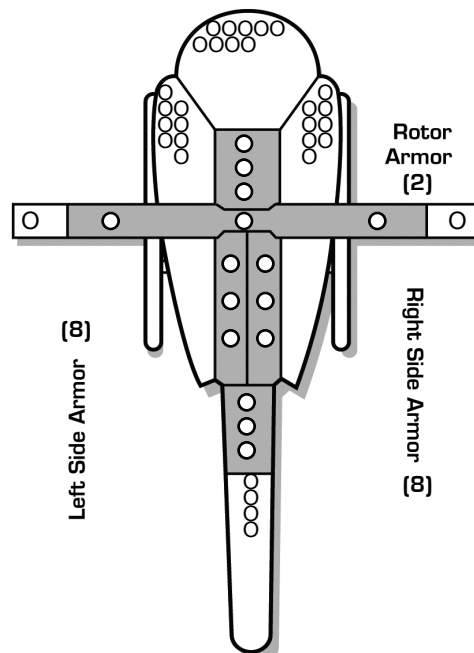


ARMOR DIAGRAM

BAR: 5

Front Armor
(9)

Rotor
Armor
(2)



Left Side Armor
(8)

Right Side Armor
(8)

Rear Armor
(4)



Cost: BV: 129

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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	ATTACK DIRECTION REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS

-1 or lower

0

1-2

3

4+

TYPES OF PHYSICAL ATTACK ALLOWED

None

All except Punch

All except Kick

Club and Physical Weapons only

None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Hwacha HW1

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Wheeled

Engine Type: Fuel Cell Engine

Tonnage: 50

Tech Base: Inner Sphere

Era: Jihad

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

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

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

Stabilizers

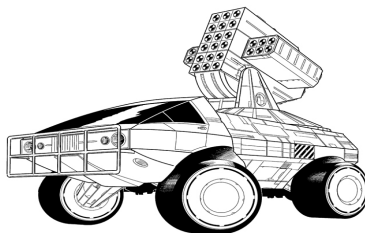
Front ☐

Left ☐

Right ☐

Rear ☐

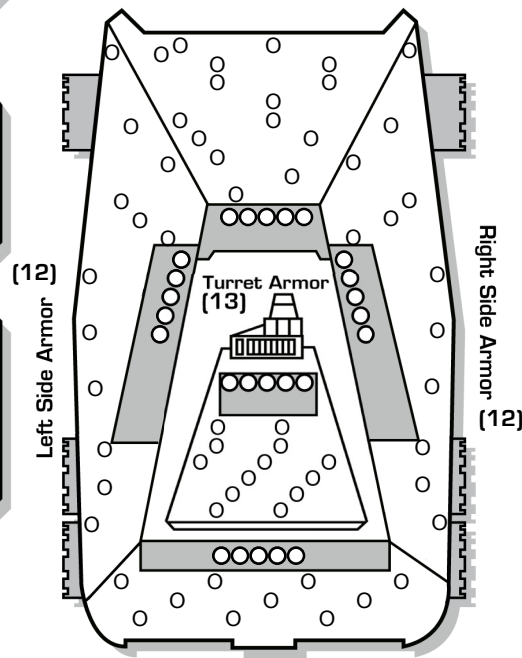
Turret ☐



ARMOR DIAGRAM

Front Armor (15)

BAR: 6



Rear Armor (10)



Ammo: [MRM 20] 72

Cost: BV: 570

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
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™

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Barouche

Movement Points:

Cruising: 7

Flank: 11

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 80

Tech Base: Inner Sphere

[Experimental]

Era: Jihad

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving

Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

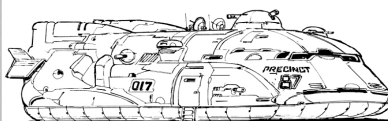
Sensor Hits **+1 +2 +3** **D**

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

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
2	Light Machine Gun	T	1	—	2	4	6
			[DB, AI]				
1	LRM 5	T	1/Msl	6	7	14	21
			[M.C.S.]				

Cargo:

Cargo Space - 24.50 tons [1 door]

Ammo: (LRM 5) 24, (Light Machine Gun) 100

Cost: BV: 424

ARMOR DIAGRAM

BAR: 8

Front Armor

(15)

(10)

Front Left Side Armor

(10)

Front Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

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Rear Right Side Armor

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Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Left Side Armor

(10)

Rear Right Side Armor

(10)

Rear Armor

(12)

Turret Armor

(16)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

SSide 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	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: Nike

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: Fuel Cell Engine

Tonnage: 90

Tech Base: Inner Sphere

Era: Jihad

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

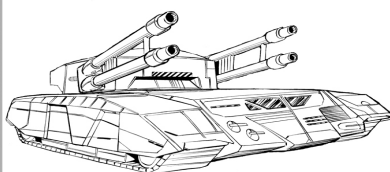
Sensor Hits **+1 +2 +3** **D**

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

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
2	LB 5-X AC	T	5	3	7	14	21
			[DB,C,F,S]				
2	Light Auto Cannon/2	T	2	—	6	12	18
			[DB,S]				

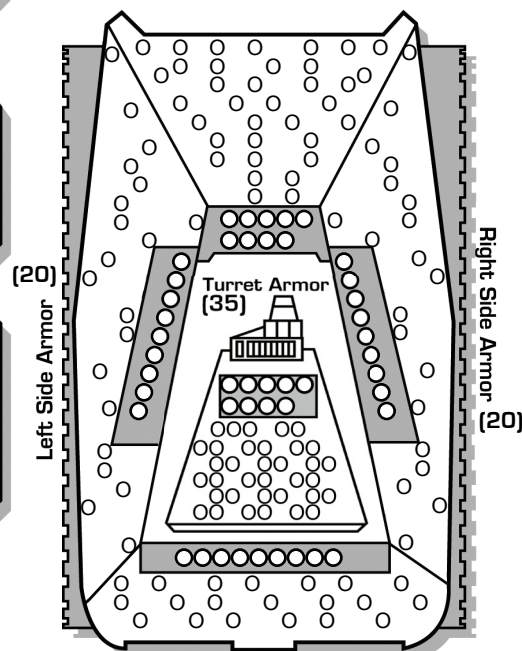
Chassis Modifications: Armored Chassis

Ammo: (LB 5-X Cluster) 20, (LB 5-X) 20, (LAC/2) 90

Cost: BV:688

BAR: 9

Front Armor
(35)



Rear Armor
(20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

SSide 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	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™

NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: WHITE TIP

Movement Points:

Cruising: 3

Flank: 5

Tonnage: 250

Tech Base: Inner Sphere
(Advanced)

Movement Type: Submarine

Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
	ER Medium Laser	T	5 [DE]	—	4	8	12
	LRT 10	T	1/Torp [M,C]	6	7	14	21
	SRT 4	T	2/Torp [M,C]	—	3	6	9
	LRT 15	F	1/Torp [M,C]	6	7	14	21
	SRT 4	F	2/Torp [M,C]	—	3	6	9
	LRT 15	R	1/Torp [M,C]	6	7	14	21

Ammo: (LRT 10) 24
Ammo: (SRT 15) 50
Ammo: (LRT 15) 24
Advanced Fire Control, Body
MASH (1 theater), Body
Communications Equipment (7 tons), Body
Cargo: 30 tons, 1 Door (Rear)

Cost:

BV: 902

CREW DATA

Crew: 36

Gunnery Skill: _____ Driving Skill: _____

Commander Hit ☐ +1

Modifier to all Skill rolls

Driver Hit ☐ +2

Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits ☐ +1 ☐ +2 ☐ +3

Engine Hit ☐

Stabilizers ☐

Front ☐ Left ☐ Right ☐

Rear ☐

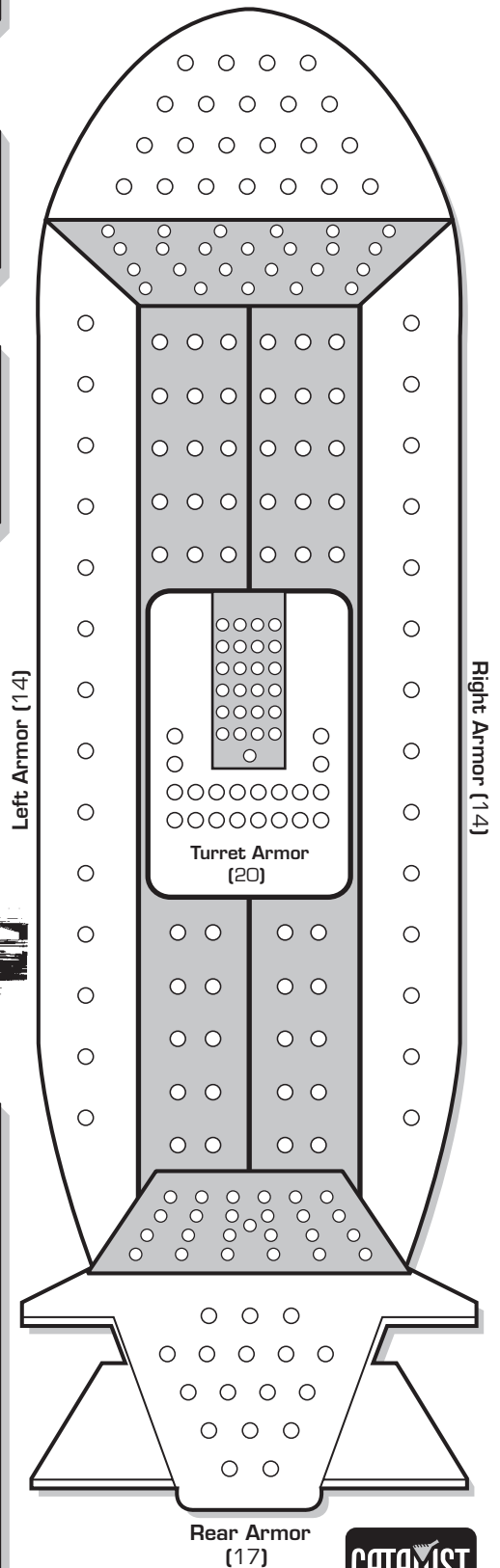


NOTES

ARMOR DIAGRAM

BAR: 8

Front Armor
(22)



DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				



BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Sparrowhawk SPR-DH

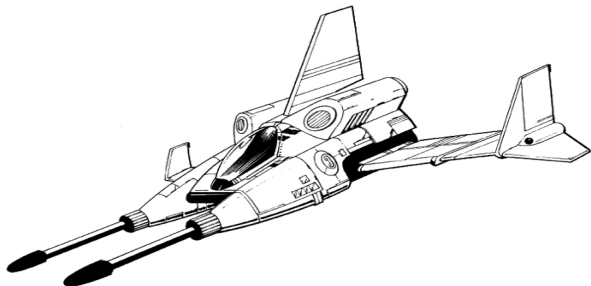
Thrust: Tonnage: 30
 Safe Thrust: 9 Tech Base: Inner Sphere
 Maximum Thrust: 14 (Experimental)
 Era: Jihad

Weapons & Equipment Inventory

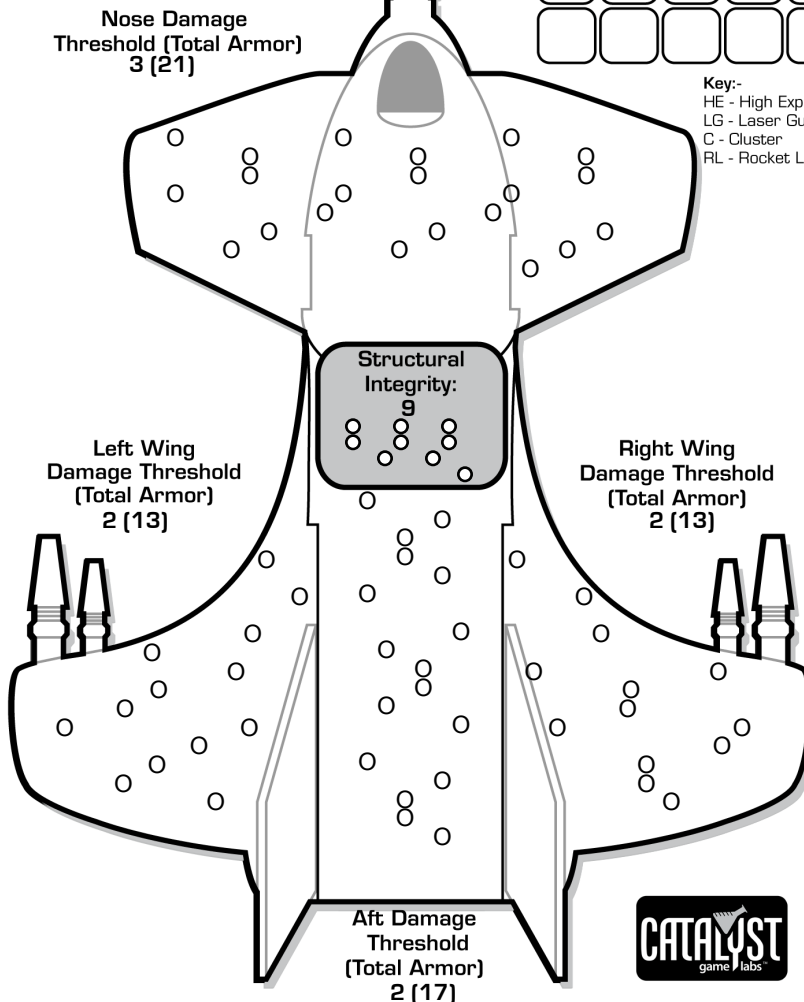
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Medium Laser [DE]	N	3	5	—	—	—
1	ER Small Laser [DE]	LW	2	3	—	—	—
1	ER Small Laser [DE]	RW	2	3	—	—	—

Fuel: 240 Points

Cost: BV:486



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

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

VELOCITY RECORD

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

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

HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Star Dagger S-2

Thrust: Tonnage: 30
 Safe Thrust: 8 Tech Base: Inner Sphere
 Maximum Thrust: 12 Era: (Experimental) Jihad

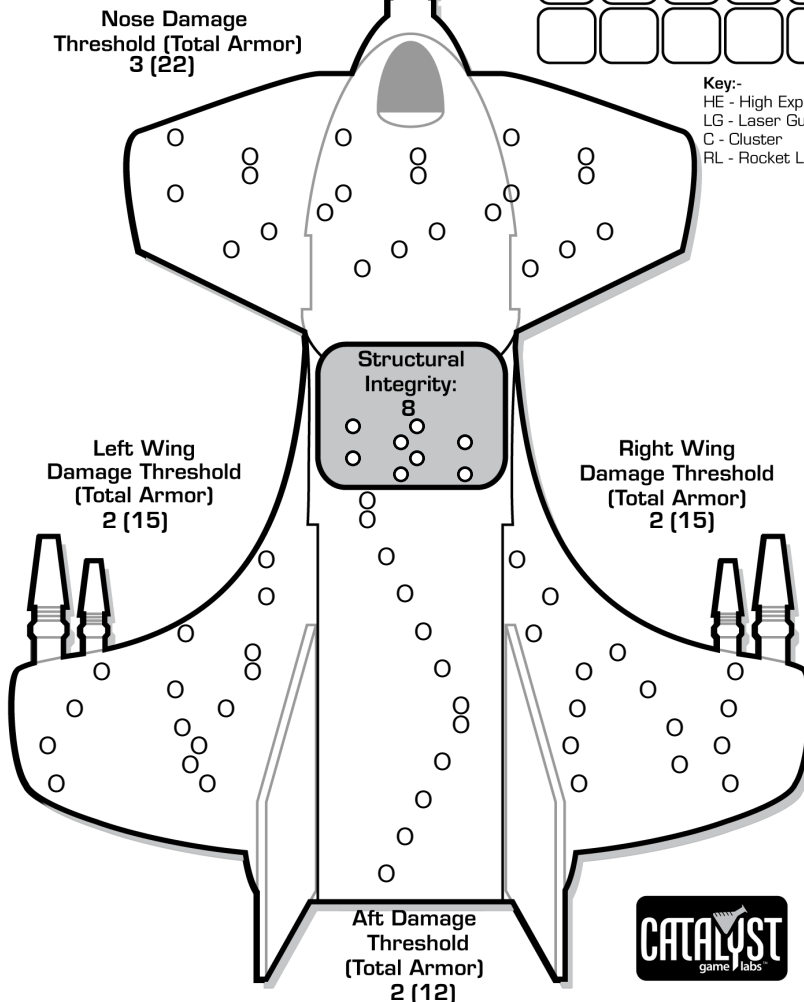
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Medium Laser [DE]	N	3	5	—	—	—
1	Small Laser [DE]	N	1	3	—	—	—
1	Machine Gun [DB, AI]	LW	0	2	—	—	—
1	Machine Gun [DB, AI]	RW	0	2	—	—	—
1	Machine Gun [DB, AI]	A	0	2	—	—	—

Ammo: (Machine Gun) 200
 Fuel: 400 Points

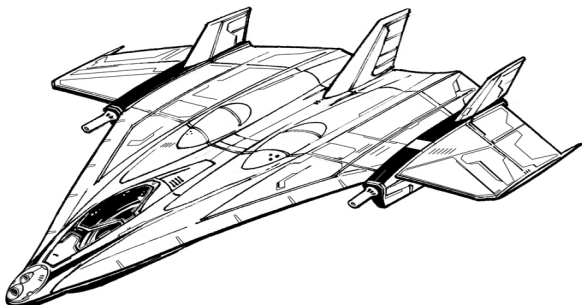
Cost: BV: 323

ARMOR DIAGRAM



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

VELOCITY RECORD

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Malaika BAM-1A1

Thrust: Tonnage: 50
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 (Experimental)
 Jihad

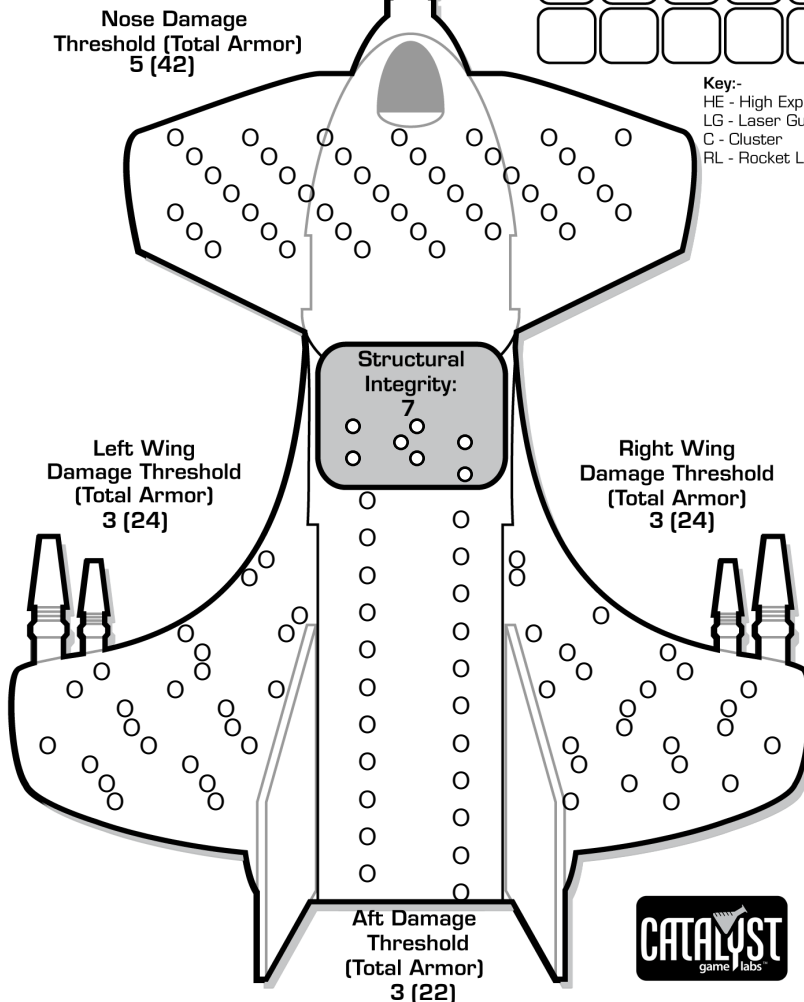
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	MML 5	N	3	3	3	3	—
	w/Artemis IV FCS						
1	ER Small Laser [DE]	A	2	3	—	—	—

Ammo: [MML 5/LRM] 48, [MML 5/SRM] 20
 Fuel: 320 Points

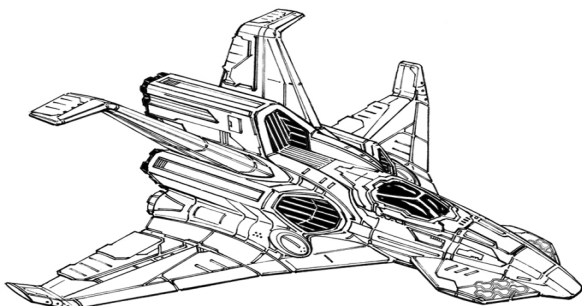
Cost: BV: 572

ARMOR DIAGRAM



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

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										