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on the highlights of this volume, while
an extensive Rules Addendum section,
concentrating on massed infantry
actions, provides a sneak peek of all
the advanced rules options provided in
Tactical Operations.





Record Sheets: 3058 Upgrade is a stand-alone book, but Technical Readout: 3085 Upgrade is recommended for use.

# BATTLETECH







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# BATTLETECH\* RECORD SHEETS: 3058 UPGRADE

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#### INTRODUCTION

Welcome to *Record Sheets: 3058 Upgrade!* As a companion volume to *Total Warfare*, players will have moved beyond the introductory products for *BattleTech* when purchasing this book. Nevertheless, this product is designed to be quick and easy to use and will have you tossing dice in no time.

To use this product, players should have Total Warfare.

#### **HOW TO USE THIS BOOK**

Having graduated from the *Introductory Box Set* and perhaps having picked up *Technical Readout: 3058 Upgrade*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the *Technical Readout* and *Record Sheets* series of products open a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3058 Upgrade widens the options available to players, with an eye toward ease of use that is the hallmark of all BattleTech products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefield.

#### Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as rules for large-scale infantry-vs-infantry actions.

### Where are the other variants found in Technical Readout: 3058 Upgrade?

Players who want pre-printed record sheets for any variants mentioned in the *Technical Readout* can purchase the *Record Sheets: 3058 Upgrade Unabridged: Clan 'Mechs, Star League Units and Battle Armor,* and *Record Sheets: 3058 Upgrade Unabridged: Inner Sphere 'Mechs and Vehicles PDFs—as well as many other BattleTech* products—at www.battlecorps.com/catalog.

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### RULES ADDENDUM

The following advanced rules allow for quicker resolution of massed infantry combat. These additional rules provide a sneak preview of all that *Tactical Operations: The Advanced Planetary Conquest Rules* book has to offer. These rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.



### INFANTRY VS. INFANTRY ACTIONS

The infantry vs. infantry actions rules allow for the large-scale resolution of infantry-only combat. While this system can be used in almost any situation the players desire, because it is a wholly separate combat—with infantry literally removed from standard BattleTech combat while these rules are in play—it is best used in situations where normally only infantry will fight infantry: in buildings, or during boarding actions involving Small or Large Craft.

Regardless of the location, the basics of infantry vs. infantry actions remain the same. The following rules provide those basics, as well as touching on the unique rules that also apply to combat within buildings, Large Naval Vessels and aerospace units.

#### **BOARDING ACTIONS (INFANTRY)**

Boarding an enemy unit (whether a large traditional wet navy vessel or an aerospace unit) is a tactic as old as naval warfare. The rules specifically refer to the use of infantry to board an enemy unit, move into the bowels of the vessel and fight the defenders for control of the ship; other units boarding an enemy unit for an attack inside a vessel are dealt with under Boarding Actions (Non-Infantry) (see p. 188, *Tactical Operations*). The basics of such actions are the same, regardless of which unit type is being boarded. The specifics unique to each type of unit are described in detail, as appropriate.

**Legal Targets:** Only Small Craft and Large Craft may be boarded using these rules.

#### **Docking and Grappling Aerospace Units**

Before an infantry vs. infantry action can occur aboard an aerospace unit, an opponent must either dock or grapple with the target unit.

A Large Craft can only dock with a target unit for a boarding action if that target unit cannot expend any thrust points in the turn the docking maneuver is attempted (meaning it has taken damage that disallows thrust expenditure). The Large Craft must end the Movement Phase in the same hex as its target and match velocity and heading with the defending unit. At

the end of the Movement Phase (Aerospace), a Large Craft that has matched velocity and heading with a defending unit may attempt to dock with a target that cannot expend thrust. Roll 2D6 to determine the success of the docking attempt against a Target Number of 8. Apply a cumulative –2 modifier for each turn in which the attacker matches the defender's velocity and heading; if during any subsequent turn the defender expends thrust, not only can the attacker no longer dock, but the cumulative count modifier is lost.

Any Small Craft may operate as an assault craft to dock with a target, regardless of whether or not it can expend thrust points. Each ton of cargo space on a Small Craft can hold five marines in space suits or one marine (or Elemental) in battle armor. Apply a +2 modifier to any target numbers for attacks against such Small Craft, to reflect the erratic maneuvers such units make to avoid enemy fire during the approach. To grapple a target unit for a boarding action, the Small Craft must end the Movement Phase in the same hex as its target and match velocity and heading with the defending unit. At the end of the Movement Phase (Aerospace), a Small Craft that has matched velocity and heading with a defending unit may attempt to grapple the target. Roll 2D6 to determine the success of grappling, against a Target Number of 8. A successful roll attaches a grapple to the target ship and allows the Small Craft to deploy forces to board it.

In both instances, if a docking/grappling maneuver is successful, both the attacking and defending players should roll 1D6 to randomly determine the location on both aerospace units where the docking/grappling occurred: 1 Nose; 2 Left-Front/Left-Wing; 3 Right-Front/Right-Wing; 4 Left-Aft/Left-Wing Aft; 5 Right-Aft/Right-Wing Aft; and 6 Aft. This roll applies regardless of the defending unit type; docking cannot occur on the "broad side" of a WarShip, instead being restricted to arcs with separate armor ratings.

In the End Phase of any space turn during a boarding action, the player who controls the attacking aerospace unit can announce that the unit will disconnect from the dock/grapple, leaving the marine boarding action to continue. No roll is required, and the attacking unit is once again counted for Initiative (see Initiative, below) at the start of the following turn and can maneuver normally.

Attacks from Attacking and Defending Aerospace Units: Neither the defending nor attacking aerospace unit can make any attacks using weapons in the arc where the docking/grappling occurred (as determined by the random die roll noted above). The only exceptions are when different unit classifications are involved; for example, Small Craft to DropShips. If a smaller-class unit is docked/grappled to a unit with a larger classification, the smaller unit still cannot use the weapons in the arc where the docking/grappling occurred, but the larger unit can use weapons in its arc; this applies regardless of whether the smaller or larger unit is the defender or attacker. For example, a Small Craft grappled to a DropShip on its aft could not use any aft weapons, but the defending unit can still fire its weapons in the Fore-Front Arc.

**Attacking a Docked/Grappled Unit:** The ability to attack a defending or attacking aerospace unit in a boarding action depends on the unit classification, as discussed above under Attacks From Attacking and Defending Aerospace Units.

Attacks against a target aerospace unit in a smaller classification than another docked/grappled aerospace unit, in which the attack direction corresponds to the location where the larger aerospace unit is attached, cannot be made. For example, an aerospace unit is attempting to attack a Small Craft grappled to a DropShip. The DropShip is attached to the Small Craft's aft location, and the line of sight from the attacker to the target Small Craft falls into the aft location. This attack cannot be made because LOS is blocked by the Drop-Ship. In the case of an Above/Below situation (see p. 238, TW), an attack can be made, but once a successful weapon attack occurs, the attacking player must roll 1D6. On a result of 1-3, the attack strikes the intended target; on a result of 4-6, the attack strikes the other aerospace unit. In a situation where multiple aerospace units are docked to a target, randomly determine which other aerospace unit is struck.

Attacks against a target aerospace unit in a larger unit classification than another docked/grappled aerospace unit can be made. If the location of the successful attack corresponds to the location where another aerospace unit is docked/grappled, the attack has a chance of striking the other aerospace unit. The attacking player rolls 1D6. If the aerospace unit in question is a single classification smaller (a Small Craft grappled to a Drop-Ship), on a result of 5–6 the attack strikes that other aerospace unit; on a result of 1–4, it strikes the intended target.

In all such instances, make sure to take into account the orientation of the other aerospace unit that is struck, to best determine where the attack lands. Players may need to randomly roll to determine the hit location, as it may not be clear-cut.

**Expending Thrust:** An attacking aerospace unit that is docked/grappled cannot expend thrust, as doing so will automatically break the dock/grapple; the attacking aerospace unit would need to match velocity and heading during the Movement Phase (Aerospace) of a subsequent turn and attempt a new dock/ grapple maneuver. If the defending aerospace unit changes velocity, the attacking player must make a standard grapple/docking roll at the end of the Movement Phase (Aerospace) in which that change occurred to stay attached; apply a +1 modifier for every 2 points of velocity change. A failure results in an automatic breaking of the grapple

**Initiative:** Aerospace units that are docked or grappled for a boarding action do not count toward Initiative. If the aerospace unit breaks away from the dock/grapple for any reason, it counts toward Initiative in the following turn.

**Multiple Docking/Grappling:** A Small Craft can only be docked/grappled by a single unit at one time; this means that if two Small Craft are docked/grappled, then no other aerospace units can attempt to dock/grapple with either unit. A DropShip can only be docked/grappled by two units at one time, but not in the same arc; re-roll the random arc location for the defending unit if another unit already occupies that location. In all instances, if an attacking unit breaks the dock/grapple, a new attacking unit can attempt to dock/grapple in a subsequent turn.

#### **INFANTRY VS. INFANTRY ACTION INSIDE A BUILDING**

Unlike aerospace units, which require an opponent to board the unit—which can be difficult—before an infantry vs. infantry action can take place, combat inside any type of building can take place as soon as an infantry unit enters a building hex.

Note that such infantry vs. infantry action only occurs with those infantry (and other personnel, as described under Resolving Infantry Vs. Infantry Actions, below) occupying the same multi-hex building. Even if infantry on either player's side are in adjacent building hexes, if the building hexes are not a part of the multi-hex building being fought over, they cannot be used until those units are moved into the same multi-hex building and added to a future turn's Marine Points Score.

#### **RESOLVING INFANTRY VS. INFANTRY ACTIONS**

Use the following rules to resolve an infantry vs. infantry combat situation.

**Marines:** These rules use the term "marine" as a generic word to describe a single trooper, the baseline from which all other personnel are valued (whether a conventional infantryman for a ground-based action, or an infantryman trained in zero-g operations for actions on board Small and Large Craft in space).

#### **Marine Points Score**

To determine the result of an infantry vs. infantry action, first establish the total number of combatants fielded by each side; how many marines (or other combatants) are added to each side is up to the controlling player (for example, a controlling player can hold some marines in reserve). Adding up the Marine Points for the relevant troop types as shown on the Marine Points Table above will generate a final Marine Points Score for each unit.

In the case of battle armor, the player first determines whether the trooper is a Clan Elemental or an Inner Sphere-trained warrior, and then adds the appropriate modifier based on the type of battle armor, as well as any additional equipment modifiers.

Most unit record sheets (or *Technical Readout* write-ups) indicate the number of marines, non-marines (military personnel not specifically trained for combat in micro-gravity), civilians and so on. If it is at all ambiguous, the players must agree to the exact personnel allotment before a boarding action can begin.

**Crew:** When an infantry vs. infantry action occurs where crew may get involved (for example, on a target unit), the crewmen must be taken into consideration for the Marine Points Score.

Neither the attacker's nor the defender's crew (if both sides have such crews available) are automatically tallied into the Marine Points Score. Instead, each player must decide how much of each unit's crew (including a building crew, if any) will be committed to the attack for each turn that an infantry vs. infantry action roll is made. The more crew committed to the attack, the more the unit's performance degrades. Use the Crew Casualties Table (see p. 9) to determine the exact

#### **MARINE POINTS TABLE**

Trooper Type	Marine Point Values (each)
Clan Battle Armor Weight Class	
Elemental trooper without armor	2
PA(L)	+0
Light/Medium	+1
Heavy	+2
Assault	+3
Inner Sphere Battle Armor Weight Class	
Inner Sphere battle armor trooper without armor	1
PA(L)	+0
Light/Medium	+1
Heavy	+2
Assault	+3
Marine	1
Any Marine wearing armor with a 2 or more Damage Divisor*	2
Non-combat unit crew/fighter pilot	0.25
Non-marine soldiers (MechWarriors/vehicles/infantry)	0.5
Other (civilians)	0.1

\*See the Conventional Infantry section of *Technical Readout: 3085*. Even if a Clan Elemental wears such armor, the Marine Point Value is never more than 2 per trooper.

Battle Armor Modifiers	Marine Point Values (per trooper)
Quad	<ul><li>–1 (only applied in microgravity)</li></ul>
Mounts any Burst-Fire Weapons*	+1
Mounts space operations adaptation	+1
Mounts claws and/or magnets	+1
Mounts vibro-claws	+1
Mounts cutting torch	+0.25
Mounts industrial drill	+0.25

\*Any weapon as shown on the Burst-Fire Weapon Damage Vs. Conventional infantry Table (see p. 217, *TW*)

effects; each crewmember hit imposes a +1 to-hit modifier for any attacks made by that unit, as well as a +1 modifier for any Piloting Skill Rolls/Control Rolls, for the duration of the time that those crew are committed to the infantry vs. infantry action.

As shown under the Crew Losses and Crew Hits rules (see p. 9), these values can last for the rest of the game if a unit's crew sustained heavy damage, whether or not the infantry vs. infantry action is successful. While this may be preferable to losing the unit/building, such things must be taken into consideration as a player determines how much of a crew to throw into the battle.

#### **BAY PERSONNEL TABLE**

		Unit	
Bay Type	<b>Units Carried</b>	Personnel	Technicians
'Mech	1 'Mech	1	1
ProtoMech Point	5 ProtoMechs	5	1
Light Vehicle*	1 Light Vehicle	4	1
Heavy Vehicle†	1 Heavy Vehicle	7	1
Super-Heavy Vehicles‡	1 Super-Heavy	10	1
Fighter	1 fighter	1	1
Small Craft	1 Small Craft	4	1
Battle armor Squad (IS)	4 troopers	4	2
Battle Armor Point (Clan)	5 troopers	5	1
Battle Armor Squad (CS/WoB)	6 troopers	6	2
Mechanized Infantry Squad§	5 troopers	5	1
Infantry Platoon (Foot)	28 troopers	28	0
Infantry Platoon (Jump)	21 troopers	21	0
Infantry Platoon (Motor)	28 troopers	28	0

\*Light Vehicles include all vehicles with a mass up to 50 tons.

†Heavy Vehicles include all vehicles with a mass over 50 tons, up to 100 tons.

‡Super-Heavy Vehicles include all vehicles with a mass over 100 tons, up to 200 tons.

§This includes all types of mechanized infantry, such that a Mechanized Tracked (Rifle) Platoon of 28 troopers would require 6 bays, equaling 28 unit personnel and 6 technicians.

During each turn's infantry vs. infantry action roll (see p. 7), both players can add more crew at their discretion; doing so, however, requires re-determining either side's Marine Points Score. Neither player need reveal how many additional crew (or bay personnel or civilians, as noted below) are being added to the Marine Points Score until the roll is made. Both players should write down the number of crew used and the equivalent Marine Points Scores they provide, and then reveal them simultaneously; this helps to convey the dangers and confusion inherent in infantry vs. infantry actions.

Finally, if a unit has already taken a crew critical hit, that hit represents crew eliminated and must be taken into consideration. Use the Crew Casualties Table (see p. 9) to determine what percentage of the crew has been eliminated, and what percentage remains viable for use in any infantry vs. infantry actions.

**Bay Personnel:** The term "bay personnel" (as shown on record sheets and in *Technical Readout* write-ups for various units) includes aerospace pilots, MechWarriors and so on, along with their technicians. If a building mounts a transport bay, it also will have bay personnel. The specific composition of bay personnel does not need to be determined for standard rules or any other advanced-rules situations, and so construction rules do not cover this aspect. However, because such specifics are relevant to infantry vs. infantry actions (as well as converting the Marine Points Score back into individuals once the infantry vs. infantry action is over; see p. 8), the Bay Personnel Table above allows a player to specifically

determine the bay personnel of a given unit/building (if not already determined). For example, if aerospace fighters have been deployed, or 'Mechs or vehicles dismounted, and so on, those warriors cannot be included in a Marine Points Score. However, as shown on the table, every such unit also includes a single technician that would remain behind and can be used in an infantry vs. infantry action roll.

**Civilians:** Civilians never willingly join a fight; most would rather be captured than risk death fighting without any training. In every turn that the defender wishes to include civilians in determining a Marine Points Score, the controlling player must roll against a Target Number of 10. In every turn that the attacker wishes to include civilians in determining a Marine Points Score, the controlling player must roll against a Target Number of 12. If a roll fails, civilians cannot be included when determining a Marine Points Score.

Most Technical Readouts note how many civilians a given unit might have on board; the players will need to determine if said civilians are actually on board. Whether a particular building might have civilians, and how many, is completely up to the discretion of a given playing group and would depend on the time of day and the type of building (factory, mall, office and so on).

Large-Scale Infantry Vs. Infantry Actions: Some infantry vs. infantry actions are so large that to determine the exact make-up of an attacking and defending force would take an excessive amount of time. Players may wish to resolve such actions more quickly rather than taking the time to determine the specific forces involved.

In such cases, instead of the more detailed Marine Points Score resolution for battle armor provided by the Marine Points Table, players may simply apply the following values across the board: 4 points for each Inner Sphere Battle Armor unit; 5 points for each Clan Battle Armor unit (no battle armor modifiers from the Marine Points Table are applied when using this simplified rule). For all other infantry, apply the standard 1 point for each marine and a half-point for all other non-marine personnel.

An infantry vs. infantry action after breaching the doors of a Castle Brian is underway (much to the player's shock). The defending player didn't think a breach would be possible, and so he deployed all his marines (his standard infantry) onto the playing area where a raging battle is taking place. Given the various weaponry mounted in the Castle Brian and its transport bays, the player knows he has 309 enlisted/non-rated personnel available. However, he did not provide any further detail on these individuals and so the players determine they are not marines. In an effort to stave off the potential fall of the Castle Brian, while not completely depriving the outside battle of its defenses, he decides to throw 80 crewmen at the fight.

The defender first determines how this will affect the Castle Brian and finds it will add a +2 modifier to all weapon attacks for as long as those crewmen are occupied in the infantry vs. infantry action [80 (crew used in the fight) / 309 (total crew of the Castle Brian) = 25 percent (checking the Crew Casualties Table, that equates to 2 Crew Hits or a +2 modifier)].

The defender then determines his Marine Points Score, which is 20 [80 (crew used in the fight) x .25 (non-combat unit crew/fighter pilot modifier) = 20].

The Castle Brian is being attacked by a mixed Star with a Marine Points Score of 100 [15 ((five Clan standard Salamander battle armor; medium weight class = 3 each) + 5 (each mounts a burst fire weapon) + 5 (each mounts claws)) + 10 ((five Clan Aerie battle armor; PA(L) weight class = 2 each) + 5 (each mounts Space Operations adaptation)) + 14 ((five standard Clan Elemental battle armor with machine guns; medium weight class = 3 each) + 5 (each mounts a burst-fire weapon)) + 25 ((five Clan Rock Golems; assault weight class = 5 each) + 5 (each mounts a burst-fire weapon)) + 10 (five Clan Elementals without battle armor) = 100].

#### **BUILDING MODIFIERS**

Buildings cover a vast range of sizes, from a single-level, single-hex building, to as large as players wish to build them. The different types of buildings are also a factor, with military structures designed for defense. In reality, clearing out a massive, multi-level fortress—where the defenders know every back door and crawl space—could take days, if not weeks. To reflect a defender's intimate knowledge of such large buildings while keeping these events within a time frame that allows them to play out on a game table with other actions, the following rule equates "time" to a defender's bonus for ease of play.

After determining the defender's Marine Points Score as noted above, multiply that value by the value shown on the Building Modifiers Table. These modifiers only apply if all levels are composed of at least 60 hexes. If some of a building's levels are less than 60 hexes, the modifiers would not apply. For example, a Standard building with 30 levels in which only 23 of those levels were composed of at least 60 hexes each (the top of the building tapers upward) would only apply a .3 modifier to the Marine Points Score; if 24 of the levels were composed of at least 60 hexes, then the modifier would be .4. Round all fractions up.

The Castle Brian in the example above has ten levels, each with more than 60 hexes per level. This provides a multiplier of 1.9 (a .1 modifier per Castle Brian level above the first). This results in a final defending Marine Points Score of 38 [20 (initial Marine Points Score) x 1.9 (unit size modifier) = 38).

#### **BUILDING MODIFIERS TABLE**

Building Type	Modifier*
Hangar	No Modifier
Standard	.1 Per 6 Levels
Gun Emplacement/Fortress	.1 Per 3 Levels
Castles Brian	.1 Per Level

\*Beyond the first level

#### **Ratio of Attackers vs. Defenders**

After determining the Marine Points Score for each side, determine the ratio of attackers to defenders. It is unlikely that the ratio will exactly match one of those on the Infantry Vs. Infantry Action Table; in such circumstances, round in favor of the defender. For example, a ratio of 2.1:1 in the attacker's favor would become 2:1, while 1.4:1 would become 1:1.

In the above examples of the Castle Brian, the ratio of attacker to defender is 2:1 [100 (attacker Marine Points Score) / 38 (defender Marine Points Score) = 2.6:1 (rounding in the defender's favor to 2:1)].

#### **Infantry vs. Infantry Action Roll**

After determining the final attacker to defender ratio, players can begin to resolve the infantry vs. infantry action. The first infantry vs. infantry action roll is made during the End Phase of the turn in which a successful docking or grappling action occurred (in the case of a unit), or after an infantry unit enters a building hex; for airborne aerospace units in space, this occurs at the end of the space turn. Each subsequent infantry vs. infantry action roll is made during the End Phase of every turn following the first infantry vs. infantry action roll until the boarding action is resolved: the defender is defeated, the attacker is defeated or the attacker decides to withdraw (again, for aerospace units in space, this occurs at the End Phase of every space turn). If multiple infantry vs. infantry actions are underway, randomly determine in what order the various infantry vs. infantry action rolls are made.

For each infantry vs. infantry action roll, roll 2D6 and cross reference the result with the appropriate column on the Infantry Vs. Infantry Action Table (see p. 8). The number to the left of the slash is the percentage of the defender's total strength subtracted from the attacker's strength as casualties, while the number to the right of the slash is the percentage of the attacker's total strength subtracted from the defender's strength. However, the defender in an infantry vs. infantry action has a decisive advantage and suffers only half damage for as long as defending troops remain in full control of the unit or building (until the attack results in a P or an E; see Letters on the Infantry Vs. Infantry Action Table, p. 8). Round all fractions up.

Players must determine a new attacker vs. defender ratio for each subsequent infantry vs. infantry action roll, taking into account the changes due to casualties, or the addition of crew members currently on board either unit, or additional infantry (personnel) entering a hex of a multi-hex building, but not used previously. A separate Marine Points Score should be calculated for any new crew added for a new infantry vs. infantry action roll, with that value added to the previous Marine Points Score after the casualties from previous turns are removed.

When the defender's Marine Points Score reaches zero (or the defender chooses to surrender), the attacker captures the target unit or building. If an R result occurs (see Letters on the Infantry Vs. Infantry Action Table; p. 8), or the attacker's Marine Points Score reaches zero, the infantry vs. infantry action fails.

Even if the defender (or attacker) has additional personnel (marines, crew and so on) that could be added to a Marine Points Score on a subsequent turn, if the Marine Points Score reaches zero as a result of an infantry vs. infantry action roll, the unit or building is captured (or the attack is defeated); any remaining personnel (such as the rest of the crew, any civilians on board, any marines not committed to the attack and so on) are assumed to have surrendered (or, in the case of an attack, they are retreating). See *Using Captured Units/Buildings* (p. 9) for more information.

**Outside Reinforcements:** Both attacker and defender may introduce reinforcements in the form of additional combatants (marines, crew and so on) through other units (or, in the case of a fight in a building, through additional combatants entering a hex of the contested multi-hex building). For aerospace units, regardless of whether the attacker or defender is attempting to reinforce, they can use the recovering rules for friendly units (see p. 86, *TW*) or the Docking/Grappling rules (see p. 3). During the End Phase of a turn (a space turn for aerospace units in space) in which a unit with reinforcement combatants (marines, crew and so on) has successfully docked or grappled (or been recovered) with the defending unit, the combatants may be included in the new ratio determined before making the infantry vs. infantry action roll for that turn.

Withdrawal: During the End Phase of any turn (a space turn for aerospace units in space) in which an infantry vs. infantry action takes place, an attacker may announce that he is withdrawing. This announcement must be made before the infantry vs. infantry action roll is made. An infantry vs. infantry action roll is still made that turn, but the attacker suffers only half damage; any E result becomes a P result and the attacker must withdraw regardless. During the End Phase of the following turn (a space turn for aerospace units in space) after the withdrawal infantry vs. infantry action roll is made, the attacking unit docked or grappled to the defending unit may move normally; in the case of a building, all combatants (that is, infantry) are moved to appropriate adjacent hexes to the building and can move and fight normally.

**Structural Integrity/Internal Structure/Construction Factor Damage:** Infantry vs. infantry action firefights can be just as dangerous to the boarded units as to the combatants involved. Though many units are designed for combat, it is all too easy for the firefight to stray into critical areas. After every infantry vs. infantry action roll, another 2D6 roll should be made. On a result of 12, the unit/building takes damage.

For Small Craft and DropShips, apply a single point of damage to the target aerospace unit's SI.

For buildings, apply a single point of damage to every hex on every level (this is not scaled, but applied as a single point of Construction Factor appropriate to the type of building in question).

#### Letters on the Infantry vs. Infantry Action Table

An **E** (Eliminated) result replaces some of the percentages shown on the Infantry Vs. Infantry Action Table above. If the E is to the left of the slash, eliminate the attacking force. If the E is to the right of the slash, eliminate the defending force. The non-eliminated force takes damage in the standard way. Some results may have an additional letter after both percentages. The letters "R" and "P" have the following meanings:

- R = Attacker repulsed. The attacking force takes double
  casualties this turn and is considered to have retreated
  to their own unit (or out of the building); the defenders
  regain full control of their unit/building (if the attacker
  previously achieved a P result). If the defender wishes,
  he may immediately make his own infantry vs. infantry
  action roll to go on the offensive and counter-board a
  docked/grappled attacking unit (in which case, new ratios
  must be determined).
- P = Partial control. The attacking force has seized control
  of a large portion of the target unit/building, and the
  defenders immediately take full damage until an R result
  occurs or the attackers are eliminated.

Now that the final ratio of attacker to defender is known, the infantry vs. infantry action roll can be made during the End Phase of the turn when the successful grappling occurred.

The attacking player rolls 2D6 with a result of 4. Looking on the Infantry Vs. Infantry Action Table, the player notes that this result indicates combat losses of 55 to 35 percent. The attacking marines lose 21 Marine Points [38 (current defending Marine Points Score) x .55 (percent losses) = 20.9 (rounding to 21)]. The defending marines lose 18 Marine Points [100 (current attacking Marine Point Score) x .35 (percent losses) = 35 / 2 (no P result occurred, so the defenders take half damage) = 17.5 (rounding up to 18)].

During the End Phase of the following turn, the defender decides that despite the additional damage the Castle

Brian is doing against other enemy units, he can't afford to lose the fortress before reinforcements might arrive (they're still too far away to make a difference). He throws in an additional 80 crewmen: this inflicts a+4 modifier to all weapon attacks [160 (total crew used in the fight) / 309 (original total crew of the Castle Brian) = 51 percent (checking the Crew Casualties Table, that equates to 4 Crew Hits or a+4 modifier)], and will provide a new Marine Points Score of 58 [80 (additional crew added to the fight) x .25 (non-combat unit crew/fighter pilot modifier) = 20 x 1.9 (building size modifier) = 38 + 20 (current Marine Points Score of original crew used in the first Boarding Action Roll, minus casualties) = 58]. The attacker's current Marine Points Score is 79, which makes the new ratio 3.2:2, rounded in the defender's favor to 3:2.

A new infantry vs. infantry action roll is made with a result of 11. Looking on the Infantry Vs. Infantry Action Table, the player notes this indicates combat losses of 30 percent to 70 percent. The attacking marines lose 24 Marine Points [58 (current defending Marine Points Score) x .30 (percent losses) = 23.2 (rounding to 24)]. However, the "E" result means the defender's Marine Points Score is reduced to 0 and the Castle Brian is captured! Even though the defending player has additional crew, they were not involved in the fight and have surrendered.

#### **RE-CONVERTING MARINE POINTS SCORE**

After an infantry vs. infantry action ends, players will likely need to convert the Marine Points Score back into individual combatants: battle armor troopers, marines, crew (including specific bay personnel, as shown on the Bay Personnel Table, p. 5), and so on. If a force is composed of only one type of personnel (all marines or all identical battle armor), determining casualties will be easy. However, boarding actions are seldom so tidy and instead will likely involve numerous different personnel types.

#### **INFANTRY VS. INFANTRY ACTION TABLE**

Roll	1 to 3 <	1 to 3	1 to 2	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1	> 3 to 1
2	E/1% (R)	E/1% (R)	E/5% (R)	E/10% (R)	75%/25% (R)	70%/25% (R)	65%/25% (R)	60%/25% (R)	55%/25% (R)
3	E/3% (R)	E/3% (R)	E/7% (R)	E/15% (R)	70%/30% (R)	65%/30%	60%/30%	55%/30%	50%/30%
4	E/5% (R)	E/5% (R)	E/10% (R)	65%/20%	65%/35%	60%/35%	55%/35%	50%/35%	45%/35%
5	E/7% (R)	E/7%	E/15%	60%/25%	60%/40%	55%/40%	50%/40%	45%/40%	40%/40%
6	E/10%	E/10%	E/20%	55%/30%	55%/45%	50%/45%	45%/45%	40%/45%	35%/45%
7	E/15%	E/15%	E/25%	50%/35%	50%/50%	45%/50%	40%/50%	35%/50%	30%/50%
8	E/20%	E/20%	45%/30%	45%/40%	45%/55%	40%/55%	35%/55%	30%/55%	25%/55%
9	E/25%	E/25%	40%/35%	40%/45%	40%/60%	35%/60%	30%/60%	25%/E (P)	20%/E (P)
10	E/30%	E/30%	35%/40%	35%/50%	35%/65%	30%/65% (P)	25%/E (P)	20%/E (P)	15%/E (P)
11	E/35%	30%/35%	30%/45% (P)	30%/55% (P)	30%/70% (P)	25%/E (P)	20%/E (P)	15%/E (P)	10%/E (P)
12	30%/40% (P)	25%/40% (P)	25%/50% (P)	25%/60% (P)	25%/75% (P)	20%/E (P)	15%/E (P)	10%/E (P)	5%/E (P)

Results given as: Percentage of defending strength subtracted from attacker strength as casualties / percentage of attacker strength subtracted from defending strength as casualties. Until a P result occurs, the defenders take only half of the indicated casualties.

Players have two options for conversion, one easier to implement and recommended for large-scale infantry vs. infantry actions (especially when the specifics of a force's make-up—for example, battle armor—are unknown). The more complex version provides a slightly more realistic way of determining casualties.

In both conversion methods, the player first determines the percent of casualties suffered by the original force. For example, if a player had a Marine Points Score of 23 and lost 13 points, the percent of casualties is 56 [13 (Marine Points Score casualty value) / 23 (original Marine Points Score) = .56, or 56 percent]. In the case of the defender, the player should use the Marine Points Score before the building modifier was applied (see p. 6).

In the simpler conversion method, the percentage of casualties is applied to all different personnel types equally (round all fractions down). For example, if a player deployed 22 crew, 7 marines and 4 battle armor in an infantry vs. infantry action and took 43 percent casualties, he would apply that percent to each type of group to determine how many of each are removed as casualties: 9 crew [22 (original crew deployed) x .43 (percent of casualties) = 9.46 (rounded down to 9)], 3 marines [22 (original marines deployed) x .43 (percent of casualties) = 3.01 (rounded down to 3)] and 1 battle armor [4 (original battle armor deployed) x .43 (percent of casualties) = 1.72 (rounded down to 1)].

The more complex version takes into account that different battle armor can be fielded, with heavier battle armor able to withstand the rigors of combat longer than lighter battle armor (and of course, all battle armor can take more damage than any unarmored personnel). This conversion assumes that the entire make-up of a force involved in an infantry vs. infantry action (specifically, the individual battle armor involved) is known.

First, apply casualty percentages to all non-battle armor personnel as shown above, except in the case of Elementals or marines wearing armor with a Damage Divisor of 2 or more (see Marine Points Table, p. 5). In these cases, divide the final casualty number in half (rounding down) to determine how many such troopers were eliminated.

Next, for battle armor, once the number of troopers eliminated has been determined, multiply that value by 10 to determine the total standard-scale damage. Then start applying that damage, 1 point at a time, to each battle armor trooper involved in the infantry vs. infantry action. Always apply the damage to the lightest weight class battle armor first, then move on to the heavier. If there are fewer points to assign than remaining battle armor of the same weight class, randomly determine which troopers receive that damage.

If reinforcements were added, especially from two different sources, some player adjudication will be required. For example, if a unit with a Marine Points Score of 20 was in an infantry vs. infantry action that lasted five turns, and on Turn 3 another Marine Points Score of 20 was added, and at the end of the boarding action more than 20 points of casualties occurred, a good argument could be made that the troopers in the first Marine Points Score of 20 were completely eliminated simply because they were involved in the conflict for a much longer time. Use good judgment and roll a die to resolve any disagreements if the players cannot come to a consensus.

#### **CREW LOSSES AND CREW HITS**

The loss of crew members during an infantry vs. infantry action may adversely affect a unit's performance in combat; the more crew it has lost, the less effective the unit. The Crew Casualties Table provides an equivalency between crew losses and the number of Pilot/Crew hits taken by the unit. Each crew hit inflicts a cumulative +1 weapon attack and Piloting Skill Roll/Control Roll modifier.

These modifiers apply for the rest of the scenario.

CREW CASUALTIES TABLE				
Percentage of Crew Casualties	Crew Hits		Percentage of Crew Casualties	Crew Hits
5–20	1		51–65	4
21–35	2		66-80	5
36–50	3		81–100	6

#### **USING A CAPTURED UNIT/BUILDING**

Once a unit is captured, the new controlling player may have a chance to put it into the fight on his side. Use the following rules to govern this situation.

A certain amount of down time will occur as the new crew takes control. Depending on the type of captured unit/building, a number of turns (space turns in the case of aerospace units in space) will occur where the unit cannot expend any MP or fire any weapons, and aerospace units will continue to move at their last velocity and heading.

For aerospace units, a Small Craft has 1 turn of down time and a DropShip 2 turns.

For a building, every 3 levels equals 1 down-time turn. In the case of the Castle Brian from the previous example, down time would take 4 turns.

During this time, the unit is still counted toward Initiative, but for the new controlling player. During the Movement Phase (Aerospace or Ground, as appropriate) of the turn following the required inactive turns, based on its type and size as described above, the unit may move and fire normally, with the additional restrictions noted below. For example, if a DropShip is captured in Space Turn 5, then Space Turns 6 and 7 will elapse with the DropShip traveling at its last velocity and heading each turn. During the Movement Phase (Aerospace) of Turn 8, the captured DropShip can move freely.

Next, the captured crew and crew casualties must be taken into account. Depending upon the crew casualties that have occurred, additional attack and Piloting Skill/Control Roll modifiers are still in place (as noted under Crew Losses and Crew Hits above). An additional +2 modifier is also applied, representing crew that must be held hostage (likely many of the officers), as well as the equivalent of 1 additional crew hit to represent the general uncooperativeness of the captured crew.

The new controlling player can off set these disadvantages by transferring crew onto the captured unit. If the player has

the crew available (for example, a DropShip capturing a Small Craft, or a lot of infantry to pour into a building), they can completely replace the original crew and fully eliminate all additional attack and Piloting Skill/Control Roll modifiers; in this case, at least 4 battle armor or 7 marines, or 28 crew/other personnel, must be tasked with controlling the captured crew in a brig or jail. In all cases, the unit losing the transferred crew/personnel must take into account the Crew Casualties Table as well, applying appropriate modifiers for how much crew is lost to the captured unit.

**Sabotage:** Even with all those precautions, there's still a chance that the belligerent, captured crew will try to sabotage the unit. During the End Phase of any turn in which captured crew/personnel are used to operate the unit (meaning they are

not in the brig), roll 2D6. On a result of 12, sabotage occurs. Apply 1 point of damage to the unit's Structural Integrity (for Small Craft or Large Craft), or to the Internal Structure at a randomly determined location; in all instances, a potential critical hit will need to be rolled for such damage. In the case of buildings, randomly determine a critical hit against a weapon system.

In addition, assign a further random critical hit; first randomly determine the location column on the appropriate Hit Location Table and then roll for the specific critical hit.

Finally, the unit may not move or fire in the turn following the sabotage (a building equipped with weapons cannot make any attacks), as its new masters attempt to deal with the aftermath. Aerospace units continue with the same velocity and heading during that turn.

### SCENHRIOS

This section contains two ready-to-play scenarios. The scenarios are linked so that the results of Scenario 1 play directly into Scenario 2, and so players should read both scenarios before starting Scenario 1.

After the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see p. 35, *Inner Sphere At a Glance, Introductory Box Set*).

**Era Report 3062:** These two scenarios are set during Operation Bulldog in 3059. Players who want more information on this exciting time period can find extensive details—including a historical overview, notable personality profiles, campaign tracks and more—in *Era Report: 3062*.



### HANOVOR SCONARIO 1: MARKOD FOR EXTINCTION COOFONSIVO CAMPAIGNO

"Attention." Zander's soft voice was a whisper compared to the restless cacophony of the assembled soldiers, but it commanded respect. The bustling conversations cut off in mid-sentence, replaced by the syncopated smack of Chu-sa Sato's boots against the marble floor of the impromptu briefing room. Drawing up in front of the assemblage, Sato suppressed a wince as he shifted weight onto his natural knee—the coupling between the artificial lower half of his left leg and the natural upper half had never fit properly.

"Vibrant Thunder is a go." Despite speaking English for over twenty years, Sato's voice still carried the heavy Japanese accent of his Combine heritage. "With the bulk of the Jaguar forces occupied two hundred klicks away, their DropShips are under-defended."

The Chu-sa nodded to his XO. Zander activated the portable holoprojector, and a windswept frozen plain coalesced.

Sato continued, "Satellite telemetry shows the Jaguars' transport consists of a mixture of Confederate and Union-C class DropShips."

Zander zoomed in until the Jaguar DropShips loomed above the white expanse.

"We will take them by surprise, board their DropShips and claim them for the SLDF. Our forces will drive the Jaguars back to their droppers, where we'll turn their own guns against them." Sato smiled at the chorus of cheers from his men. They were always full of adrenaline and vitriol before an op.

"Target assignments will be provided en route. Remember, we're out to capture these ships, not destroy them..."

#### **SITUATION**

1400 Hours
Elysian Plains, Hanover
Smoke Jaguar Occupation Zone
7 July 3059

The newly minted Second Star League Defense Force launched Operation Bulldog with the intention of exterminating Clan Smoke Jaguar in the Inner Sphere. After reaping unexpected success during Wave One, the SLDF quickly dispatched forces to capitalize on the disorganized Jaguar defense. The opening salvos of Wave Two found the Second Dieron Regulars, Second Sword of Light, Warrior House Dai Da Chi and the Crater Cobras engaging the Jaguars' Seventeenth Garrison Cluster on Hanover.

The Jaguars met the combined SLDF force on the Elysian Plains and a savage battle ensued as the Jaguars fought valiantly against an overwhelming foe. Shortly after midday the tide turned against the Jaguars. Mistakenly believing they were engaged in a Trial of Possession, the Jaguars began a fighting withdrawal toward their transports.

Having anticipated this possibility, the SLDF dispatched a combined force of infantry and battle armor to take control of the Jaguar DropShips.

#### **GAME SETUP**

Lay out the mapsheets as shown. Convert all woods hexes on both map sheets to rough terrain.

#### **ATTACKER**

The attacking force consists of elements of the Second Dieron Regulars, Second Sword of Light and Warrior House Dai Da Chi. **Marine Points:** In brackets following each infantry line is that unit's Marine Point value (see Infantry Vs. Infantry Actions, p. 3).

#### **Dieron Regulars Transport Lance**

Gunsho Sasaki (Piloting 5, Gunnery 4), Karnov UR Transport Kage Battle Armor Squad (Gunnery 2, Anti-'Mech 3), Machine Gun [3 MPs each]

Gunsho Arai (Piloting 4, Gunnery 4), Karnov UR Transport Kage Battle Armor Squad (Gunnery 3, Anti-'Mech 4), Machine Gun [3 MPs each]

Gunsho Watanabe (Piloting 5, Gunnery 3), Karnov UR Transport Kage Battle Armor Squad (Gunnery 2, Anti-'Mech 3), Machine Gun [3 MPs each]

Gunsho Yamada (Piloting 5, Gunnery 4), Karnov UR Transport Kage Battle Armor Squad (Gunnery 2, Anti-'Mech), Machine Gun [3 MPs each]

#### **Second Sword of Light Transport Lance**

Gunsho Kato (Piloting 5, Gunnery 4), Maxim Hover Tank Foot Infantry Platoon (Gunnery 2, Anti-'Mech 3), Laser Rifle [.5 MPs per trooper]

Gunsho Ito (Piloting 5, Gunnery 4), Maxim Hover Tank
Foot Infantry Platoon (Gunnery 2, Anti-'Mech 3), Laser Rifle
[.5 MPs per trooper]

Gunsho Sugiyama (Piloting 5, Gunnery 4), Maxim Hover Tank Foot Infantry Platoon (Gunnery 2, Anti-'Mech 3), Laser Rifle [.5 MPs per trooper]

Gunsho Tanaka (Piloting 5, Gunnery 4), Maxim Hover Tank Foot Infantry Platoon (Gunnery 3, Anti-'Mech 4), Laser Rifle [.5 MPs per trooper]

#### **House Dai Da Chi Transport Lance**

Si-ben-bing Wang (Piloting 3, Gunnery 4), Karnov UR Transport Fa Shih Battle Armor Squad (Gunnery 2, Anti-'Mech 3), Machine Gun [3 MPs each]

Si-ben-bing Huang (Piloting 4, Gunnery 4), Karnov UR Transport Fa Shih Battle Armor Squad (Gunnery 2, Anti-'Mech 3), Machine Gun [3 MPs each]

Si-ben-bing Feng (Piloting 5, Gunnery 3), Karnov UR Transport Fa Shih Battle Armor Squad (Gunnery 3, Anti-'Mech 4), Machine Gun [3 MPs each]

Si-ben-bing Hsiao (Piloting 5, Gunnery 2), Karnov UR Transport Fa Shih Battle Armor Squad (Gunnery 3, Anti-'Mech 4), Machine Gun [3 MPs each]

#### **Dieron Regulars Infantry Company #1**

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle (.5 MPs per trooper]

#### **Dieron Regulars Infantry Company #2**

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

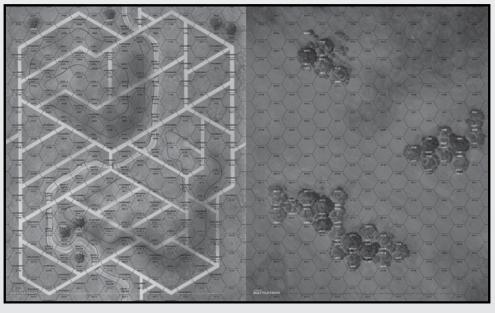
Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

#### **Dieron Regulars Infantry Company #3**

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]



#### Second Sword of Light Infantry Company #1

Motorized Infantry Platoon (Gunnery 1, Anti-'Mech 3), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

#### Second Sword of Light Infantry Company #2

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

#### Second Sword of Light Infantry Company #3

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 3, Anti-'Mech 5), Ballistic Rifle [.5 MPs per trooper]

Motorized Infantry Platoon (Gunnery 2, Anti-'Mech 4), Ballistic Rifle [.5 MPs per trooper]

#### **Deployment**

The attacker enters from any edge of the playing area during the Movement Phase of Turn 1.

#### **DEFENDER**

The defending force consists of transport elements of Clan Smoke Jaguar's Seventeenth Garrison Cluster.

#### CSJ Jaguar's Fangs, Union-C-class DropShip [11 MPs]

Star Captain Cian Levi in command (Piloting 3, Gunnery 2)

#### CSJ Fang, Confederate-class DropShip [5 MPs]

Star Commander Jarnos in command (Piloting 3, Gunnery 2)

#### CSJ Black Paw, Confederate-class DropShip [5 MPs]

Point Commander Kevin in command (Piloting 4, Gunnery 2)

#### CSJ Dire Wraith, Confederate-class DropShip [5 MPs]

Point Commander Lucy in command (Piloting 4, Gunnery 3)

#### CSJ Elemental Star #1

Star Commander Brian (Gunnery 2), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

Point Commander Devon (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

Point Commander Esther (Gunnery 2), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

Point Commander Anton (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

#### **CSJ Elemental Star #2**

Star Commander Ryan (Gunnery 2), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

Point Commander Heinrich (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

Point Commander Gustav (Gunnery 3), Clan Elemental Battle Armor Point, Machine Gun [3 MPs each]

#### **Deployment**

The defender deploys as follows:

CSJ Jaguar's Fangs centered on Hex 0609, Open Terrain #2

CSJ Fang centered on Hex 1203, Open Terrain #2

CSJ Black Paw centered on Hex 0510, City Hills 2

CSJ Dire Wraith centered on Hex 1305, City Hills 2

The Elemental Points may deploy anywhere on either map (including aboard any of the DropShips).

#### **SPECIAL RULES**

The DropShips are not flight ready and may not lift off during this scenario. Additionally, due to a technical malfunction involving all four DropShips, they cannot make any type of weapon attacks during the scenario. They otherwise function as a grounded DropShip (see p. 249, TW).

#### **Clan Honor**

The Smoke Jaguar Clan forces follow Level 4 Clan Honor rules (see p. 273, *TW*).

#### **Forced Withdrawal**

Forced Withdrawal rules are in effect for the attacker only (see p. 258, *TW*).

#### **Infantry Vs. Infantry Actions**

While this scenario can be played out using standard *Total Warfare* rules, it is designed to use the Infantry Vs. Infantry Actions rules (see p. 3) that allow for the quick resolution of massed infantry-against-infantry combat.

#### **Thin Snow**

All hexes on both maps are covered in thin snow.

Wheeled Vehicles and Conventional Infantry: Apply a +1 MP cost per hex (unless the vehicle mounts the Snowmobile Chassis and Controls modification) and a +1 modifier to all Driving Skill rolls. The underlying terrain is unaffected.

#### **Time Limit**

This scenario ends after thirteen turns.

#### **VICTORY CONDITIONS**

Victory Points are awarded as shown on the Victory Points Table based on which side controls each DropShip at the end of play. The side with the highest total at the end of the game wins.

#### **VICTORY POINTS TABLE**

Condition	Points Awarded
Each Confederate-class DropShip Controlled	5
Each Union-C-class DropShip Controlled	15

#### **AFTERMATH**

The SLDF forces won a victory against the unprepared Clan Smoke Jaguar forces. When the retreating Seventeenth Garrison Cluster reached their DropShips, they found their escape blocked and endured more heavy fighting in their attempt to flee offworld.

### HANOVER SCENARIO 2: UNTO THE END CBREAKTHROUGH)

Alpha One: "Where did these surats come from?" Alpha Two: "They sully the Great Father's name."

Alpha Three: [Transmission garbled] "... repeat, to all Smoke

Jaguar commands, break off and retreat at once."

Alpha Two: "Follow that order and I will see you in a Circle of Equals."

Alpha One: "I am Smoke Jaguar. I do not retreat."

Alpha Two: [Transmission garbled, sounds of explosions]

Alpha One: "Michael?" Alpha One: "Michael?" Alpha One: "Die, freebirth!"

—Unidentified comm chatter intercepted by Operation Bulldog forces on Hanover

#### **SITUATION**

1800 Hours Elysian Plains, Hanover Smoke Jaguar Occupation Zone 7 July 3059

With the SLDF forces biting at their heels, the Smoke Jaguar forces withdrew toward their DropShips. Out of ammo and badly damaged, the retreating Jaguars raced onward. Ignoring the difficulties that had cut off communications with their transports, they fell into the SLDF trap.

#### **GAME SETUP**

Begin this scenario with all forces deployed as they were at the end of Scenario 1. All forces should start Scenario 2 in the same condition as they ended Scenario 1.

#### **ATTACKER**

The attacking force consists of elements of the Second Dieron Regulars, Second Sword of Light and Warrior House Dai Da Chi as presented in Scenario 1, plus an additional two lances of 'Mechs from the Second Dieron Regulars and Second Sword of Light.

All attacking 'Mechs start with half ammo (round normally). In addition, assign three 5-point Damage Value groupings to each Sword of Light 'Mech and two 5-point Damage Value groupings to each Second Dieron 'Mech using the front column of the Hit Location Table; ignore any results that would cripple or destroy the 'Mech.

#### **Second Sword of Light**

Chu-i Koga (Piloting 4, Gunnery 2), BHKU-O Black Hawk-KU MechWarrior Kuroki (Piloting 2, Gunnery 2), MTR-5K Maelstrom

MechWarrior Higa (Piloting 3, Gunnery 3) AV1-O Avatar MechWarrior Oshiro (Piloting 4, Gunnery 2) DGR-3F Dragon Fire

#### **Second Dieron**

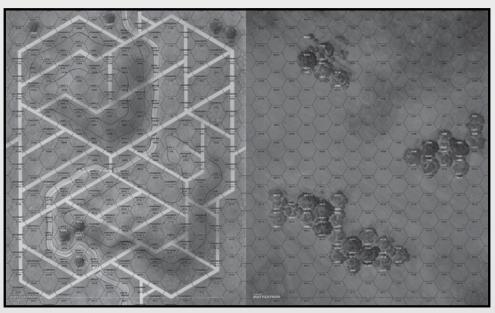
Chu-i Kai (Piloting 5, Gunnery 3), RTX1-O Raptor MechWarrior Nakamura (Piloting 4, Gunnery 2) OW-1 Owens MechWarrior Komatsu (Piloting 2, Gunnery 3) SR1-O Strider MechWarrior Hamada (Piloting 3, Gunnery 3) FS9-O Firestarter

#### **Deployment**

The attacking forces from Scenario 1 begin play exactly as they were at the end of that scenario. The additional attacking forces enter from the left edge of City Hills Map 2 on Turn 2.

#### **DEFENDER**

The defending force consists of retreating elements of Clan Smoke Jaguar's Seventeenth Garrison Cluster.



Apply two 10-point Damage Value groupings and two 5-point Damage Value groupings to each Clan' Mech using the front column of the Hit Location Table (ignore any result that would destroy the 'Mech).

Roll 1D6 for each ammo-dependent weapon. On a result of 1-3, this is the remaining number of salvos that weapon has available at the start of play; for 'Mechs with rapid-fire weapons (i.e., ultra autocannon) treat this result as the number of single-shot salvos available. On a 4-6 result, all ammunition for that weapon is depleted.

#### **Seventeenth Garrison Cluster Alpha Star**

Star Captain Drake (Piloting 3, Gunnery 2) Shadow Cat Prime MechWarrior Michael (Piloting 4, Gunnery 3) Hunchback IIC MechWarrior Hank (Piloting 4, Gunnery 3) Grendel Prime MechWarrior Aaron (Piloting 2, Gunnery 3) Hankyu Prime MechWarrior Elesbeth (Piloting 4, Gunnery 2) Cauldron-Born Prime

#### **Seventeenth Garrison Cluster Bravo Star**

Star Captain Phillip (Piloting 3, Gunnery 3) *Piranha*MechWarrior William (Piloting 4, Gunnery 2) *Hankyu* Prime
MechWarrior Srikhar (Piloting 3, Gunnery 3) *Hankyu* Prime
MechWarrior Kurt (Piloting 4, Gunnery 2) *Grendel* Prime
MechWarrior Danielle (Piloting 2, Gunnery 3) *Piranha* 

#### **Deployment**

The defending 'Mechs enter the left edge of City Hills Map 2 on Turn 1.

#### **SPECIAL RULES**

The DropShips are now flight ready and may lift off at any time during this scenario, though they still cannot make any weapon attacks.

#### **Infantry Vs. Infantry Combat**

Both the attacker and defender may continue trying to gain control of the Smoke Jaguar DropShips during Scenario 2.

#### **Clan Honor**

The Smoke Jaguar Clan forces follow Level 4 Clan Honor rules (see p. 273, *TW*).

#### **Forced Withdrawal**

Forced Withdrawal rules are in effect for the attacker only (see p. 258, *TW*).

#### **Thin Snow**

All hexes on both maps are covered in thin snow.

Wheeled Vehicles and Conventional Infantry: Apply a +1 MP cost per hex (unless the vehicle mounts the Snowmobile Chassis and Controls modification) and a +1 modifier to all Driving Skill rolls. The underlying terrain is unaffected.

#### **VICTORY CONDITIONS**

Victory Points are awarded as follows:

+5 for each Smoke Jaguar 'Mech boarding a DropShip that successfully lifts off.

-5 for each Smoke Jaguar 'Mech remaining on the field after the last Smoke Jaguar-controlled DropShip lifts off.

If the final score is positive, it is a Smoke Jaguar victory. A negative final score is an SLDF victory, while a score of zero is a draw.

#### **AFTERMATH**

The SLDF smashed the Smoke Jaguars on Hanover, with only two Trinaries of horribly battered 'Mechs and meager amounts of Elementals and aerospace support successfully escaping.





#### **BATTLE ARMOR RECORD SHEET**

#### **BATTLE ARMOR: SQUAD 1**

Type: ACHILEUS [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill:

Jump MP: 3 Ground MP: 1 Weapons & Equip. Dmg Min Sht Med Lng

Basic Manipulator [E] 2 3 Small Laser 1 3 [DE]

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

Mechanized: Swarm: Leg: AP:

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#### BATTLE ARMOR: SQUAD 2

Type: ACHILEUS [Laser] Era: Clan Invasion Anti-'Mech Skill: Gunnery Skill: Ground MP: 1 Jump MP: 3

Dmg Min Sht Med Lng Weapons & Equip. Basic Manipulator 3 [DE] \_ 1 2 3 Small Laser

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

Mechanized: Swarm:

Leg: 🔽

AP: 🔽

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BV: 205/39

#### **BATTLE ARMOR: SQUAD 3**

Type: ACHILEUS [Laser] Era: Clan Invasion Gunnery Skill: \_\_ Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3 Weapons & Equip. Dmg Min Sht Med Lng Basic Manipulator

1 2 3 Small Laser 3 [DE]

Armor: Improved Stealth (+1/+2/+3)

Mechanized: Swarm: Leg: AP:

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**BV**: 205/39

#### **BATTLE ARMOR: SQUAD 4**

Type: ACHILEUS [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Dmg Min Sht Med Lng Basic Manipulator Small Laser 3 [DE]

Armor: Improved Stealth (+1/+2/+3)

Mechanized: Swarm: Leg:

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BV: 205/39

#### **BATTLE ARMOR: SQUAD 5**

Type: ACHILEUS [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Dmg Min Sht Med Lng Basic Manipulator Small Laser 3 [DE]

Armor: Improved Stealth (+1/+2/+3)

Mechanized: Swarm: Leg:

AP: 🔽

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#### 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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

					_
1	2	3	4	5	6
+0	+0	+0	+0	+1	+2
+0	+0	+0	+1	+2	+3
+0	+0	+1	+2	+3	+4
+0	+1	+2	+3	+4	+5
+1	+2	+3	+4	+5	+6
+2	+3	+4	+5	+6	+7
	+0 +0 +0 +0 +1	ARMOR 1 2 +0 +0 +0 +0 +0 +0 +0 +1 +1 +2	ARMOR TROC 1 2 3 +0 +0 +0 +0 +0 +0 +0 +0 +1 +0 +1 +2 +1 +2 +3	ARMOR TROOPERS  1	The color of the

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*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	I ARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR RECORD SHEET**

#### **BATTLE ARMOR: SQUAD 1**

Type: GRAY DEATH SCOUT Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 1 Jump MP: 4

Weapons & Equip. Dmg Min Sht Med Lng Beagle Active Probe [E]

Armor: Standard

Mechanized: Swarm: 📝

Leg: AP:

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BV: 81/16

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#### BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH SCOUT Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 1 Jump MP: 4

Min Sht Med Lng Weapons & Equip. Dma Beagle Active Probe [E]

Armor: Standard

Mechanized:

Swarm: 🔽

Leg: 📝

AP: 🚺



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#### **BATTLE ARMOR: SQUAD 3**

Type: GRAY DEATH SCOUT Era: Clan Invasion Anti-'Mech Skill: Gunnery Skill: \_

Ground MP: 1 Jump MP: 4

Weapons & Equip. Min Sht Med Lng Dma Beagle Active Probe [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🔽

AP: 🕡



#### **BATTLE ARMOR: SQUAD 4**

Type: GRAY DEATH SCOUT Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 4 Ground MP: 1

Weapons & Equip. Dmg

Min Sht Med Lng Beagle Active Probe [E]

Armor: Standard

Mechanized:

Swarm: 📝

Leg: 🔽



BV: 81/16

#### **BATTLE ARMOR: SQUAD 5**

Type: GRAY DEATH SCOUT Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 4 Ground MP: 1

Weapons & Equip. Min Sht Med Lng Dmg Beagle Active Probe

Armor: Standard

Mechanized:

Swarm:

Leg: 🔽





#### 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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

					_
1	2	3	4	5	6
+0	+0	+0	+0	+1	+2
+0	+0	+0	+1	+2	+3
+0	+0	+1	+2	+3	+4
+0	+1	+2	+3	+4	+5
+1	+2	+3	+4	+5	+6
+2	+3	+4	+5	+6	+7
	+0 +0 +0 +0 +1	ARMOR 1 2 +0 +0 +0 +0 +0 +0 +0 +1 +1 +2	ARMOR TROC 1 2 3 +0 +0 +0 +0 +0 +0 +0 +0 +1 +0 +1 +2 +1 +2 +3	ARMOR TROOPERS  1	The color of the

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*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

IIIIARE		O IADLL
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***



### **BATTLE ARMOR RECORD SHEET**

BATTLE ARMOR: SQUAD 1		LEG ATTACKS TABLE
	1.4000000	
Type: INFILTRATOR MK. I Era: Clan Invasion		BATTLE ARMOR BASE TO-HIT
Gunnery Skill: Anti-'Mech Skill:		TROOPERS ACTIVE MODIFIER 4-6 0
Ground MP: 2	2,4000000	3 +2
Weapons & Equip. Dmg Min Sht Med Lng		2 +5
Auto Grenade Launcher 1D6 [AP] / — 1 2 3		1 +7
1 [DB,S] Basic Manipulator [E] — — —	3.4000000	
[-]		CIMADIA ATTACKO TADIE
Armor: Prorotype Stealth (+0/+1/+2)		SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP:	4/200000	BATTLE ARMOR BASE TO-HIT
	<b>BV</b> : 95/18	TROOPERS ACTIVE MODIFIER
DATTLE ADMOD. COLLAD O		4–6 +2
BATTLE ARMOR: SQUAD 2		1–3 +5
Type: INFILTRATOR MK. I Era: Clan Invasion	1.400000	
Gunnery Skill: Anti-'Mech Skill:		SWARM ATTACK MODIFIERS TABLE
Ground MP: 2	2,400000	SWARIVI AT TACK WIDDIFTERS TABLE
Weapons & Equip. Dmg Min Sht Med Lng	<u> </u>	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
Auto Grenade Launcher 1D6 [AP]/ — 1 2 3		TROOPERS ACTIVE 1 2 3 4 5 6
1 [DB,S]	3,400000	6 +0 +0 +0 +0 +1 +2
Basic Manipulator [E] — — —		5 +0 +0 +0 +1 +2 +3
Armor: Prorotype Stealth (+0/+1/+2)		4 +0 +0 +1 +2 +3 +4
	4.4000000	3 +0 +1 +2 +3 +4 +5
Mechanized: 📝 Swarm: Leg: AP:	<b>BV</b> : 95/18	2 +1 +2 +3 +4 +5 +6
	BV. 93/ 16	1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD 3		BATTLE ARMOR EQUIPMENT
	1.7000000	Claws with magnets -1
Type: INFILTRATOR MK. I Era: Clan Invasion		ll
Gunnery Skill: Anti-'Mech Skill:		SITUATION*
Ground MP: 2	2.4000000	Mech prone –2 'Mech or vehicle immobile –4
Weapons & Equip. Dmg Min Sht Med Lng Auto Grenade Launcher 1D6 [AP]/ — 1 2 3		Vehicle —2
Auto Grenade Launcher 1D6 [AP]/ — 1 2 3 1 [DB,S]		
Basic Manipulator [E] — — —	3,700000	*Modifiers are cumulative
Armor: Prorotype Stealth (+0/+1/+2)	4.700000	SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swarm: Leg: AP:		
	<b>BV</b> : 95/18	2D6 BIPEDAL FOUR-LEGGED
BATTLE ARMOR: SQUAD 4		ROLL LOCATION LOCATION 2 Head Head
DATTEL ANWON. OGGAD 4	1.400000	3 Rear Center Torso Front Right Torso
Type: INFILTRATOR MK. I Era: Clan Invasion	<u>177</u> <u>0</u> 00000	4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill:		5 Front Right Torso Rear Right Torso
Ground MP: 2	2,4000000	6 Right Arm Front Right Torso 7 Front Center Torso Front Center Torso
Weapons & Equip. Dmg Min Sht Med Lng		8 Left Arm Front Left Torso
Auto Grenade Launcher 1D6 [AP]/ — 1 2 3		9 Front Left Torso Rear Left Torso
1 [DB,S] Basic Manipulator [E] — — —	3,4000000	10 Rear Left Torso Rear Center Torso 11 Rear Center Torso Front Left Torso
basic Manipulator [E] — — —		12 Head Head
Armor: Prorotype Stealth (+0/+1/+2)		
Mechanized: Swarm: Leg: AP:	4,4000000	
institution of the state of the	BV: 95/18	TRANSPORT POSITIONS TABLE
DATE ADMOD COURS E		TROOPER 'MECH VEHICLE
BATTLE ARMOR: SQUAD 5		NUMBER LOCATION LOCATION 1 Right Torso Right Side
Type: INFILTRATOR MK. I Era: Clan Invasion	1.400000	2 Left Torso Right Side
Gunnery Skill: Anti-'Mech Skill:	<del></del>	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: 2	2 5000000	5 Center Torso (rear) Rear
Weapons & Equip. Dmg Min Sht Med Lng	2.4.00000	6 Center Torso Rear
Auto Grenade Launcher 1D6 [AP]/ — 1 2 3		TROOPER LARGE SUPPORT
1 [DB,S]	3.4000000	NUMBER VEHICLE LOCATION*  1 Right Side (Unit 1/Unit 2)
Basic Manipulator [E] — — —	<u>1</u>	2 Right Side (Unit 1/Unit 2)
Annani Dagadana Cha-lib (10/14/10)		3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2)
Armor: Prorotype Stealth (+0/+1/+2)	4.4000000	5 Rear (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:		6 Rear (Unit 1/Unit 2)
	<b>BV</b> : 95/18	*Unit 1 and Unit 2 represent two battle armor units



#### **BATTLE ARMOR** RECORD SHEET

#### **BATTLE ARMOR: SQUAD 1**

Type: KAGE [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 4 Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng

Trooper #1 3[DE] — 1 2 3 Small Laser

Armor: Basic Stealth (+0/+1/+2)

Mechanized: Swarm: Leg: AP:

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#### **BATTLE ARMOR: SQUAD 2**

Type: KAGE [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 1 Jump MP: 4 Weapons & Equip. Dmg Min Sht Med Lng

Trooper #1 Small Laser

3[DE] — 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: Swarm:

Leg: 🔽

AP: 🔽

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BV: 126/24

#### **BATTLE ARMOR: SQUAD 3**

Type: KAGE [Laser] Era: Clan Invasion Gunnery Skill: \_\_\_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 4

Dmg Min Sht Med Lng Weapons & Equip.

Trooper #1

Small Laser 3 [DE] — 1 2

Armor: Basic Stealth (+0/+1/+2)

Mechanized: Swarm: Leg: AP:



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#### **BATTLE ARMOR: SQUAD 4**

Type: KAGE [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Jump MP: 4 Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng

Trooper #1 Small Laser

3[DE] — 1 2 3

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Armor: Basic Stealth (+0/+1/+2)

Mechanized: Swarm: Leg: AP:

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BV: 126/24

### **BATTLE ARMOR: SQUAD 5**

Type: KAGE [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump MP: 4

Weapons & Equip. Dmg Min Sht Med Lng

Trooper #1 Small Laser 3[DE] - 1 2 3

Armor: Basic Stealth (+0/+1/+2)

Mechanized: Swarm: Leg:

AP:



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#### 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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

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

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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

TRANS	PURI PUSITIUN	5 IABLE
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	LARCE CURRORT	

#### TROOPER LARGE SUPPORT NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR** RECORD SHEET

### **BATTLE ARMOR: POINT 1**

Type: SYLPH Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: VTOL MP: 5 Ground MP: 1 Weapons & Equip. Dmg Min Sht Med Lng Micro Pulse Laser — 1 2 3 3 [P] Bomb Rack (OS) 2/1 [AE] — Battle Claw [E]

Armor: Standard.

Mechanized: Swarm:

Leg: AP:

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BV: 377/54

#### **BATTLE ARMOR: POINT**

Type: SYLPH Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 VTOL MP: 5

Min Sht Med Lng Weapons & Equip. Dma Micro Pulse Laser \_ 1 2 3 3 [P] Bomb Rack (OS) 2/1 [AE] Battle Claw [E]

Armor: Standard.

Mechanized: Swarm:

Leg: 🔽 AP: 00000

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BV: 377/54

#### **BATTLE ARMOR: POINT 3**

Type: SYLPH Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1 VTOL MP: 5

Weapons & Equip. Min Sht Med Lng Dma 1 2 Micro Pulse Laser 3 [P] 3 2/1 [AE] Bomb Rack (OS) Battle Claw [E]

Armor: Standard.

Mechanized: Swarm:

Leg: 🔽

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BV: 377/54

#### **BATTLE ARMOR: POINT 4**

Type: SYLPH Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: \_ Ground MP: 1 VTOL MP: 5

Min Sht Med Lng Weapons & Equip. Dmg Micro Pulse Laser 3 [P] — 1 2 3 Bomb Rack (OS) 2/1 [AE] Battle Claw [E]

Armor: Standard.

Mechanized: Swarm:

Leg: 🔽

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#### BV: 377/54

#### **BATTLE ARMOR: POINT 5**

Type: SYLPH Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: \_ Ground MP: 1 VTOL MP: 5 Weapons & Equip. Dmg Min Sht Med Lng Micro Pulse Laser 3 [P] 1 2 3 Bomb Rack (OS) 2/1 [AE] — Battle Claw [E]

Armor: Standard.

Mechanized:

Swarm: 📝

Leg: 🔽

AP:



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#### **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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

					_
1	2	3	4	5	6
+0	+0	+0	+0	+1	+2
+0	+0	+0	+1	+2	+3
+0	+0	+1	+2	+3	+4
+0	+1	+2	+3	+4	+5
+1	+2	+3	+4	+5	+6
+2	+3	+4	+5	+6	+7
	+0 +0 +0 +0 +1	ARMOR 1 2 +0 +0 +0 +0 +0 +0 +0 +1 +1 +2	ARMOR TROC 1 2 3 +0 +0 +0 +0 +0 +0 +0 +0 +1 +0 +1 +2 +1 +2 +3	ARMOR TROOPERS  1	FRIENDLY NECHANIZED B           ARWOR         TROOPERS         ACT           1         2         3         4         5           +0         +0         +0         +1           +0         +0         +1         +2           +0         +0         +1         +2         +3           +0         +1         +2         +3         +4           +1         +2         +3         +4         +5           +2         +3         +4         +5         +6

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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 TARKE

IRANE	BPURI PUSITION	3 IABLE
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR** RECORD SHEET

#### **BATTLE ARMOR: SQUAD 1**

Type: CAVALIER [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill:

Jump MP: 3 Ground MP: 1 Weapons & Equip. Dmg Min Sht Med Lng

Small Laser 3 [DE] \_ 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🖊 AP:

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#### BATTLE ARMOR: SQUAD 2

Type: CAVALIER [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill-Ground MP: 1 Jump MP: 3

Min Sht Med Lng Weapons & Equip. Dmg Small Laser 3 (DE) — 1 2 3 Battle Claw [E]

Armor: Standard Mechanized: Swarm:

Leg: 🔽 AP:

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BV: 231/44

#### **BATTLE ARMOR: SQUAD 3**

Type: CAVALIER [Laser] Era: Clan Invasion Gunnery Skill: \_\_ Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3 Weapons & Equip. Dmg Min Sht Med Lng Small Laser 3 (DE) 1 2 3

[E]

Armor: Standard

Battle Claw

Mechanized: Swarm:

Leg: 🖊 AP: (



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**BV**: 231/44

#### **BATTLE ARMOR: SQUAD 4**

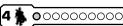
Type: CAVALIER [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 [DE] \_ 1 2 3 Battle Claw

Armor: Standard

Mechanized: Swarm:

Leg: 🔽



BV: 231/44

#### **BATTLE ARMOR: SQUAD 5**

Type: CAVALIER [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 3 Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng - 1 2 3 - - - -Small Laser

Battle Claw [E]

Armor: Standard

Mechanized:

Swarm: 📝

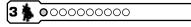
Leg: 🔽

AP:



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BV: 231/44

#### **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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

						_
ATTACKING ENEMY BATTLE ARMOR			MECH			
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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

IIIIAIAC		C IABLE
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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR RECORD SHEET**

#### **BATTLE ARMOR: POINT 1**

Era: Succession Wars Type: ELEMENTAL [Laser] Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump MP: 3 Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 (DE) 2 1 SRM 2 9 2/Msl. 3 6 Ammo (SRM 2): 2 [M,C,S]

Battle Claw Armor: Standard

Mechanized: Swarm:

[E]

Leg: AP:

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**BV**: 447/64

#### **BATTLE ARMOR: POINT**

**Type:** ELEMENTAL [Laser] Era: Succession Wars Anti-'Mech Skill: Gunnery Skill: Ground MP: 1 Jump MP: 3

Min Sht Med Lng Weapons & Equip. Dmg Small Laser 3 (DE) 2 1 SRM 2 2/Msl. 3 6 9 Ammo (SRM 2): 2 [M,C,S]Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🔽 AP: 🚺

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BV: 447/64

#### **BATTLE ARMOR: POINT**

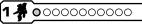
Type: ELEMENTAL [Laser] Era: Succession Wars Anti-'Mech Skill: \_ Gunnery Skill: \_\_ Ground MP: 1 Jump MP: 3

Weapons & Equip. Min Sht Med Lng Dma Small Laser 3 [DE] 1 2 SRM 2 2/Msl 3 6 9 Ammo (SRM 2): 2 [M,C,S]Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: AP:



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**BV**: 447/64

#### **BATTLE ARMOR: POINT 4**

**Type:** ELEMENTAL [Laser] Era: Succession Wars Anti-'Mech Skill: Gunnery Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 [DE] 1 2 3 SRM 2 2/Msl Ammo (SRM 2): 2 [M,C,S] Battle Claw

Armor: Standard

Mechanized: Swarm:

Leg: 🔽

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#### **BATTLE ARMOR: POINT 5**

**Type:** ELEMENTAL [Laser] Era: Succession Wars Gunnery Skill: Anti-'Mech Skill: Jump MP: 3 Ground MP: 1 Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 (DE) 1 2 3 SRM 2 2/Msl. 3 6 9 Ammo (SRM 2): 2 [M.C.S] Battle Claw [E]

Armor: Standard

Mechanized:

Swarm:

Leg: 📝

AP:

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BV: 447/64

#### LEG ATTACKS TABLE

<b>BATTLE ARMOR</b>	BASE TO-HIT
TROOPERS ACTIVE	MODIFIER
4–6	0
3	+2
2	+5
1	+7

#### SWARM ATTACKS TABLE

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

#### **SWARM ATTACK MODIFIERS TABLE**

					_
1	2	3	4	5	6
+0	+0	+0	+0	+1	+2
+0	+0	+0	+1	+2	+3
+0	+0	+1	+2	+3	+4
+0	+1	+2	+3	+4	+5
+1	+2	+3	+4	+5	+6
+2	+3	+4	+5	+6	+7
	+0 +0 +0 +0 +1	ARMOR 1 2 +0 +0 +0 +0 +0 +0 +0 +1 +1 +2	ARMOR TROC 1 2 3 +0 +0 +0 +0 +0 +0 +0 +0 +1 +0 +1 +2 +1 +2 +3	ARMOR TROOPERS  1	FRIENDLY NECHANIZED B           ARWOR         TROOPERS         ACT           1         2         3         4         5           +0         +0         +0         +1           +0         +0         +1         +2           +0         +0         +1         +2         +3           +0         +1         +2         +3         +4           +1         +2         +3         +4         +5           +2         +3         +4         +5         +6

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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

TRANS	SPORT POSITION	S 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	LARGE SUPPORT	





### **BATTLE ARMOR RECORD SHEET**

/ DATTLE ABAGE		<b>\</b>	
BATTLE ARMOR	R: SQUAD 1		
Type: FA SHIH [Laser]	Era: Clan Invasion	<b>1 0</b> 0000000	]
Gunnery Skill:	Anti-'Mech Skill:		
· · · · · · · · · · · · · · · · · · ·			——I
Ground MP: 1	Jump MP: 3	2 7 0000000	
Weapons & Equip. Dmg Small Laser 3 [DB]			
Magnetic Clamps [E]			——— I
Mine [E] Ammo (Mine): 2/2/2/2		3 🕴 💇 00000000	
Mine Clearance Manipulators[E]			
Armor: Standard			——— I
Mechanized: 📝 Swarm: 📝	Leg: 🚺 AP:	<b>4 7 0</b> 0000000	
		<b>BV</b> : 229/44	Advanced
DATTLE ADMOS	. COLIAD O		
BATTLE ARMOR	K: SQUAD 2		=
Type: FA SHIH [Laser]	Era: Clan Invasion	1 7 0000000	
Gunnery Skill:	Anti-'Mech Skill:		
· —			—— I
Ground MP: 1	Jump MP: 3	2 7 0000000	
Weapons & Equip. Dmg Small Laser 3 [Db			
Magnetic Clamps [E]			——— I
Mine [E] Ammo (Mine): 2/2/2/2		3 7 0000000	
Mine Clearance Manipulators[E]		<del></del>	ı
Armor: Standard		4 \$ 20000000	——— I
Mechanized: 🚺 Swarm: 🕡	Leg: 📝 AP: 📝	<b>4 4 0</b> 0000000	
<u> </u>	, 3 🐷 🐷	<b>BV</b> : 229/44	Advanced
DATTLE ADMOS	COLLAD C		
BATTLE ARMOR	K: SUUAD 3		
Type: FA SHIH [Laser]	Era: Clan Invasion	1 7 00000000	
Gunnery Skill:	Anti-'Mech Skill:		
· —			l
Ground MP: 1	Jump MP: 3	2 7 0000000	
Weapons & Equip. Dmg Small Laser 3 [Db			
Magnetic Clamps [E]	·		I
Mine E		3 🎝 00000000	
		3 🎝 💇 0000000	
Mine [E] Ammo (Mine): 2/2/2/2			
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard		<b>3 1 0</b> 0000000	
Mine [Ē] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E]			Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm:		4 1 00000000	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard		<b>4  0</b> 0000000 <b>BV</b> : 229/44	Advanced
Mine (E) Armmo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm:   BATTLE ARMOF		4 1 00000000	Advanced
Mine (E) Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Type: FA SHIH [Laser]	Leg: AP: AP: AP: AP: Clan Invasion	<b>4  0</b> 0000000 <b>BV</b> : 229/44	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard  Mechanized: Swarm: Swarm: Surprise FA SHIH [Laser]  Gunnery Skill:	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	<b>4 1 0</b> 0000000 <b>BV</b> : 229/44 <b>1 1 0</b> 0000000	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swar	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	<b>4  0</b> 0000000 <b>BV</b> : 229/44	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm: Mechanized: Mechani	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	<b>4 1 0</b> 0000000 <b>BV</b> : 229/44 <b>1 1 0</b> 0000000	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swa	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	Advanced
Mine (E) Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Mechanized: Mechanized: Swarm: Mechanized: Mechan	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	<b>4 1 0</b> 0000000 <b>BV</b> : 229/44 <b>1 1 0</b> 0000000	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swa	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	Advanced
Mine (E) Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Mechanized: Swarm: Standard Mine Clearance Manipulators(E) Armor: Standard	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	Advanced
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Mechanized: Swarm: Standard  Mine Clearance Manipulators[E] Armor: Standard	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	Advanced
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Mechanized: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Swarm: Swarm: Mechanized: Mechanized: Swarm: Mechanized:	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 % 0 0000000 BV: 229/44 1 % 0 0000000 2 % 0 0000000	
Mine (E) Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Mechanized: Swarm: Standard Mine Clearance Manipulators(E) Armor: Standard	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44  1 1 0 0000000  2 1 0 0000000  4 1 0 0000000  BV: 229/44	
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm: Mechanized: Mechan	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 % 0 0000000 BV: 229/44 1 % 0 0000000 2 % 0 0000000	
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators(E) Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm: Mechanized: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Mechanize	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44  1 1 0 0000000  2 1 0 0000000  4 1 0 0000000  BV: 229/44	
Mine	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44 1 1 0 0000000 2 1 0 0000000 4 1 0 0000000 BV: 229/44	
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44  1 1 0 0000000  2 1 0 0000000  4 1 0 0000000  BV: 229/44	
Mine	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44 1 1 0 0000000 2 1 0 0000000 4 1 0 0000000 BV: 229/44	
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	
Mine	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44 1 1 0 0000000 2 1 0 0000000 4 1 0 0000000 BV: 229/44	
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	
Mine Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Swarm: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swarm	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4 1 0 0000000 BV: 229/44 1 1 0 0000000 2 1 0 0000000 BV: 229/44 1 1 0 0000000 2 1 0 0000000	
Mine [E] Ammo (Mine): 2/2/2/2 Mine Clearance Manipulators[E] Armor: Standard Mechanized: Swarm: Swarm: Standard Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Mechanized: Swarm: Swa	Leg: AP: AP: AP: AP: AP: AP: AP: AP: AP: AP	4	

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

SWARIWI ATTACKS TABLE			
BATTLE ARMOR FROOPERS ACTIVE	BASE TO-HIT MODIFIER		
4–6	+2		
1–3	+5		

SWARM ATTACK MODIFIERS TABLE						
ATTACKING ENEMY BATTLE ARMOR			MECH			ATTLE
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7
BATTLE ARMOR EQUIPMENT						

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	BIPEDAL	FOUR-LEGGED	
ROLL	LOCATION	LOCATION	
2	Head	Head	

LOCATION	LOCATION
Head	Head
Rear Center Torso	Front Right Torso
Rear Right Torso	Rear Center Torso
Front Right Torso	Rear Right Torso
Right Arm	Front Right Torso
Front Center Torso	Front Center Torso
Left Arm	Front Left Torso
Front Left Torso	Rear Left Torso
Rear Left Torso	Rear Center Torso
Rear Center Torso	Front Left Torso
Head	Head

\		
TRAN	SPORT POSITION	IS TABLE
TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1 2	Right Torso Left Torso	Right Side Right Side
3 4	Right Torso (rear) Left Torso (rear)	Left Side Left Side
5 6	Center Torso (rear) Center Torso	Rear Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1 2	Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2)	сши∭іст
3 4	Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2)	GHIHLY31

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



#### **BATTLE ARMOR** RECORD SHEET

#### **BATTLE ARMOR: SQUAD 1**

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 3

Min Sht Med Lng Weapons & Equip. Dmg Small Laser 3 [DĔ] 2 1 Improved Sensors [E] 2 Battle Claw

Armor: Standard

Mechanized: Swarm:

Leg: AP:

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BV: 225/43

#### BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH STANDARD Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 3

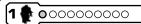
Weapons & Equip. Min Sht Med Lng Dma Small Laser 3 [DE] 1 2 3 Improved Sensors [E] Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🔽

AP: 🔽



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BV: 225/43

#### BATTLE ARMOR: SQUAD 3

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 3

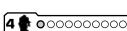
Weapons & Equip. Min Sht Med Lng Dma 2 Small Laser 3 [DE] 1 Improved Sensors [E] 2 Battle Claw

Armor: Standard

Mechanized: Swarm:

Leg: 🔽





BV: 225/43

#### BATTLE ARMOR: SQUAD 4

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

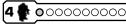
Ground MP: 3

Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 [DE] 1 2 Improved Sensors [E] Battle Claw

Armor: Standard

Mechanized: Swarm: 📝 Leg: 🔽

AP: 🔽



BV: 225/43

#### BATTLE ARMOR: SQUAD 5

Type: GRAY DEATH STANDARD [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 3

Weapons & Equip. Min Sht Med Lng Dmg Small Laser 1 2 Improved Sensors [E] 2 Battle Claw [E]

Armor: Standard

Mechanized:

Swarm:

Leg: 🔽

AP: 🔽



BV: 225/43

#### 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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

						_
ATTACKING ENEMY BATTLE ARMOR			MECH			
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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 TARIF

IINAINE	PORT POSITION	J IADLL
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR RECORD SHEET**

#### **BATTLE ARMOR: SQUAD 1 1 0** 000000 Type: INFILTRATOR MK. II Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3 **0**000000 Weapons & Equip. Dmg Min Sht Med Lng Magshot Gauss Rifle 2 [DB] 3 6 9 ECM Suite [E] 1 000000 Parafoil [E] Basic Manipulator (2) [E] Armor: Standard Stealth (+1/+1/+2) **0**000000 Mechanized: Swarm: Leg: 🔽 AP: 🗹 BV: 253/49

BATTLE ARMOR	R: SQUAD 2	
Type: INFILTRATOR MK. II	Era: Clan Invasion	1/ 0000000
Gunnery Skill:	Anti-'Mech Skill:	
Ground MP: 1	Jump MP: 3	2 <i>1</i> 000000
Weapons & Equip.DmMagshot Gauss Rifle2 [DiECM Suite[E]Parafoil[E]Basic Manipulator (2)[E]	B) — 3 6 9 — — — 1 — — — —	3/1000000
Armor: Standard Stealth (+1/	+1/+2]	4/1000000
Mechanized: 🕜 Swarm: 🕡	Leg: 🚺 AP: 🚺	<u>-</u>
		<b>BV</b> : 253/49
BATTLE ARMOR	R: SQUAD 3	
Type: INFILTRATOR MK. II	Era: Clan Invasion	1/7 0000000

Type: INFILTRATOR MK. II Gunnery Skill: Ground MP: 1	Era: Clan Invasion Anti-'Mech Skill: Jump MP: 3	<b>1</b> /// <b>0</b> 000000
Weapons & Equip. Dm Magshot Gauss Rifle 2 [[ ECM Suite [E Parafoil [E Basic Manipulator (2) [E	OBJ — 3 6 9 ] — — 1 ] — — —	3/1000000
Armor: Standard Stealth (+1/Mechanized: Swarm:	_ ′ ′	<b>4 A 0</b> 000000 <b>BV</b> : 253/49
BATTLE ARMO	R: SQUAD 4	
Type: INFILTRATOR MK. II	Era: Clan Invasion	1/1 0000000
Gunnery Skill:	Anti-'Mech Skill:	
Ground MP: 1	Jump MP: 3	<b>2 0</b> 000000
Weapons & Equip. Dr	ng Min Sht Med Lng	

Armor: Standard Stea	lth (+1/+1	/+2]	
Mechanized: 🕜 Sw	/arm: 🗹	Leg: 🗹	AP: 🚺
BATTLE AF	RMOR:	SQUA	AD 5
Type: INFILTRATOR M	K. II E	<b>ra:</b> Clan Inv	asion
Gunnery Skill:	<i>p</i>	Inti-'Mech	Skill:
Ground MP: 1	J	ump MP: 3	3
Weapons & Equip. Magshot Gauss Rifle ECM Suite	<b>Dmg</b> 2 (DB) (E)	Min Sht - 3 	<b>Med Lng</b> 6 9 — 1

2 [DB]

[E]

[E]

Magshot Gauss Rifle

Basic Manipulator (2)

ECM Suite

Parafoil

··					· · · · · · · · · · · · · · · · · · ·
Gunnery Skill:	Δ	\nti-'Mecl	n Skill:_		
Ground MP: 1	J	lump MP:	3		2 <i>A</i> 0000000
Weapons & Equip.	Dmg	Min Sh	t Med	Lng	
Magshot Gauss Rifle	2 (DB)	— 3	6	9	
ECM Suite	[E]			1	<b>3// 0</b> 000000
Parafoil	[E]			_	<b>57 9</b> 0000000
Basic Manipulator (2)	[E]			_	<del></del>
Armor: Standard Stea	lth (+1/+1	/+21			
_	` `	· · _	λ VD.		<b>4</b> / <b>7 0</b> 000000
Mechanized: 💋 Sw	/arm: 🗹	Leg: 🔽	J AP:		<b>PM</b> 050 (40
					<b>BV</b> : 253/49

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

CVAIIII AI IACIC IABLE		
BASE TO-HIT MODIFIER		
+2		
+5		

SWARM ATTACKS TABLE

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

BATTLE ARMOR EQUIPME	NT	
Claws with magnets	-1	
SITUATION*		
'Mech prone	-2	
'Mech or vehicle immobile	-4	
Vehicle	-2	
*Modifiers are cumulative		

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

**SWARM ATTACKS HIT LOCATION TABLE** 

12	Head	Head
TRAN	SPORT POSITION	IS TABLE
TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1 2	Right Torso Left Torso	Right Side Right Side
3	Right Torso (rear)	Left, Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER	LARGE SUPPORT	
NUMBER	<b>VEHICLE LOCATION*</b>	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	TOI VIOT
3	Left Side (Unit 1/Unit 2)	THIRDAL
4	Left, Side (Unit, 1/Unit, 2)	C C C C C C C C C C C C C C C C C C C

Rear (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)

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BV: 253/49

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#### **BATTLE ARMOR** RECORD SHEET

#### **BATTLE ARMOR: SQUAD 1**

Type: I.S. STANDARD [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1

Jump MP: 3 Weapons & Equip. Dmg Min Sht Med Lng

Small Laser 3 [DĚ] \_ 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🖊 AP:

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BV: 231/44

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#### **BATTLE ARMOR: SQUAD 2**

Type: I.S. STANDARD [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3 Dmg Min Sht Med Lng Weapons & Equip. Small Laser 3 (DE) — 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🔽

AP:

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BV: 231/44

#### **BATTLE ARMOR: SQUAD 3**

Type: I.S. STANDARD [Laser] Era: Clan Invasion Gunnery Skill: \_\_\_\_ Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3 Weapons & Equip. Dmg Min Sht Med Lng

Small Laser 3 [DE] 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🖊 AP: (

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BV: 231/44

### **BATTLE ARMOR: SQUAD 4**

Type: I.S. STANDARD [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3

Weapons & Equip. Dmg Min Sht Med Lng Small Laser 3 [DE] — 1 2 3 Battle Claw

Armor: Standard

Mechanized: Swarm:

Leg: 🚺 AP: [

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BV: 231/44

#### **BATTLE ARMOR: SQUAD 5**

Type: I.S. STANDARD [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 3 Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng - 1 2 3 - - - -Small Laser

Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

AP: Leg: 🔽

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### 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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

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

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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 TARILE

IIIIARE		O IADLL
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR** RECORD SHEET

### **BATTLE ARMOR: SQUAD 1**

Type: LONGINUS [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Jump MP: 3\* Ground MP: 1

Min Sht Med Lng Weapons & Equip. 3 [DE] 2/Msl 2 1 3 SRM 2 (OS)\* 9 [M,C,S]

Jump, Swarm or Anti-Mech. \*Must Detach missile pack to use Battle Claw [E]

Armor: Advanced.

Mechanized: Swarm:

Leg: AP:

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BV: 247/47

#### BATTLE ARMOR: SQUAD 2

Type: LONGINUS [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3\*

Weapons & Equip. **D**mg 3 [DE] 2/Msl Min Sht Med Lng SRM 2 (0S)\* 9 3 ſM.C.S1

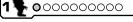
\*Must Detach missile pack to use Jump, Swarm or Anti-Mech. Battle Claw [E]

Armor: Advanced.

Mechanized: Swarm:

Leg: 📝

AP: 🚺



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BV: 247/47

#### **BATTLE ARMOR: SQUAD 3**

Type: LONGINUS [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3\*

Weapons & Equip. Dmg Min Sht Med Lng Small Laser SRM 2 (OS)\* 9 3 6

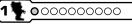
[M.C.S] \*Must Detach missile pack to use Jump, Swarm or Anti-Mech. Battle Claw [E]

Armor: Advanced.

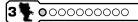
Mechanized: Swarm:

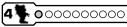
Leg: 🔽

AP:









**BV**: 247/47

#### **BATTLE ARMOR: SQUAD 4**

Type: LONGINUS [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump MP: 3\*

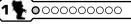
Weapons & Equip. Min Sht Med Lng **D**mg 3 [DE] 2/Msl Small Laser SRM 2 (OS)\* 9 3 6 IM.C.S1

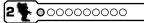
\*Must Detach missile pack to use Jump, Swarm or Anti-Mech. [E]

Armor: Advanced

Mechanized: Swarm:

Leg: 🚺 AP: 🚺









BV: 247/47

#### **BATTLE ARMOR: SQUAD 5**

Type: LONGINUS [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 3\* Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng Small Laser SRM 2 (OS)\* 3 [DĒ] 2/Msl 3 6

[M,C,S]\*Must Detach missile pack to use Jump, Swarm or Anti-Mech. Battle Claw

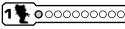
Armor: Advanced.

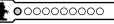
Mechanized:

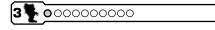
Swarm: 📝

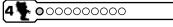
Leg: 📝

AP:









BV: 247/47

#### 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**

					_
FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
1	2	3	4	5	6
+0	+0	+0	+0	+1	+2
+0	+0	+0	+1	+2	+3
+0	+0	+1	+2	+3	+4
+0	+1	+2	+3	+4	+5
+1	+2	+3	+4	+5	+6
+2	+3	+4	+5	+6	+7
	+0 +0 +0 +0 +1	ARMOR 1 2 +0 +0 +0 +0 +0 +0 +0 +1 +1 +2	ARMOR TROC 1 2 3 +0 +0 +0 +0 +0 +0 +0 +0 +1 +0 +1 +2 +1 +2 +3	ARMOR TROOPERS  1	

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

BIPEDAL LOCATION	FOUR-LEGGED LOCATION
Head	Head
Rear Center Torso	Front Right Torso
Rear Right Torso	Rear Center Torso
Front Right Torso	Rear Right Torso
Right Arm	Front Right Torso
Front Center Torso	Front Center Torso
Left Arm	Front Left Torso
Front Left Torso	Rear Left Torso
Rear Left Torso	Rear Center Torso
Rear Center Torso	Front Left Torso
Head	Head
	LOCATION Head Rear Center Torso Rear Right Torso Front Right Torso Right Arm Front Center Torso Left Arm Front Left Torso Rear Left Torso Rear Center Torso

#### TRANSPORT POSITIONS TABLE

		O IADEL
TROOPER NUMBER	'MECH LOCATION	VEHICLE
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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR** RECORD SHEET

### **BATTLE ARMOR: SQUAD 1**

Type: PURIFIER [Laser] Era: Gunnery Skill: \_\_ Anti-'Mech Skill:\_ Jump MP: 3 Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng ER Small Laser 2 [DĔ] — 2 4 5 Battle Claw [E]

**Armor:** Mimetic (+3/+2/+1)

Mechanized: Swarm:

Leg: 🗹 AP: 🗌

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#### **BATTLE ARMOR: SQUAD**

Type: PURIFIER [Laser]

Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Dmg Min Sht Med Lng FR Small Laser 2 (DE) **- 2 4 5** Battle Claw [E]

**Armor:** Mimetic (+3/+2/+1)

Mechanized: Swarm:

Leg: 📝 AP: 🗍

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#### **BATTLE ARMOR: SQUAD**

Type: PURIFIER [Laser]

Gunnery Skill: \_\_\_ Anti-'Mech Skill:

Ground MP: 1 Jump MP: 3 Weapons & Equip. Dmg Min Sht Med Lng ER Small Laser 2 (DE) **–** 2 4 5 Battle Claw [E]

**Armor:** Mimetic (+3/+2/+1)

Mechanized: Swarm:

Leg: 📝 AP:

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5 🖔	0000000	
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#### **BATTLE ARMOR: SQUAD 4**

Type: PURIFIER [Laser]

Gunnery Skill: \_\_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Dmg Min Sht Med Lng ER Small Laser 2 [DE] — 2 4 5 Battle Claw [E]

Armor: Mimetic (+3/+2/+1)

Mechanized: Swarm:

Leg: 📝 AP: 🗌

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BV:	466/52

#### **BATTLE ARMOR: SQUAD 5**

Type: PURIFIER [Laser] Gunnery Skill: \_ Anti-'Mech Skill: \_ Jump MP: 3 Ground MP: 1

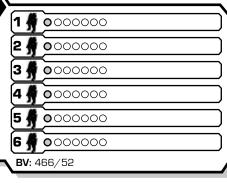
Weapons & Equip. Dmg Min Sht Med Lng ER Small Laser Battle Claw [E]

Armor: Mimetic (+3/+2/+1)

Mechanized: Swarm:

Leg: 🔽

AP:



#### 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**

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

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*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

#### TOANISDODT DOSITIONS TARIE

IIDAINE	PUNI PUSITIUN	IS TABLE
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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 LARGE SUPPORT NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR** RECORD SHEET

#### **BATTLE ARMOR: SQUAD 1**

Type: RAIDEN [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 3 Ground MP: 1

Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 [DE] — 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🖊 AP:

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BV: 231/44

#### BATTLE ARMOR: SQUAD 2

Type: RAIDEN [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Min Sht Med Lng Weapons & Equip. Dmg Small Laser 3 (DE) — 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: 🔽

AP:

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BV: 231/44

#### **BATTLE ARMOR: SQUAD 3**

Type: RAIDEN [Laser] Era: Clan Invasion Gunnery Skill: \_\_\_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Dmg Min Sht Med Lng Small Laser 3 (DE) 1 2 3 Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

Leg: AP:

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**BV**: 231/44

#### **BATTLE ARMOR: SQUAD 4**

Type: RAIDEN [Laser] Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill: Ground MP: 1 Jump MP: 3

Weapons & Equip. Min Sht Med Lng Dmg Small Laser 3 [DE] \_ 1 2 3 Battle Claw

Armor: Standard

Mechanized: Swarm:

Leg: 🔽

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BV: 231/44

#### **BATTLE ARMOR: SQUAD 5**

Type: RAIDEN [Laser] Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Jump MP: 3 Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng - 1 2 3 - - - -Small Laser Battle Claw [E]

Armor: Standard

Mechanized:

Swarm: 📝

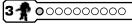
AP: Leg: 🔽



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BV: 231/44

#### 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 BASE TO-HIT** TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5

#### **SWARM ATTACK MODIFIERS TABLE**

						_
ATTACKING ENEMY BATTLE ARMOR			MECH			
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
OLL	LOCATION	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 TARKE

IRANE	BPURI PUSITION	3 IABLE
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	LARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***





**BATTLE ARMOR** 

#### **BATTLE ARMOR RECORD SHEET**

**BASE TO-HIT** 

#### **BATTLE ARMOR: POINT 1**

Type: SALAMANDER	Era: Cla	an Inv	asion	
Gunnery Skill:	Anti-'Mech Skill:			
Ground MP: 1	Jump I	MP: 3	3	
Weapons & Equip.	Dmg Min	Sht	Med	Lng
Flamer	2 [DE,H,AI] —	1	2	3
Flamer	2 [DE,H,AI] —	1	2	3
SRM 1 (OS)	2/Msl. [M,C,S] —	3	6	9
Magnetic Claws (2)	[E] —	_	_	_

Armor: Fire Resistant

Mechanized: Swarm:

Leg: 🔽

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BV: 372/53

BV: 372/53

#### ARMOR: POINT

Type: SALAMANDER Gunnery Skill: Ground MP: 1	Era: Clan Invasio Anti-'Mech Skill Jump MP: 3	
Weapons & Equip. Flamer Flamer SRM 1 (OS) Magnetic Claws (2)	Dmg         Min         Sh         Mer           2 [DE,H,AI]         1         2           2 [DE,H,AI]         1         2           2/Msl.[M,C,S]         3         6           [E]	d <b>Lng</b> 3 3 9
Armor: Fire Resistant  Mechanized: Sv		P: 🗌

#### **BATTLE ARMOR: POINT 3**

Gunnery Skill:	Anti-'Mech Skill:			
Ground MP: 1	Jump MP: 3			
Weapons & Equip.	Dmg Min	Sht	Med	Lng
Flamer	2 [DE,H,AI] —	1	2	3
Flamer	2 [DE,H,AI] —	1	2	3
SRM 1 (OS)	2/Msl. [M,C,S] —	3	6	9
Magnetic Claws (2)	[E] —	_	_	_

Armor: Fire Resistant

Type: SALAMANDER

Type: SALAMANDER

Mechanized: Swarm:

Gunnery Skill: \_

Ground MP: 1

Flamer

Flamer

SRM 1 (OS)

Weapons & Equip.

**BATTLE ARMOR: POINT 4** 

Leg: 🔽

Era: Clan Invasion

**BV**: 372/53

Era: Clan Invasion Anti-'Mech Skill: Jump MP: 3

Dmg Min Sht Med Lng 2 [DE,H,AI] — 1 2 3 2 [DE,H,AI] — 2/Msl. [M,C,S] — 3 6 9 [E]

Magnetic Claws (2) Armor: Fire Resistant

Mechanized: Swarm:

Leg: 🔽

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BV: 372/53

BV: 372/53

#### **ARMOR: POINT 5**

Type: SALAMANDER	Era: Cla	an Inv	asion	
Gunnery Skill:	Anti-'Mech Skill:			
Ground MP: 1	Jump I	MP: 3	3	
Weapons & Equip.	Dmg Min	Sht	Med	Lng
Flamer	2 [DE,H,AI] —	1	2	3
Flamer	2 [DE,H,AI] —	1	2	3
SRM 1 (OS)	2/Msl. [M,C,S] —	3	6	9
Magnetic Claws (2)	[E] —	_	_	_

Armor: Fire Resistant

Mechanized: Swarm:

Leg: 📝

AP:

### 3

LEG ATTACKS TABLE

**TROOPERS ACTIVE** MODIFIER 4-6  $\cap$ +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	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

#### SITUATION \*

'Mech prone 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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

IRANS	PURT PUSITION	IS TABLE
TROOPER NUMBER	'MECH LOCATION	VEHICLE
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
TROORER	I ADGE SUDDODT	

#### NUMBER **VEHICLE LOCATION\***





#### **BATTLE ARMOR RECORD SHEET**

#### **BATTLE ARMOR: POINT 1** 00000000 Type: UNDINE Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: 00000000 UMU MP: 3 Ground MP: 1 Min Sht Med Lng Weapons & Equip. Dmg 00000000 ER Micro Laser LRM 5 (OS) 14 21 [M,C,S] 00000000 Searchlight. [F] 9 Battle Claw [E] Armor: Standard. Leg attacks only on 'Mechs in water. 00000000 Mechanized: Swarm: Leg: 🔽 BV: 271/39 BATTLE ARMOR: POINT 00000000 Type: UNDINE Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: 00000000 Ground MP: 1 UMU MP: 3 Min Sht Med Lng Weapons & Equip. Dmg 00000000 ER Micro Laser 2 [DĔ] LRM 5 (OS) 14 21 1/Msl [M,C,S]00000000 Searchlight 9 Battle Claw [E] — — — — Armor: Standard. Leg attacks only on 'Mechs in water. 00000000 Mechanized: Swarm: Leg: [ BV: 271/39 BATTLE ARMOR: POINT 00000000 Type: UNDINE Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: 00000000 Ground MP: 1 UMU MP: 3 Weapons & Equip. Min Sht Med Lng Dma •00000000 ER Micro Laser 2 (DE) LRM 5 (OS) 1/Msi 14 21 [M,C,S]00000000 Searchlight 9 Battle Claw [E] Armor: Standard. Leg attacks only on 'Mechs in water. 00000000 Mechanized: Swarm: Leg: 🔽 BV: 271/39 **BATTLE ARMOR: POINT 4** 00000000 Type: UNDINE Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: •00000000 Ground MP: 1 UMU MP: 3 Min Sht Med Lng Weapons & Equip. Dmg 00000000 ER Micro Laser 5 LDE LRM 5 (OS) 1/Msl 14 21 [M,C,S]•00000000 Searchlight [E] 9 Armor: Standard. Leg attacks only on 'Mechs in water. 00000000 Mechanized: Swarm: Leg: AP: BV: 271/39 **BATTLE ARMOR: POINT 5** 00000000 Type: UNDINE Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: 00000000 Ground MP: 1 UMU MP: 3 Min Sht Med Lng Weapons & Equip. Dmg **0**00000000 ER Micro Laser LRM 5 (OS) 2 [DE] 1 7 2 14 21 1/Msl [M.C.S] **0**00000000 Searchlight [E] Battle Claw įΕį Armor: Standard. Leg attacks only on 'Mechs in water. 00000000

Mechanized:

Swarm:

AP:

BV: 271/39

Leg:

#### LEG ATTACKS TABLE **BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE** MODIFIER 4-6 $\cap$ 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			MEC			
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

#### SITUATION \*

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

\*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

IRANS	SPURI PUSITIUN	5 IABLE
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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*	





#### **BATTLE ARMOR** RECORD SHEET

**BASE TO-HIT** 

**MODIFIER** 

 $\cap$ 

+2

+5

+7

LEG ATTACKS TABLE

**BATTLE ARMOR** 

**TROOPERS ACTIVE** 

4-6

3

2

1

#### **BATTLE ARMOR: POINT 1** •00000000000000 Type: GNOME Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: •0000000000000 Jump MP: 2 Ground MP: 1 Min Sht Med Lng Weapons & Equip. Dmg •00000000000000 ER Small Laser 5 [DĚ] 4 2 6 12 Advanced SRM 2 4 8 2/Msl Ammo (Adv. SRM 2): 2 [M,C] •00000000000000 Heavy Battle Claw Armor: Standard •00000000000000 Mechanized: Swarm: AP: BV: 581/83 BATTLE ARMOR: POINT •00000000000000 Type: GNOME Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: •0000000000000 Ground MP: 1 Jump MP: 2 Min Sht Med Lng Weapons & Equip. Dmg •0000000000000 FR Small Laser 5 (DE) 2 4 6 Advanced SRM 2 12 2/Msl. 4 8 Ammo (Adv. SRM 2): 2 [M,C] •0000000000000 Heavy Battle Claw Armor: Standard. •00000000000000 Mechanized: Swarm: Leg: [ AP: BV: 581/83 **BATTLE ARMOR: POINT** •0000000000000 Type: GNOME Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: 0000000000000 Ground MP: 1 Jump MP: 2 Weapons & Equip. Min Sht Med Lng Dma •00000000000000 ER Small Laser 5 (DE) 2 4 6 Advanced SRM 2 2/Msl 4 8 12 Ammo (Adv. SRM 2): 2 [M,C] •0000000000000 Heavy Battle Claw Armor: Standard. •0000000000000 Mechanized: Swarm: Leg: **BV**: 581/83 **BATTLE ARMOR: POINT 4** •00000000000000 Type: GNOME Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: •0000000000000 Ground MP: 1 Jump MP: 2

SWARM	ATT	ACI	(S	ГАВ	LE	
					_	
SWARM ATTA	ACK I	MOI	OIFIE	RS	TAE	BLE
ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE  6 5 4 3 2 1	#0 +0 +0 +0 +0 +1	**************************************		+0 +1 +2 +3 +4	ED B S ACT 5 +1 +2 +3 +4 +5	ATTLE IVE 6 +2 +3 +4 +5 +6
	BATTLE ARMOR EQUIPMENT Claws with magnets –1					
SITUATION * 'Mech prone 'Mech or vehicle i Vehicle	immo	bile		-2 -4 -2		
*Modifiers are cumulat	tive					
SWARM ATTAC	KS L		OCA:	TION	ΤΔΕ	RI F
2D6 BIPE					LEGG	

LOCATION

Head

Rear Center Torso

Rear Right Torso

Front Right Torso

Right Arm

Front Center Torso

Left Arm

Front Left Torso

Rear Left Torso

Rear Center Torso

Head

\*Unit 1 and Unit 2 represent two battle armor units

#### Min Sht Med Lng Dmg Weapons & Equip. •00000000000000 ER Small Laser 5 [DE] 2 4 6 Advanced SRM 2 2/Msl 4 12 Ammo (Adv. SRM 2): 2 [M,C] •00000000000000 Heavy Battle Claw Armor: Standard •00000000000000 Mechanized: Swarm: Leg: AP: BV: 581/83

**ARMOR: POINT 5** 

Dmg

5 [DE]

2/Msl.

[E]

Swarm: [

Era: Clan Invasion

Anti-'Mech Skill:

Min Sht Med Lng

4 6

AP:

2

4 8 12

Jump MP: 2

Leg:

BATTLE

Type: GNOME

Gunnery Skill:

Ground MP: 1

ER Small Laser

Advanced SRM 2

Heavy Battle Claw

Armor: Standard.

Mechanized:

Ammo (Adv. SRM 2): 2 [M,C]

Weapons & Equip.

Г	<u> </u>	riodd
l	TRAN	SPORT POSITIO
	TROOPER NUMBER 1 2 3 4 5	'MECH LOCATION Right Torso Left Torso Right Torso (rear) Left Torso (rear) Center Torso (rear)
	6 TROOPER	Center Torso  LARGE SUPPORT
	NUMBER 1 2 3 4 5 6	VEHICLE LOCATION* Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Rear (Unit 1/Unit 2) Rear (Unit 1/Unit 2)

ROLL

2

3

4

5

6

7

8

9

10

11

12



LOCATION

Head

Front Right Torso

Rear Center Torso

Rear Right Torso

Front Right Torso

Front Center Torso

Front Left Torso

Rear Left Torso

Rear Center Torso

Front Left Torso

Head

VEHICLE

LOCATION

Right Side

Right Side

Left Side

Left, Side

Rear

Rear

SITIONS TABLE

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BV: 581/83



#### **BATTLE ARMOR RECORD SHEET**

$\overline{}$			
BATTLE A	ARMOR:	SQUAD 1	
Type: SLOTH		ra: Clan Invasion	1,000000
Gunnery Skill:		nti-'Mech Skill:	
Ground MP: 3	- ~	ilici iviecii okiii.	
Weapons & Equip.	Dmg	Min Sht Med L	2 000000
Small Laser	3 [DE]		9
Small Laser	3 [DE]		3 <b>3 0</b> 00000
Pop-up Mine Ammo (Mine): 1	4 [DB]		
Armor: Standard.			
Mechanized:	Swarm:	Leg: AP:	4 5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Wiechanizeu.	Swarm.	Leg. AF.	BV: 180/35
DATTIE	1 DN 10 D.	COLIAD O	¬ \
BATTLE	ARIVIUR:	SQUAD 2	
Type: SLOTH	E	ra: Clan Invasion	1500000
Gunnery Skill:		nti-'Mech Skill:	
Ground MP: 3			<b>2 10</b> 00000
Weapons & Equip.		Min Sht Med L	ng
Small Laser	3 [DE]		
Small Laser Pop-up Mine	3 [DE] 4 [DB]	0 0	
Ammo (Mine): 1	. []		
Armor: Standard.			4400000
Mechanized:	Swarm:	Leg: AP:	
			<b>BV</b> : 180/35
BATTLE	ARMOR:	SQUAD 3	
			1.000000
Type: SLOTH		ra: Clan Invasion	
Gunnery Skill:	_ ^	nti-'Mech Skill:	
Ground MP: 3			2 0 00000
Weapons & Equip. Small Laser	<b>Dmg</b> 3 [DE]	Min Sht Med L  — 3 6	<b>ng</b> 9
Small Laser	3 [DE]		
Pop-up Mine	4 [DB]		
Ammo (Mine): 1			
Armor: Standard.	_	_	4 400000
Mechanized:	Swarm: 📗	Leg: AP:	
			BV: 180/35
BATTLE A	ARMOR:	SQUAD 4	
Type: SLOTH	F	ra: Clan Invasion	1 0 00000
Gunnery Skill:		nti-'Mech Skill:	
Ground MP: 3	_ ^		
Weapons & Equip.	Dmg	Min Sht Med L	2 5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Small Laser	3 [DE]		9
Small Laser	3 [DE]		<b>3 3 6</b> 00000
Pop-up Mine Ammo (Mine): 1	4 [DB]		
Armor: Standard.			
Mechanized:	Swarm:	Leg: AP:	4 1000000
MISSIAINZOU.		_0g,AP.	BV: 180/35
DATELLE	NDMOD	COLLAB	
-/ATTUE	ARIVIUK:	SQUAD 5	
Type: SLOTH	E	ra: Clan Invasion	15.00000
· ·	۸	nti-'Mech Skill:	
Gunnery Skill:	_ ~		
			<b>12 17 0</b> 0 0 0 0 0 0 1 1 1 1
Gunnery Skill: Ground MP: 3 Weapons & Equip.	_	Min Sht Med L	2 <b>7.</b> 00000
Gunnery Skill: Ground MP: 3 Weapons & Equip. Small Laser	<b>-</b> <b>Dmg</b> 3 [DE]	— 3 6	ng 9
Gunnery Skill: Ground MP: 3 Weapons & Equip. Small Laser Small Laser	<b>Dmg</b> 3 [DE] 3 [DE]	<ul><li>3 6</li><li>3 6</li></ul>	9 <b>3.40.</b> 00000
Gunnery Skill: Ground MP: 3 Weapons & Equip. Small Laser	<b>-</b> <b>Dmg</b> 3 [DE]	<ul><li>3 6</li><li>3 6</li></ul>	ng 9
Gunnery Skill: Ground MP: 3 Weapons & Equip. Small Laser Small Laser Pop-up Mine	<b>Dmg</b> 3 [DE] 3 [DE]	<ul><li>3 6</li><li>3 6</li></ul>	3 10 00000
Gunnery Skill: Ground MP: 3 Weapons & Equip. Small Laser Small Laser Pop-up Mine Ammo (Mine): 1	<b>Dmg</b> 3 [DE] 3 [DE]	<ul><li>3 6</li><li>3 6</li></ul>	9 <b>3.40.</b> 00000

#### **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		

#### WARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR			MECH TROC			
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### TTLE ARMOR EQUIPMENT

ws with magnets

#### **UATION**\*

-2 ech prone ech or vehicle immobile nicle

difiers are cumulative

#### **WARM ATTACKS HIT LOCATION TABLE**

;	BIPEDAL	FOUR-LEGGED
L	LOCATION	LOCATION
	Head	Head
	Rear Center Torso	Front Right Torso
	Rear Right Torso	Rear Center Torso
	Front Right Torso	Rear Right Torso
	Right Arm	Front Right Torso
	Front Center Torso	Front Center Torso
	Left Arm	Front Left Torso
	Front Left Torso	Rear Left Torso
	Rear Left Torso	Rear Center Torso
	Rear Center Torso	Front Left Torso
	Head	Head

#### RANSPORT POSITIONS TABLE

TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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*	





## **BATTLE ARMOR RECORD SHEET**

BATTLE AR	MOR: SQUAD 1		LEG ATTACKS TABLE	
Type: FENRIR Gunnery Skill:	Era: Clan Invasion Anti-'Mech Skill:	14,00000	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER	Γ
Ground MP: 4	Anti- Mech Skill.	2# 000000	4-6 0	
Weapons & Equip.	Dmg Min Sht Med Lng	24,00000		
Medium Pulse Laser	6 [P] — 2 4 6		2 +5 1 +7	
		<b>34, 0</b> 00000		
Armor: Standard			SWARM ATTACKS TABLE	
_	arm:	<b>44. 0</b> 00000	BATTLE ARMOR BASE TO-HIT	_
Wechanized. 5wa	Leg. AF.	BV: 304/58	TROOPERS ACTIVE MODIFIER	J
BATTLE AR	MOR: SQUAD 2		4-6 +2	
		<b>14 0</b> 00000	1-3 +5	_
Type: FENRIR Gunnery Skill:	Era: Clan Invasion Anti-'Mech Skill:			Ā
Ground MP: 4	Alich Mech Skill.	<b>24.0</b> 00000	SWARM ATTACK MODIFIERS TABL	
Weapons & Equip.	Dmg Min Sht Med Lng	000000	ATTACKING ENEMY FRIENDLY MECHANIZED BAT BATTLE ARMOR ARMOR TROOPERS ACTIV	
Medium Pulse Laser	6 [P] — 2 4 6		TROOPERS ACTIVE 1 2 3 4 5	6
		<b>3 0</b> 00000	6 +0 +0 +0 +0 +1 +2 +5 +0 +0 +0 +1 +2 +	_
Armor: Standard			4 +0 +0 +1 +2 +3 -	
_	arm:	4 000000	3 +0 +1 +2 +3 +4 +	_
Micorianized: Own	209.	<b>BV</b> : 304/58	2 +1 +2 +3 +4 +5 +6 +1 +2 +3 +4 +5 +6 +1	
BATTLE AR	MOR: SQUAD 3			
\		1400000	BATTLE ARMOR EQUIPMENT Claws with magnets -1	
Type: FENRIR Gunnery Skill:	Era: Clan Invasion Anti-'Mech Skill:		SITUATION*	
Ground MP: 4	AIICH WECH SKIII.	<b>24.0</b> 00000	'Mech prone -2	
Weapons & Equip.	Dmg Min Sht Med Lng	<b>EN 6</b> 00000	'Mech or vehicle immobile -4	
Medium Pulse Laser	6[P] — 2 4 6		Vehicle –2	
		34,00000	*Modifiers are cumulative	
Armor: Standard				=
_	arm: AP: AP:	4 000000	SWARM ATTACKS HIT LOCATION TABL	E
		<b>BV</b> : 304/58	2D6 BIPEDAL FOUR-LEGGE	D
ΒΔΤΤΙ Ε ΔΒ	MOR: SQUAD 4		ROLL LOCATION LOCATION 2 Head Head	
Type: FENRIR	Era: Clan Invasion	14 000000	3 Rear Center Torso Front Right Tor	
Gunnery Skill:	Anti-'Mech Skill:		<b>4</b> Rear Right Torso Rear Center Tor <b>5</b> Front Right Torso Rear Right Tor	
Ground MP: 4	And Woon Skill	<b>24.0</b> 00000	6 Right Arm Front Right Tor 7 Front Center Torso Front Center To	
Weapons & Equip.	Dmg Min Sht Med Lng	<b>EN 3</b> 3 3 3 3 3	8 Left Arm Front Left Tors	50
Medium Pulse Laser	6 [P] — 2 4 6		9 Front Left Torso Rear Left Tors 10 Rear Left Torso Rear Center To	
		3 000000		
Armor: Standard			12 Head Head	
_	arm:	<b>4 0</b> 00000		=
		<b>BV</b> : 304/58	TRANSPORT POSITIONS TABLE	
BATTLE AR	MOR: SQUAD 5		TROOPER 'MECH VEHICL NUMBER LOCATION LOCATION	
Type: FENRIR	Era: Clan Invasion	14.000000	1 Right Torso Right Sic 2 Left Torso Right Sic	de
Gunnery Skill:	Anti-'Mech Skill:		3 Right Torso (rear) Left Sid	le
Ground MP: 4	Moon onn.	<b>24. 0</b> 00000	4 Left Torso (rear) Left Sid 5 Center Torso (rear) Rear	C
Weapons & Equip.	Dmg Min Sht Med Lng		6 Center Torso Rear	
Medium Pulse Laser	6 [P] — 2 4 6	<b>0</b> # <b>0</b> 00000	TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION*	
		3 000000	1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2)	ΩI
Armor: Standard			3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2)	
_	arm:	44 000000	5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)	
		<b>BV</b> : 304/58	*Unit 1 and Unit 2 represent two battle armor units	

AP:

AP:

AP:

AP:



#### **BATTLE ARMOR** RECORD SHEET

#### **BATTLE ARMOR: SQUAD 1**

Type: KANAZUCHI Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Min Sht Med Lng Weapons & Equip. Dmg

Medium Laser 5 [DĚ] 6 3 9 SRM 2 (OS) 2/Msl. [M,C] — 3 R 9 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9 Heavy Battle Claw [E]

Armor: Standard.

Mechanized: Swarm:

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#### BATTLE ARMOR: SQUAD 2

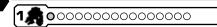
Type: KANAZUCHI Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Ground MP: 1

Min Sht Med Lng Weapons & Equip. Dma Medium Laser 5 [DE] 3 6 9 SRM 2 (OS) 2/Msl. [M,C] — 3 6 9 SRM 2 (OS) 2/Msl.[M,C] -3 6 9 Heavy Battle Claw [E]

Armor: Standard.

Mechanized: Swarm:



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**0**00000000000000

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BV: 370/72

BV: 370/72

#### **BATTLE ARMOR: SQUAD 3**

Leg: [

Leg:

Leg:

Type: KANAZUCHI Era: Clan Invasion Gunnery Skill: \_ Anti-'Mech Skill:

Ground MP: 1

Weapons & Equip. Min Sht Med Lng Dmg Medium Laser 5 (DE) 3 6 SRM 2 (OS) 2/Msl. [M,C] -3 6 9 SRM 2 (OS) 2/Msl. [M,C] 9 Heavy Battle Claw [E]

Armor: Standard.

Mechanized:

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•00000000000000

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BV: 370/72

#### **BATTLE ARMOR: SQUAD 4**

Type: KANAZUCHI Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill:

Swarm:

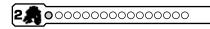
Ground MP: 1

Weapons & Equip. Min Sht Med Lng Dmg Medium Laser 5 [DE] 3 6 SRM 2 (OS) 2/Msl. [M,C] SRM 2 (0S) 3 2/Msl.[M,C] -6 Heavy Battle Claw [E]

Armor: Standard

Mechanized: Swarm:

_	_	_
1,8	000000000000000	



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BV: 370/72

#### **BATTLE ARMOR: SQUAD 5**

Type: KANAZUCHI Era: Clan Invasion Gunnery Skill: Anti-'Mech Skill: Ground MP: 1

Weapons & Equip. Dmg Min Sht Med Lng Medium Laser 5 [DE] 3 6 SRM 2 (OS) 2/Msl. [M,C] — 3 6 SRM 2 (OS) 2/Msl. [M,C] —

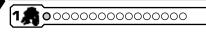
[E]

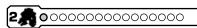
Heavy Battle Claw Armor: Standard.

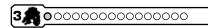
Mechanized: Swarm: [

9 3 9 6

> AP: Leg: [







•0000000000000000 BV: 370/72

#### 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			MECH			ATTLE IVE
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
ROLL	LOCATION	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	LARGE SUPPORT				

### NUMBER



**ARMOR DIAGRAM** 

Front Armor **(6)** 

# V.T.O.L. VEHICLE RECORD SHEET

# VEHICLE DATA

Type: SPRINT SCOUT HELICOPTER

Movement Points: Tonnage: 10

Cruising: 13 Tech Base: Inner Sphere Clan Invasion Flank:

Movement Type: V.T.O.L. Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Dmg Min Sht Med Lng Loc 1 Beagle Active Probe FR [E] 4

TAG

**BV**: 82

0 [S]

5 10 15 Co-Pilot Hit Modifier to all Skill rolls

CREW DATA

Gunnery Skill: \_

Crew: 1

Driving Skill:

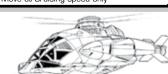
Pilot Hit Modifier to Driving Skill rolls

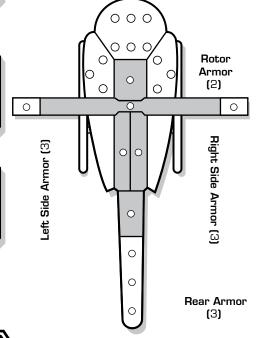
# **CRITICAL DAMAGE**

Flight Stabilizer\* +3 Engine Hit Sensor Hits +1 +2 +3 D

Stabilizers

Front Left Right Rear \*Move at Cruising speed only





**ELEVATION TRAC** VTOL

9 Turn 3 6 8 10 18 19 Elevation



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# **HOVER VEHICLE RECORD SHEET**

# VEHICLE DATA

Type: MAULTIER HOVER APC

Tonnage: 15 Movement Points:

Cruising: 9 Tech Base: Inner Sphere Star League 14 Flank:

Movement Type: Hover Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Min Sht Med Lng Qty Type Loc Dmg Infantry Bay (3 tons) BD [E] 1 Streak SRM 2 2/Msl. 3 6 9 [M.C]

Ammo: (Streak SRM 2) 50

**BV**: 209

# **CREW DATA**

Crew: 1

Gunnery Skill: \_\_\_\_

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

je F

# CRITICAL DAMAGE

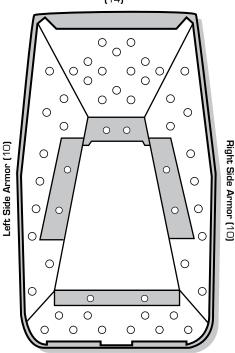
Engine Hit F1F2F3D Sensor Hits Motive System Hits

Stabilizers Right Front Left Rear



# **ARMOR DIAGRAM**

Front Armor (14)



Rear Armor (10)



# **ARMOR DIAGRAM**

Front Armor **(14)** 

# V.T.O.L. VEHICLE RECORD SHEET

# VEHICLE DATA

# Type: WARRIOR H-8 ATTACK HELICOPTER

Tonnage: 20 Movement Points:

Cruising: 10 Tech Base: Inner Sphere Clan Invasion Flank:

Movement Type: V.T.O.L. Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes)

Dmg Qty Type Loc Min Sht Med Lng 1 LRM 5 1/Msl. 14 21 [M,C,S]

Streak SRM 2 FR 2/Msl. 3 6 [M,C]

Ammo: (Streak SRM 2) 50, (LRM 5) 24

**BV**: 419

# CREW DATA

Crew: 2

Gunnery Skill: \_ Driving Skill:

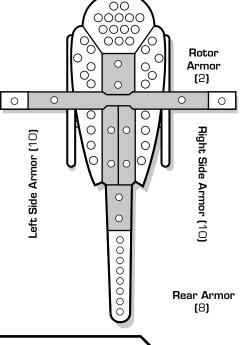
Co-Pilot Hit Modifier to all Skill rolls Pilot Hit Modifier to Driving Skill rolls

# **CRITICAL DAMAGE**

Flight Stabilizer\* +3 Engine Hit Sensor Hits +1 +2 +3 D

Stabilizers

Front Left Right Rear \*Move at Cruising speed only



Ti	urn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
E	levation																				



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# **HOVER VEHICLE RECORD SHEET**

# VEHICLE DATA

# Type: BLIZZARD HOVER TRANSPORT

Tonnage: 25 Movement Points:

Cruising: 9 Tech Base: Inner Sphere 14 [Intro] Flank:

Clan Invasion Movement Type: Hover

Engine Type: I.C.E.

#### Weapons & Equipment Inventory (hexes)

Min Sht Med Lng Qty Type Loc Dmg Infantry Bay (6 tons) BD [E]

1 LRM 5

1/Msl. [M.C.S] 6 7 14 21 **CREW DATA** 

Crew: 2

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

Commander Hit +1 Modifier to all Skill rolls

Driver Hit. Modifier to Driving Skill rolls

+2

Side Armor (10)

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# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits +2 +3 D Motive System Hits

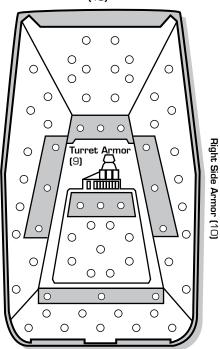
Stabilizers

Right Front Left Rear



# **ARMOR DIAGRAM**

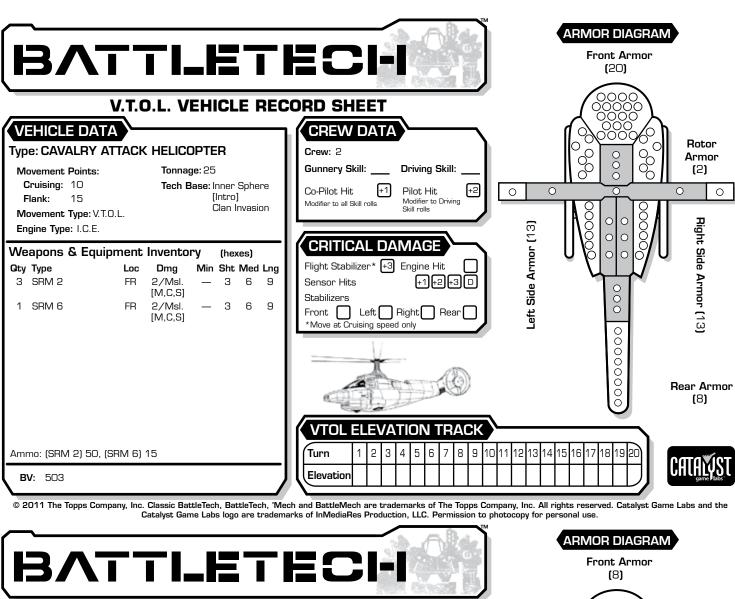
Front Armor (10)

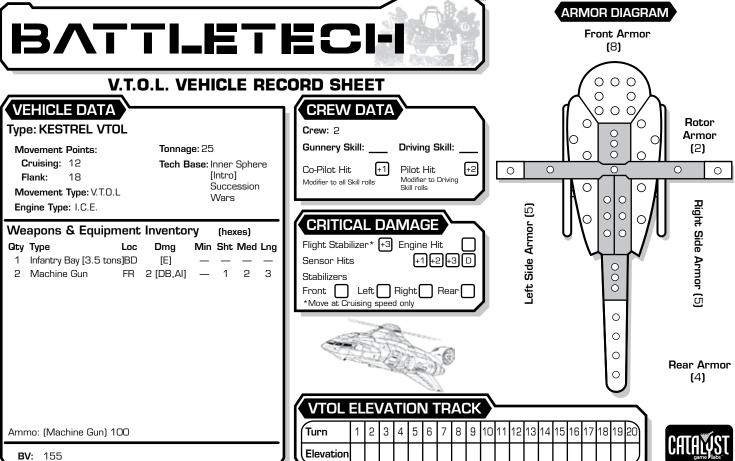


Rear Armor (9)



Ammo: (LRM 5) 24





# ARMOR DIAGRAM

Front Armor (20)

# TRACKED VEHICLE RECORD SHEET

# VEHICLE DATA

# Type: BADGER TRACKED TRANSPORT PRIME

Tonnage: 30 Movement Points: Cruising: Tech Base: Inner Sphere

Succession Flank: Wars Movement Type: Tracked

Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng

Infantry Bay [4 tons] BD [E] 6 9 SRM 2 2/Msl [M,C,S]

Medium Laser 5 [DE] 3 6 9

Ammo: (SRM 2) 50

**BV**: 549

# CREW DATA

Crew: 2

Gunnery Skill: \_ Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

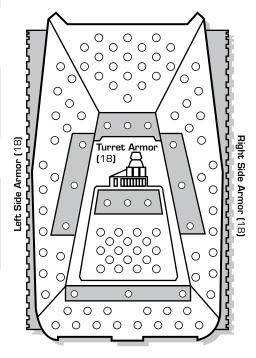
+2 Driver Hit Modifier to Driving Skill rolls

# **CRITICAL DAMAGE**

Turret Locked Engine Hit (+1)(+2)(+3)(D) Sensor Hits <del>[</del>+1]<del>[</del>+2]<del>[</del>+3] Motive System Hits

Stabilizers Left Right

Rear Turret.



Rear Armor (14)

**ARMOR DIAGRAM** 

Front Armor (25)

0

0 0 0



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# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

# Type: GAL-102 GALLEON LIGHT TANK

Tonnage: 30 Movement Points:

Cruising: 7 Tech Base: Inner Sphere Succession Flank: Wars

Movement Type: Tracked Engine Type: Fusion

# **CREW DATA**

Crew: 2

Gunnery Skill: \_\_\_\_

Driving Skill:

Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

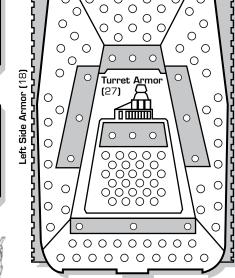
# Commander Hit +1

# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits +2]+3]D

Motive System Hits Stabilizers

Right Front Left Rear



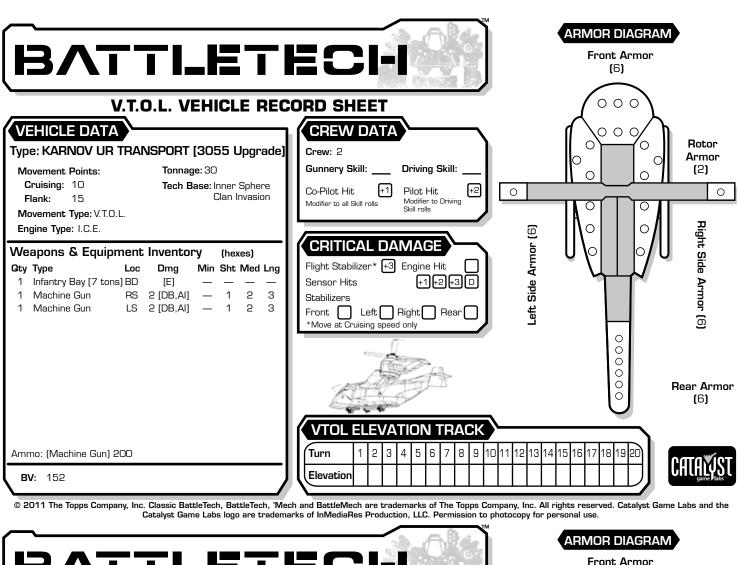
Rear Armor (19)

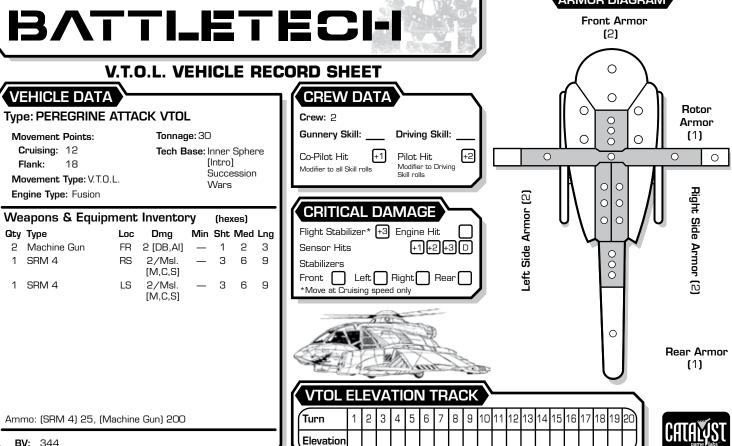


Right Side Armor (18)

#### Weapons & Equipment Inventory (hexes) Dmg Loc

Qty Type Min Sht Med Lng Beagle Active Probe FR [E] 4 Medium Laser RS 5 [DE] 3 6 9 Medium Laser LS 5 [DE] 3 6 9 Medium Pulse Laser T 6 [P] 2 4 6





# **ARMOR DIAGRAM**

Front Armor (20)

# V.T.O.L. VEHICLE RECORD SHEET

# VEHICLE DATA

Type: YELLOW JACKET GUNSHIP

Movement Points: Tonnage: 30

Cruising: 6 Tech Base: Inner Sphere Clan Invasion Flank:

Movement Type: V.T.O.L. Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Dmg Min Sht Med Lng Loc 1 Gauss Rifle FR 15 [DB,X] 2 7 15 22

Ammo: (Gause) 16

**BV**: 782

# CREW DATA

Crew: 2

Gunnery Skill: \_ Driving Skill:

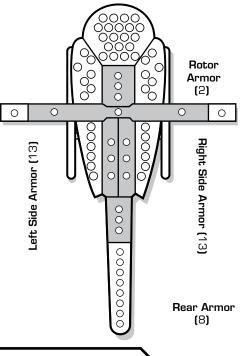
Co-Pilot Hit Modifier to all Skill rolls Pilot Hit Modifier to Driving Skill rolls

# **CRITICAL DAMAGE**

Flight Stabilizer\* +3 Engine Hit Sensor Hits +1 +2 +3 D

Stabilizers

Front Left Right Rear \*Move at Cruising speed only



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



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# **NTTLETEC**

# **ARMOR DIAGRAM**

Front Armor (27)

# TRACKED VEHICLE RECORD SHEET

# VEHICLE DATA

Type: HUNTER LIGHT SUPPORT TANK (3054 UPGRADE)

Tonnage: 35 Movement Points:

Cruising: 4 Tech Base: Inner Sphere Clan Invasion Flank: R

Movement Type: Tracked Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng LRM 15 1/Msl. 7 14 21 FR

w/Artemis IV FCS [M,C,S]

Ammo: (LRM 15 Artemis) 16

**BV**: 641

# **CREW DATA**

Crew: 3

Gunnery Skill: \_\_\_\_

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

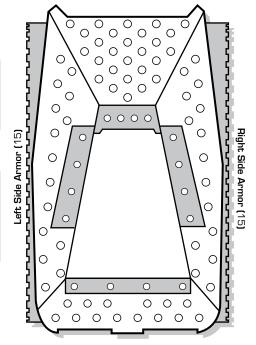
# CRITICAL DAMAGE

Engine Hit +1+2+3D Sensor Hits Motive System Hits

Stabilizers

Right Front Left Rear





Rear Armor (14)



6

4 4 6

# ARMOR DIAGRAM

Front Armor

#### 0000 0 0 0 0 Right Side Armor (16 Turret Armor (18)0 0 0 0 0 0 0000 0 0 0 0 0 0 $\bigcirc$ 0 0 $\bigcirc$ 0 0 0 0 $\bigcirc$ 0 $\circ$ $\bigcirc$ $\circ$

(20)

# **HOVER VEHICLE RECORD SHEET**

2

5 10 15

3 6 9

#### **VEHICLE DATA** Type: PEGASUS SUPPORT HOVER TANK [3058 UPGRADE] Tonnage: 35 Movement Points: Cruising: 9 Tech Base: Inner Sphere Clan Invasion Flank: Movement Type: Hover Engine Type: Fusion Weapons & Equipment Inventory (hexes) Min Sht Med Lng Loc Dmg

FR

[E]

[E]

6 [P]

0 [S]

2/Msl

[M,C,S]

Ammo: (SRM 6) 15

Guardian ECM Suite BD

Beagle Active Probe BD

Medium Pulse Laser FR

BV: 706

1 TAG

2 SRM 6

# CREW DATA

Crew: 3

Gunnery Skill: \_ Commander Hit +1

Modifier to all Skill rolls

Driving Skill:

Driver Hit Modifier to Driving Skill rolls

-eft Side Armor (16)

CRITICAL DAMAGE

Turret Locked	Engine Hit
Sensor Hits	+1+2+3D
Motive System Hits	<del>+</del> 1+2+3
Stabiliz	ers
Front  Left	Right

Front Rear Turret.

Rear Armor (10)

**ARMOR DIAGRAM** 

Front Armor (18)



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# \TTLETEC|

# **HOVER VEHICLE RECORD SHEET**

(hexes)

Min Sht Med Lng

6 9

3

3 6 9

# **VEHICLE DATA**

# Type: PLAINSMAN MEDIUM HOVERTANK

Loc

Т

Dmg

2/Msl.

[M,C,S]

2/Msl.

[M,C,S]

Weapons & Equipment Inventory

Tonnage: 35 Movement Points: Cruising: 9 Tech Base: Inner Sphere Flank: 14 [Intro] Succession Movement Type: Hover Wars

Engine Type: I.C.E.

Qty Type

1 SRM 2

2 SRM 6

# Crew: 3

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

**CREW DATA** 

+2 Driver Hit. Modifier to Driving Skill rolls

# CRITICAL DAMAGE

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



Side Armor (16)

#### 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 C 0 0 0 0 0 0 0 0 0 0 0 0000 0 $\bigcirc$ 0 0 Right Side Armor (16) Turret A<u>r</u>mor **(18)** 0 0 0000 <u>≜</u> 2000 ( 0 'o 0 0 0 0 0 0 0 0 0 0

Rear Armor (12)



Ammo: (SRM 2) 50, (SRM 6) 30

# ARMOR DIAGRAM

Front Armor (26)

# WHEELED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: STRIKER LIGHT TANK [3053 UPGRADE]

Tonnage: 35 Movement Points:

Tech Base: Inner Sphere Cruising: Clan Invasion Flank:

Movement Type: Wheeled Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Loc Dmg Min Sht Med Lng LRM 15 1/Msl. 14 21 w/Artemis IV FCS [M,C,S]Streak SRM 2

2/Msl. 3 6 [M,C]

Ammo: (Streak SBM 2) 50, (LBM 15 Artemis) 8

**BV**: 691

# CREW DATA

Crew: 3

Gunnery Skill: \_ Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

<del>[</del>+1]<del>[</del>+2]<del>[</del>+3]

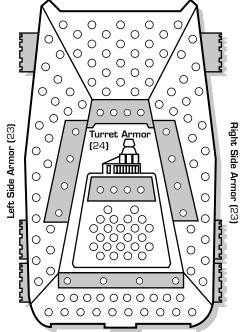
# **CRITICAL DAMAGE**

Turret Locked Engine Hit (+1)(+2)(+3)(D) Sensor Hits

Motive System Hits Stabilizers

Left Right Rear Turret.





Rear Armor (50)



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# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: GOBLIN INFANTRY SUPPORT VEHICLE

Tonnage: 45 Movement Points:

Cruising: 4 Tech Base: Inner Sphere Clan Invasion R Flank:

Movement Type: Tracked Engine Type: Fusion

#### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng Infantry Bay [3 tons] BD [E] 1 AMS FR 1 IDB PDI  $\cap$ 0 0 Machine Gun FR 2 [DB,AI] 1 2 3 Large Pulse Laser Τ 9 [P] 3 7 10 SRM 6 Т 2/Msl 3 6 9 [M,C,S]

Ammo: (Machine Gun) 100, (SRM 6) 15, (AMS) 12

BV: 790

# **CREW DATA**

Crew: 3

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

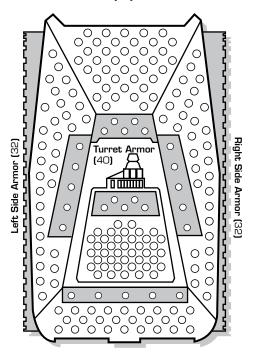
# CRITICAL DAMAGE

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



# **ARMOR DIAGRAM**

Front Armor (40)



Rear Armor (26)



# ARMOR DIAGRAM

Front Armor

#### 30000 Right Side Armor (16 0 Turret Armor 0 0 0 C 0 0 0 0 0 0 0 000 0 0 0 0 $\bigcirc$ 0 0 $\circ$ $\circ$ 0 0 00 0 0 $\bigcirc$ 0 0 0 0 0 0

(30)

# **HOVER VEHICLE RECORD SHEET**

#### VEHICLE DATA Type: REGULATOR HOVERTANK Tonnage: 45 Movement Points: Cruising: Tech Base: Inner Sphere Clan Invasion Flank: Movement Type: Hover Engine Type: Fusion Weapons & Equipment Inventory (hexes) Dmg Loc Min Sht Med Lng 1 Gauss Rifle T 16 [DB,X] 2 7 15 22

CREW DATA

Crew: 3

Gunnery Skill: \_

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

Right

Side Armor (16)

**CRITICAL DAMAGE** 

Turret Locked Engine Hit (+1)(+2)(+3)(D) Sensor Hits <del>[</del>+1]<del>[</del>+2]<del>[</del>+3] Motive System Hits

Stabilizers

Left Rear Turret.

Rear Armor (16)

**ARMOR DIAGRAM** 

Front Armor (42)



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# **HOVER VEHICLE RECORD SHEET**

(hexes)

Min Sht Med Lng

1 2 3

3 6 9

3 6 9

# **VEHICLE DATA**

Ammo: (Gauss) 16

BV: 1.212

Type: BANDIT HOVERCRAFT PRIME

Weapons & Equipment Inventory

Loc

FR

Τ

Dmg

[E]

2 [DB,AI]

2/Msl.

[M,C,S]

5 [DE]

Tonnage: 50 Movement Points:

Cruising: 9 Tech Base: Inner Sphere Succession Flank: Wars

Movement Type: Hover Engine Type: Fusion

Machine Gun

3 Medium Laser

SRM 2

Infantry Bay [4 tons] BD

Qty Type

1

**CREW DATA** 

Crew: 4

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

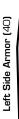
+2 Driver Hit. Modifier to Driving Skill rolls

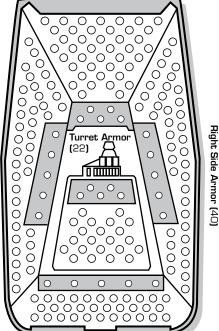
# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits +2 +3] D Motive System Hits

Stabilizers Left Front

Right Rear





Rear Armor (32)



Ammo: (SRM 2) 50, (Machine Gun) 100

# ARMOR DIAGRAM

Front Armor (46)

#### 0 0 0 0 0 0 $\circ$ 0 0 0 0 0 0 0 00 0 0 Right Side Armor (27 Turret Armor 00 0 00 0 0 0 0 0 0 0 0 0 0 $\bigcirc$ 0 0 0 0 0 0 000000000 0000000

# **HOVER VEHICLE RECORD SHEET**

# VEHICLE DATA

# Type: FULCRUM HEAVY HOVERTANK

Movement Points: Tonnage: 50

Cruising: 10 Tech Base: Inner Sphere Flank: 15 Clan Invasion

Movement Type: Hover Engine Type: XL Fusion

#### Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng Guardian ECM Suite BD 6 [E] 5 10 15 TAG 0 [S] 8 [DE] 5 10 15 Large Laser Т 1/Msl. 7 14 21 I RM 10 6 [M,C,S]

5 [DE]

3 6 9

Ammo: (I RM 10) 12

Medium Laser

**BV**: 1,167

# CREW DATA

Crew: 4

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

Commander Hit +1

Driver Hit Modifier to Driving Skill rolls

Right

Side Armor (27)

# CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits +1+2+3 D
Motive System Hits +1+2+3

Motive System Hits
\_\_\_ Stabilizers

Front Left Rear Turret

Rear Armor

**ARMOR DIAGRAM** 

Front Armor (25)



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# BATTLETECH

# **HOVER VEHICLE RECORD SHEET**

(hexes)

Min Sht Med Lng

3 6 9

3

3 6 9

5

14 21

6 9

2 3

10 15

# **VEHICLE DATA**

Type: MAXIM HEAVY HOVER TRANSPORT [3052 Upgrade]

Movement Points: Tonnage: 50

Weapons & Equipment Inventory

Loc

RS

LS

Т

Cruising: 8 Tech Base: Inner Sphere Flank: 12 Clan Invasion

Dmg

[E]

1/Msl.

[M.C.S]

2/Msl.

[M,C]

2/Msl

[M,C]

2 [DB,AI]

2/Msl.

[M.C.S]

O [S]

Movement Type: Hover Engine Type: I.C.E.

Infantry Bay [3 tons] BD

Qty Type

LRM 5

Streak SRM 2

Streak SRM 2

Machine Gun

SRM 6

TAG

# **CREW DATA**

Crew: 4

Gunnery Skill:

Driving Skill:

Commander Hit +1
Modifier to all Skill rolls

Driver Hit
Modifier to Driving
Skill rolls

# CRITICAL DAMAGE

Turret Locked Engine Hit

Sensor Hits +1+2+3 D

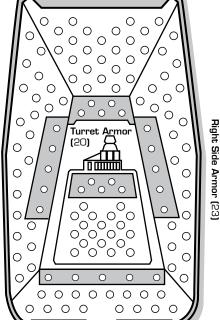
Motive System Hits +1+2+3

Stabilizers
Front Left

Front Left Right
Rear Turret



Left Side Armor (23)



Rear Armor (16)

CATATÚST game labs

# Ammo: (Streak SRM 2) 50, (LRM 5) 24, (Machine Gun) 200,

(SRM 6) 15

# ARMOR DIAGRAM

Front Armor (25)

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA** Type: VEDETTE MEDIUM TANK [ULTRA] Movement Points: Tonnage: 50 Cruising: Tech Base: Inner Sphere Clan Invasion Flank: Movement Type: Tracked Engine Type: I.C.E. Weapons & Equipment Inventory (hexes) Dmg Min Sht Med Lng Loc 1 Ultra AC/5 5/Sht. 6 13 20 [DB,R/C]

CREW DATA
-----------

Crew: 4

Gunnery Skill: \_

Driving Skill:

Commander Hit [+1] Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

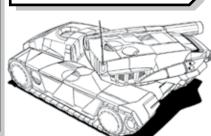
Right

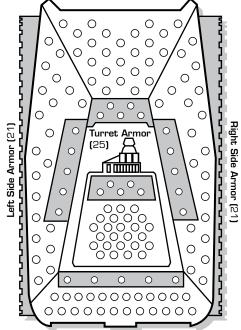
# **CRITICAL DAMAGE**

Turret Locked	Engine Hit
Sensor Hits	+1+2+3 D
Motive System Hits	+1+2+3

Stabilizers Front Left

Rear Turret.





Rear Armor (24)

**ARMOR DIAGRAM** 

(14)



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# Front Armor

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Ammo: (Ultra AC/5) 20

**BV**: 590

# Type: LRM CARRIER [3055 UPGRADE]

Tonnage: 60 Movement Points:

Cruising: 2 Tech Base: Inner Sphere Clan Invasion 3 Flank:

Movement Type: Tracked Engine Type: I.C.E.

# **CREW DATA**

Crew: 4

Gunnery Skill: \_\_\_\_

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

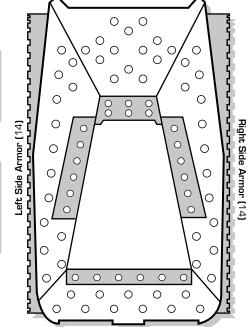
# CRITICAL DAMAGE

Engine Hit F1F2F3D Sensor Hits Motive System Hits

Stabilizers

Front

Right Left Rear



Rear Armor



#### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng BD C3 Slave [E] LRM 20 FR 1/Msl. 6 7 14 21 w/Artemis IV FCS [M.C.S]

Ammo: (LRM 20 Artemis) 36

# ARMOR DIAGRAM

Front Armor (43)

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: MANTICORE HEAVY TANK [3055 Upgrade]

Movement Points: Tonnage: 60

Cruising: 4 Tech Base: Inner Sphere
Flank: 6 Clan Invasion

Movement Type: Tracked Engine Type: Fusion

Weapons	&	Equipment	Inventory	(hexes)
---------	---	-----------	-----------	---------

Qty	Туре	Loc	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	FR	2/Msl. [M,C]	_	3	6	9
1	Large Pulse Laser	Τ	9 [P]	_	3	7	10
1	LRM 10 w/Artemis IV FCS	Т	1/Msl. [M,C,S]	6	7	14	21
1	SRM 6 w/Artemis IV FCS	Т	2/Msl. [M,C,S]	_	3	6	9

Ammo: (Streak SRM 2) 50, (SRM 6 Artemis) 15 (LRM 10 Artemis) 12

**BV**: 957

# CREW DATA

Crew: 4

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

Commander Hit +1

Modifier to all Skill rolls

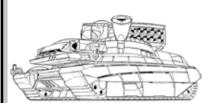
Driver Hit
Modifier to Driving
Skill rolls

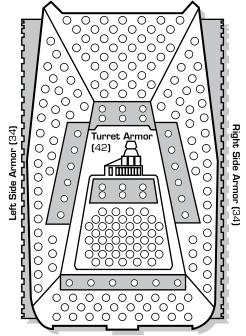
# CRITICAL DAMAGE

Turret Locked	Engine Hit
Sensor Hits	+1+2+3D
Motive System Hits	<del>-1</del> <del>-2 -3</del>

Stabilizers

Front Left Right
Rear Turret





Rear Armor



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# BATTLETECH

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: PO HEAVY TANK

Movement Points: Tonnage: 60

Cruising: 4 Tech Base: Inner Sphere Flank: 6 [Intro]

Movement Type: Tracked Succession Wars

Engine Type: I.C.E.

# Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	_	1	2	3
1	Autocannon/10	Т	10 [DB.S]	_	5	10	15
1	Machine Gun	Τ	2 [DB,AI]	_	1	2	3

Ammo: (Machine Gun) 200, (AC/10) 20

**BV**: 719

# **CREW DATA**

Crew: 4

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

Commander Hit +1

Modifier to all Skill rolls

Driver Hit
Modifier to Driving
Skill rolls

+2

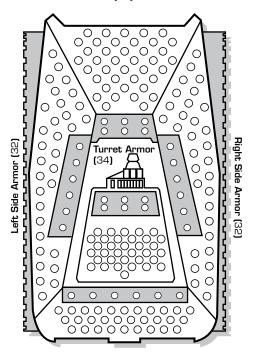
# CRITICAL DAMAGE

ı	Turret	Locked		Engin	e Hit	
ı	Sensor	Hits		+1	1)+2+3	
ı	Motive	System	Hits	+1	1)+2+3	3
ı		8	Stabilize	ers		
ı	Front		Left		Right	
ı	Rear	$\Box$	Turre	t $\square$		



# ARMOR DIAGRAM

Front Armor (40)



Rear Armor (30)



# ARMOR DIAGRAM

Front Armor (40)

# WHEELED VEHICLE RECORD SHEET VEHICLE DATA

Type: TOKUGAWA HEAVY TANK Tonnage: 60 Movement Points:

Cruising: Tech Base: Inner Sphere Clan Invasion Flank:

Movement Type: Wheeled Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Loc Dmg Min Sht Med Lng Medium Pulse Laser FR 6 [P] 2 4 6 LB 10-X AC 10 6 12 18 [DB,C/F/S]

SRM 6 2/Msl. 3 6 9 w/Artemis IV FCS [M,C,S]

Ammo: (SRM 6 Artemis) 30, (LB 10-X Cluster) 10, (LB 10-X) 20

BV: 912

•	_	_				_			
4	$\boldsymbol{n}$	$\mathbf{r}$	_	٧.	•	$\mathbf{r}$	•	ΤΔ	
		-	_	V۸	٧ <i>٠</i>		/A\	ΙА	
٠.	J					1	_		•
7									•

Crew: 4

Gunnery Skill: Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

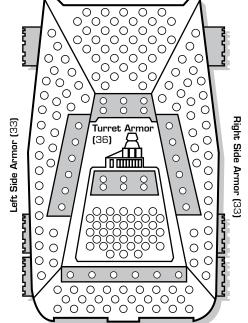
<del>[</del>+1]<del>[</del>+2]<del>[</del>+3]

# **CRITICAL DAMAGE**

Turret Locked Engine Hit +1 +2 +3 D Sensor Hits

Motive System Hits Stabilizers

Left Right Rear Turret.



Rear Armor (56)



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# **ARMOR DIAGRAM**

Front Armor (40)

# WHEELED VEHICLE RECORD SHEET

(hexes)

Min Sht Med Lng

6

14 21

2 4

3 6 9

6 7

# **VEHICLE DATA**

Type: PILUM HEAVY TANK

Tonnage: 70 Movement Points:

Weapons & Equipment Inventory

Loc

Cruising: 4 Tech Base: Inner Sphere Clan Invasion R Flank:

Dmg

6 [P]

1/Msl.

IM.C.S1

2/Msl.

[M,C]

Movement Type: Wheeled Engine Type: Fusion

Medium Pulse Laser FR

w/Artemis IV FCS

Streak SRM 2

# **CREW DATA**

Crew: 5

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

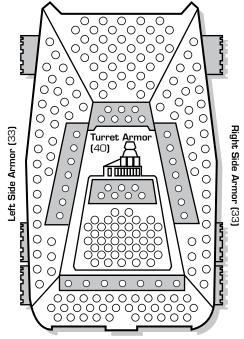
+2 Driver Hit. Modifier to Driving Skill rolls

# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits +2 +3] D Motive System Hits

Stabilizers

Front Left Right Rear



Rear Armor (33)



Ammo: (Streak SRM 2) 50, (LRM 15 Artemis) 24

BV: 1,121

Qty Type

LRM 15

# ARMOR DIAGRAM

Front Armor **(**43**)** 

# WHEELED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: TYPHOON URBAN ASSAULT VEHICLE

Tonnage: 70 Movement Points:

Cruising: Tech Base: Inner Sphere Clan Invasion Flank:

Movement Type: Wheeled Engine Type: Fusion

Weapons &	Equipment	Invento	ry	(hexes)
Qty Type	Loc	Dmg	Min	Sht Med Lng

.,,,,,		9				;
Beagle Active Probe	FR	[E]	_	_	_	4
Streak SRM 2	FR	2/Msl. [M,C]	_	3	6	9
Small Pulse Laser	RR	3 [P]	_	1	2	3
Autocannon/20	Т	20 [DB,S]	_	3	6	9
Medium Pulse Laser	٠ Т	6 [P]	_	2	4	6
SRM 6	Т	2/Msl. [M,C,S]	_	3	6	9
	Beagle Active Probe Streak SRM 2 Small Pulse Laser Autocannon/20 Medium Pulse Laser	Beagle Active Probe FR Streak SRM 2 FR Small Pulse Laser RR Autocannon/20 T Medium Pulse Laser T	Beagle Active Probe       FR       [E]         Streak SRM 2       FR       2/Msl. [M,C]         Small Pulse Laser       RR       3 [P]         Autocannon/20       T       20 [DB,S]         Medium Pulse Laser       T       6 [P]         SRM 6       T       2/Msl.	Beagle Active Probe       FR       [E]       —         Streak SRM 2       FR       2/Msl.       —         [M,C]       [M,C]         Small Pulse Laser       RR       3 [P]       —         Autocannon/20       T       20 [DB,S]       —         Medium Pulse Laser       T       6 [P]       —         SRM 6       T       2/Msl.       —	Beagle Active Probe FR       [E]       —       —         Streak SRM 2       FR       2/Msl.       —       3         [M,C]       [M,C]       —       1         Small Pulse Laser       RR       3 [P]       —       1         Autocannon/20       T       20 [DB,S]       —       3         Medium Pulse Laser       T       6 [P]       —       2         SRM 6       T       2/Msl.       —       3	Beagle Active Probe FR       [E]       —       —       —         Streak SRM 2       FR       2/Msl. —       3       6         [M,C]       [M,C]       —       1       2         Small Pulse Laser RR       3 [P]       —       1       2         Autocannon/20       T       20 [DB,S]       —       3       6         Medium Pulse Laser T       6 [P]       —       2       4         SRM 6       T       2/Msl.       —       3       6

2/Msl.

[M,C]

Ammo: (Streak SRM 2) 50. (SRM 6) 15. (AC/20) 15

**BV**: 1.104

2 Streak SRM 2

# CREW DATA

Crew: 4

Gunnery Skill: \_ Driving Skill:

Commander Hit [+1] Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

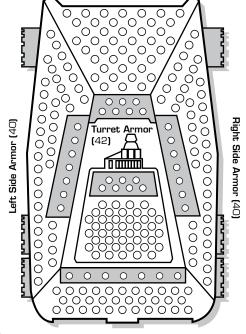
Right

# CRITICAL DAMAGE

Turret Locked	Engine Hit
Sensor Hits	+1+2+3D
Motive System Hits	<del>+</del> 1+2+3

Stabilizers Front Left

Rear Turret.



Rear Armor (32)

**ARMOR DIAGRAM** 

Front Armor (34)

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Turret Armor

(27)

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Right Side Armor (27)

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Wars

3 6 9

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: BRUTUS ASSAULT TANK

Tonnage: 75 Movement Points:

Cruising: 3 Tech Base: Inner Sphere Flank:

[Intro] 5 Succession Movement Type: Tracked

Engine Type: Fusion

# **CREW DATA**

Crew: 5

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits +2 +3] D Motive System Hits

Stabilizers

Left Right Front Rear



#### 0000 00000 0 0 0 0 0 0 0 0 000000000 0000000000

Rear Armor (21)



0

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl. [M,C,S]	_	3	6	9
2	SRM 6	FR	2/Msl. [M,C,S]	_	3	6	9
2	Large Laser	Τ	8 [DE]	_	5	10	15
1	LRM 20	Т	1/Msl. [M,C,S]	6	7	14	21

Ammo: (LRM 20) 18, (SRM 2) 50, (SRM 6) 15

BV: 1,115

# ARMOR DIAGRAM

Front Armor (28)

# TRACKED VEHICLE RECORD SHEET

# VEHICLE DATA

Type: PADILLA HEAVY ARTILLERY TANK

Movement Points: Tonnage: 75

Cruising: 5 Tech Base: Inner Sphere
Flank: 8 [Advanced]
Star League

Movement Type: Tracked Engine Type: XL Fusion

Weapons & Equipment Inventory (hexes)

Min Sht Med Lng Qty Type Loc Dmg AMS 1 [DB,PD] 0 0 0 2 Arrow IV 20 8 [AE,S,F] Medium Pulse Laser FR 6 [P] 2 4 6

1 TAG FR O[S] — 5 10 15

Ammo: (AMS) 24, (Arrow IV Homing) 15, (Arrow IV) 15

**BV**: 1,135

# CREW DATA

Crew: 5

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

Commander Hit +1

Modifier to all Skill rolls

Driver Hit
Modifier to Driving
Skill rolls

# **CRITICAL DAMAGE**

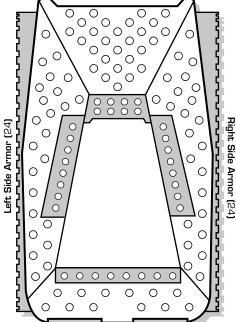
Sensor Hits +1 +2 +3

Motive System Hits +1 +2 +3

Stabilizers

Front Left Right Rear





Rear Armor (12)



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# BATTLETECH

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: ZHUKOV HEAVY TANK

Movement Points: Tonnage: 75

Cruising: 3 Tech Base: Inner Sphere
Flank: 5 [Intro]
Succession

Movement Type: Tracked Wars

Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

 Otty Type
 Loc
 Dmg
 Min
 Sht Med Lng

 1 SRM 6
 FR
 2/Msl.
 — 3 6 9

 [M,C,S]
 [M,C,S]

2 Autocannon/10 T 10 [DB,S] — 5 10 15

Ammo: (SRM 6) 15, (AC/10) 20

**BV**: 920

# **CREW DATA**

Crew: 5

Rear

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

Commander Hit +1

Modifier to all Skill rolls

Driver Hit
Modifier to Driving

+2

# CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits +1+2+3 D

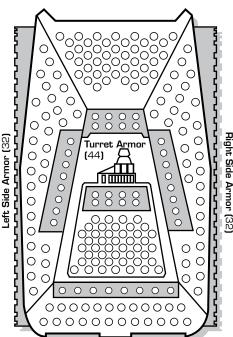
Motive System Hits Stabilizers

Front Left Right



# ARMOR DIAGRAM

Front Armor (44)



Rear Armor (24)



# ARMOR DIAGRAM

Front Armor (35)

# TRACKED VEHICLE RECORD SHEET

# **VEHICLE DATA**

Type: PARTISAN AIR DEFENSE TANK

Tonnage: 80 Movement Points:

Cruising: Tech Base: Inner Sphere Clan Invasion Flank:

Movement Type: Tracked Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty Type Loc Sht Med Lng C3 Slave RΠ [E] 4 8 16 24 Autocannon/2 2 [DB,S] 6 LB 10-X AC 10 12 18

[DB,C/F/S]

Ammo: (AC/2) 45, (LB 10-X Cluster) 10, (LB 10-X) 20

BV: 923

# CREW DATA

Crew: 6

Gunnery Skill: \_ Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

Driver Hit Modifier to Driving Skill rolls

Right

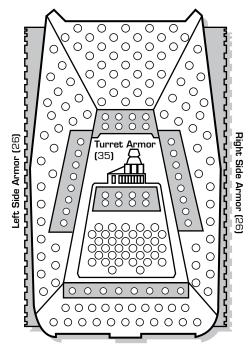
# **CRITICAL DAMAGE**

Turret Locked Engine Hit +1 +2 +3 D Sensor Hits <del>[</del>+1]<del>[</del>+2]<del>[</del>+3]

Motive System Hits Stabilizers

Left Rear

Turret.



Rear Armor **(21)** 

**ARMOR DIAGRAM** 

Front Armor (57)



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# TRACKED VEHICLE RECORD SHEET

(hexes)

6

# VEHICLE DATA

Type: CHALLENGER X MBT

Tonnage: 80 Movement Points:

Weapons & Equipment Inventory

Cruising: 3 Tech Base: Inner Sphere Clan Invasion Flank: 5

Movement Type: Tracked Engine Type: XL Fusion

# **CREW DATA**

Crew: 6

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

Driver Hit. Modifier to Driving Skill rolls

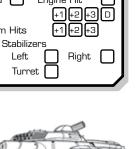
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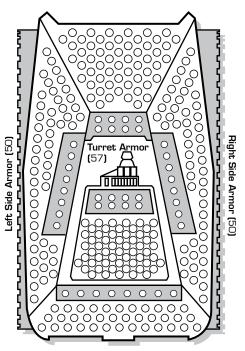
# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits ڻ د +3] D Motive System Hits

Front

Rear





Rear Armor (36)



#### Dmg Qty Type Loc Min Sht Med Lng Medium Pulse Laser FR 2 4 6 [P] Stresk SRM 2 RS 2/Msl 3 6

9 [M.C] Stresk SRM 2 LS 2/Msl 3 6 9 [M,C] Small Pulse Laser RR 2 3 3 [P] 1 AMS Т 1 [DB,PD] 0 0 0

Gauss Rifle 15 22 1 15 [DB,X] LB 10-X 6 12 18

[DB,C/F/S] LRM 10 7 1/Msl. 14 21 6 w/Artemis IV FCS [M.C.S]

Ammo: (Streak SRM 2) 50, (AMS) 12, (LB 10-X Cluster) 10, (LB 10-X) 10, (Gauss) 16, (LRM 10 Artemis) 12

**BV**: 1,710

# ARMOR DIAGRAM

Front Armor (50)

# TRACKED VEHICLE RECORD SHEET

# VEHICLE DATA Type: ALACORN MK VI HEAVY TANK Tonnage: 95 Movement Points: Cruising: Tech Base: Inner Sphere Flank: Star League Movement Type: Tracked Engine Type: XL Fusion Weapons & Equipment Inventory (hexes) Loc Dmg Min Sht Med Lng 3 Gauss Rifle 15 [DB,X] 2 7 15 22

-			
CDI	EW	$\mathbf{D}\mathbf{V}$	$T\Lambda$
URI	-W	$\mathbf{D}\mathbf{A}$	IA.

Crew: 7

Gunnery Skill: \_ Driving Skill:

Commander Hit [+1] Modifier to all Skill rolls

+2 Driver Hit Modifier to Driving Skill rolls

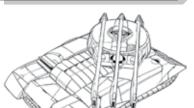
Right

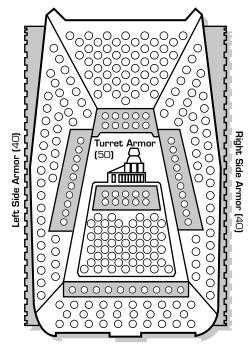
# **CRITICAL DAMAGE**

Turret Locked	Engine Hit
Sensor Hits	+1+2+3 D
Motive System Hits	<del>+</del> 1 <del>+</del> 2+3

Stabilizers Left

Rear Turret.





Rear Armor (58)



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# **ATTILETEC**

# **ARMOR DIAGRAM**

Front Armor (40)

# TRACKED VEHICLE RECORD SHEET

(hexes)

Min Sht Med Lng

14 21

4

6 9

9

6

7

3 6

2

3

3 6 9

# VEHICLE DATA

Ammo: (Gauss) 40

**BV**: 1.850

# Type: ONTOS HEAVY TANK (3053 Upgrade)

Tonnage: 95 Movement Points:

Weapons & Equipment Inventory

Loc

Cruising: 3 Tech Base: Inner Sphere Clan Invasion 5 Flank:

Dmg

1/Msl

[M,C,S]

5 [DE]

6 [P]

2/Msl.

[M,C,S]

2/Msl.

[M,C,S]

Movement Type: Tracked Engine Type: Fusion

w/Artemis IV FCS

w/Artemis IV FCS

w/Artemis IV FCS

Medium Pulse Laser T

Medium Laser

# **CREW DATA**

Crew: 7

Gunnery Skill: \_\_\_\_

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit. Modifier to Driving Skill rolls

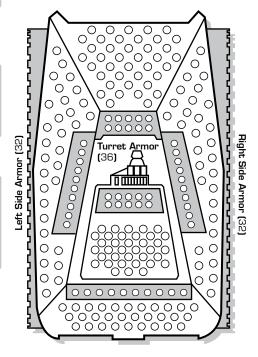
# CRITICAL DAMAGE

Turret Locked Engine Hit Sensor Hits +2 +3] D Motive System Hits

Stabilizers

Front Left Right Rear





Rear Armor (30)



### Ammo (CASE): (LRM 15 Artemis) 16, (SRM 4 Artemis) 25 (SRM 6 Artemis) 15

**BV**: 1,242

Qty Type

**IRM 15** 

SRM 4

SRM 6

# **'MECH RECORD SHEET**

# 'MECH DATA

Type: PIRANHA

Movement Points: Tonnage: 20 Walking: 9 Tech Base: Clan

Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	_	2	4	6
6	Machine Gun	RT	0	2 [DB,AI]	_	1	2	3
6	Machine Gun	LT	0	2 [DB,AI]	_	1	2	3
1	ER Medium Laser	RA	5	7 [DE]	_	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	_	5	10	15

**BV**: 998

# **WARRIOR DATA**

Name:

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

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



#### Head (8) Left Torso Right Torso 0 0 00 0 0 00 00 000 00 00 0 0 $\bigcirc$ 0 0 0 0 0 000 $\bigcirc$ $\bigcirc$ Center Left Arm Right Arm Torso (6) 0 00 (9) 0 0 Left. Right Leg (6) Center (6) Torso Rear (3) 0 $\bigcirc$ $\bigcirc$ 0 0 0 0 0 0

**ARMOR DIAGRAM** 

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **Hand Actuator** 5
  - **ER Medium Laser** 6. Roll Again

  - Roll Again 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
- Roll Again
- Roll Again
  - Roll Again

# Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine 2.
- Machine Gun
- 1-3 3. Machine Gun
  - Machine Gun
  - Machine Gun 6.
  - 1 Machine Gun
  - 2. Machine Gun
- Ammo (Machine Gun) 100 4-6
  - Endo Steel
  - 5. Endo Steel
  - Endo Steel

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Heat Sink
- Roll Again 6.

### Head

- Life Support
- Sensors
- Cockpit 3.
- Endo Steel 4
- 5. Sensors Life Support

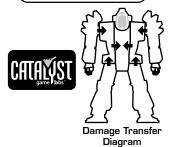
# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine Gyro
- 1-3 <sub>4.</sub>
  - 5. Gyro
  - 6. Gyro
  - Gyro

  - XL Fusion Engine
- XL Fusion Engine 4-6
  - XL Fusion Engine 4.
    - Heat Sink
    - **ER Small Laser**

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator 1-3 4. Hand Actuator
- - ER Medium Laser 5
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- 3. Roll Again 4-6 3.
  - Roll Again
    - 5. Roll Again
    - Roll Again

# Right Torso (CASE)

- 1. XL Fusion Engine XL Fusion Engine
- 1-3 4. Machine Gun Machine Gun

  - Machine Gun
  - Machine Gun 6.
  - 1 Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100 4-6 Endo Steel
  - Endo Steel
  - 5.
  - Endo Steel

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator 5. Heat Sink
- 6. Roll Again

# INTERNAL STRUCTURE DIAGRAM

Right

Torso Rear

(2)

Heat

Scale

30,

29

28\*

27

26

25\*

24\*

23

22

21

20

19

18\*

17

16

15\*

14

13

12

11

10\*

9

8\*

7

6

5\*

4

3

2

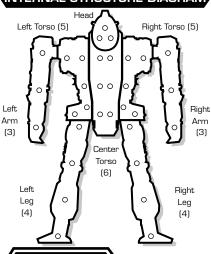
1

0

Left

Torso Rear

(2)



#### HEAT DATA

Heat Sinks: Heat Effects Level\* Shutdown Single 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 0000000000 -5 Movement Points 25 +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 8 -2 Movement Points

+1 Modifier to Fire

-1 Movement Points

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# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: FIRE FALCON PRIME

Movement Points: Tonnage: Tech Base: Clan Walking: 8

Running: 12 Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Dmg

Min Sht Med Lng Qty Type Loc Ht Streak SRM 4 2/Msl. 8 IT 4 [M,C]

ER Mediuim Laser RA 5 7 [DE] 5 10 15 ER Small Laser RA 2 5 [DE] 2 4 6

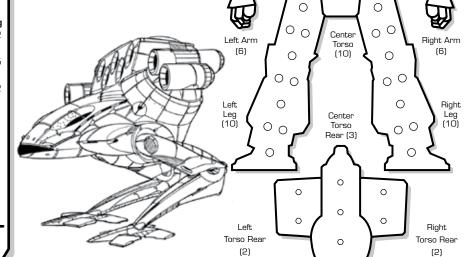
Med. Pulse Laser LA 4 7 [P] 8 12

# **WARRIOR DATA** Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



**BV**: 1,451

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Medium Pulse Laser
- Endo Steel
- 5 Endo Steel
  - 6. Endo Steel
  - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
- Roll Again
  - Roll Again
  - Roll Again

# Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine 2.
- Streak SRM 4
- 1-3 3. Streak SRM 4
  - Ammo (Streak SRM 4) 25
  - Endo Steel
  - 1 Endo Steel
  - 2. Endo Steel Endo Steel
- 4-6 Roll Again
  - 5. Roll Again
  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- \_ Double Heat Sink 5.
- Double Heat Sink

### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- Life Support

- 2.
- 3.
- 1-3 <sub>4.</sub>
  - 5.
  - 6

  - Gyro 1.

  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Roll Again 5.
  - Roll Again

Life Support O

Damage Transfer

Diagram

# Right Arm

5

6.

2.

5.

6.

1.

2.

5.

4-6

4-6 3.

- 1. Shoulder **Upper Arm Actuator**
- 5. Sensors

# Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
  - Gyro

  - Gyro

  - XL Fusion Engine

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

- 1. Hip

- 5. Double Heat Sink
- Double Heat Sink 6.

# INTERNAL STRUCTURE DIAGRAM

**ARMOR DIAGRAM** 

Head (9)

000

0 0

000

00

Right, Torso (9)

00

0

00

0

0

0

00

0

Heat

Scale

30,

29

28

27

26

25\*

24\*

23

22

21

20

19

18\*

17

1

0

Left Torso

0 0

0

00

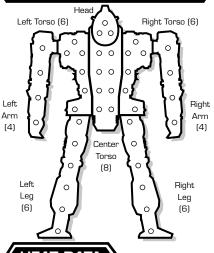
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 $\bigcirc$ 



#### HEAT DATA

30

28

23

20

18

15

14

13

10

8

-1 Movement Points

16 15\* Heat Sinks: Heat 14 Effects 10 (20) Level\* 13 Shutdown Double 12 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 -2 Movement Points 2 +1 Modifier to Fire

Right Leg

Upper Leg Actuator Lower Leg Actuator

ER Medium Laser 1-3 4. ER Medium Laser

**ER Small Laser** 

ER Small Laser

Ferro-Fibrous

Ferro-Fibrous

3. Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Right Torso

1. XL Fusion Engine

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

**1-3 3**. Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous

XL Fusion Engine

- Foot Actuator
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# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: RTX1-O RAPTOR

Movement Points: Tonnage: 25

Walking: Tech Base: Inner Sphere Running: 11 Clan Invasion

Jumping:

We	Weapons & Equipment Inventory (hexes)											
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng				
1	LRM 5	CT	2	1/Msl.	6	7	14	21				
				[M,C,S]								
1	LRM 5	RT	2	1/Msl.	6	7	14	21				
				[M,C,S]								
2	Machine Gun	RT	0	2 [DB,AI]	_	1	2	3				
1	LRM 5	LT	2	1/Msl.	6	7	14	21				
				[M,C,S]								
1	Medium Laser	RA	3	5 [DE]	_	3	6	9				
1	Small Laser	RA	1	3 [DE]	_	1	2	3				
1	Medium Laser	LA	3	5 [DE]	_	3	6	9				
1	Small Laser	LA	1	3 [DE]	_	1	2	3				

**BV**: 721

# **WARRIOR DATA**

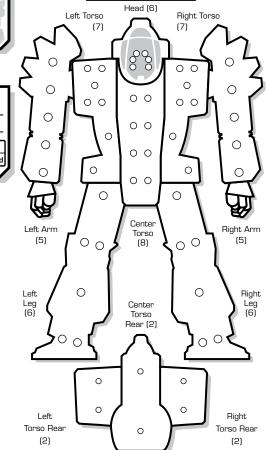
Name:

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. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Double Heat Sink
- Double Heat Sink
- Double Heat Sink 5
  - Double Heat Sink 6.
  - Double Heat Sink
  - Double Heat Sink Medium Laser
- 4-6 <sup>3.</sup> Small Laser
  - Roll Again
  - Roll Again

# Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 3. LRM 5
  - Endo Steel
  - Endo Steel 6.
  - 1 Endo Steel
  - 2. Roll Again Roll Again
- 3. 4. 4-6 Roll Again
  - 5. Roll Again
  - Roll Again

# Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

### Head

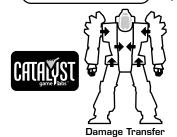
- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4 5. Sensors
- Life Support

# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro

  - Gyro
  - XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - LRM 5
  - Ammo (LRM 5) 24

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Double Heat Sink
- Double Heat Sink
  - Double Heat Sink 5
  - 6. Medium Laser
  - Small Laser
  - 2. Endo Steel
- 3. Endo Steel
- 4-6 3. Endo Steel
  - 5. Roll Again
    - Roll Again

# Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- 1-3 3. XL Fusion Engine 4. LRM 5
- - Machine Gun
  - 6. Machine Gun
  - 1. Ammo (Machine Gun) 100
  - 2. Endo Steel
- Endo Steel 4-6
  - Endo Steel
  - 5. Roll Again
  - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel 6. Endo Steel

# INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

29

28

27

26

25\*

24\*

23

22

21

20

19

18\*

17

16

15\*

14

13

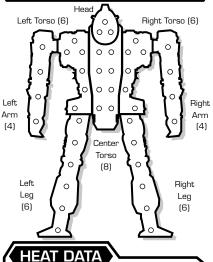
12

11

10\*

9

8\*



leat		Heat Sinks:
evel*	Effects	10 (20)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10-	+ ^
25	–5 Movement Points	$\sim$
24	+4 Modifier to Fire	Q
23	Ammo Exp. avoid on 6+	. 0
22	Shutdown, avoid on 8+	0
20	–4 Movement Points	Ŏ
19	Ammo Exp. avoid on 4+	$\sim$ $\sim$

- +3 Modifier to Fire 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ +2 Modifier to Fire 13
- 10 8 -2 Movement Points
  - +1 Modifier to Fire -1 Movement Points

# **'MECH RECORD SHEET**

Lng

# 'MECH DATA

# Type: HANKYU PRIME

**Movement Points:** Tonnage: 30 Walking: 8 Tech Base: Clan

Running: 12 Succession Jumping: Wars

Weapons &	Equipment	Inventory	y (hexes)
Qty Type	Loc Ht	Dmg	Min Sht Med

1	Active Probe	RT	_	[E]	_	_	_	5
1	Flamer	RT	3	2	_	1	2	3
				[DE,H,AI]				
1	Clan TAG	LT	0	0 [S]	_	5	10	15
1	ECM Suite	LT	_	[E]	_	_	_	6
1	ER Medium Laser	RA	5	7 [DE]	_	5	10	15
1	LRM 5	RA	2	1/Msl.	_	7	14	21
				[M,C,S]				
1	ER Medium Laser	LA	5	7 [DE]	_	5	10	15
1	LRM 5	LA	2	1/Msl.	_	7	14	21
				[M,C,S]				

**BV**: 1,334

# **WARRIOR DATA**

Name:

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

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



#### Head (9) Left Torso Right Torso 0 0 00 00 00 0 0 00 00 00 0 0 0 0 0 0 O 0 0 $\circ$ 00 0 00 00 0 0 Center Left Arm Right Arm 0 0 Torso (7) 00 00 Left. Right 0 Leg (8) 0 Center (8) Torso Rear (5) $\bigcirc$ 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear (4) (4)

**ARMOR DIAGRAM** 

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **Hand Actuator** ER Medium Laser 5
  - 6. LRM 5
  - Endo Steel
  - 2. Ferro-Fibrous
- Roll Again 4-6 3.
- Roll Again Roll Again
  - Roll Again

# Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine 2.
- Ammo (LRM 5) 24
- 1-3 3. Clan TAG
  - **ECM Suite**
  - 6. Endo Steel
  - 1 Endo Steel
  - 2. Endo Steel
- Ferro-Fibrous 4-6 Ferro-Fibrous
  - 5. Roll Again
  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

### Head

- Life Support
- Sensors
- Cockpit 3.
- Ferro-Fibrous 4
- 5. Sensors
- Life Support

# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6.
  - Gyro
  - 1.
  - Gyro

  - XL Fusion Engine 2.
  - 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - Jump Jet
  - Jump Jet

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator 1-3 4. Hand Actuator
  - - ER Medium Laser 5
    - 6. LRM 5
    - Endo Steel
    - 2. Ferro-Fibrous
- 3. Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
  - Roll Again

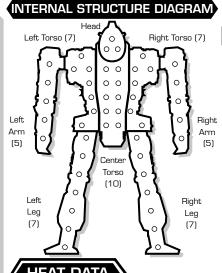
Right Torso (CASE)

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Double Heat Sink Double Heat Sink Double Heat Sink
  - Flamer
  - Ammo (LRM 5) 24 6.
  - 1 **Active Probe**
  - 2. Endo Steel
- Endo Steel 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous
  - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 6.

- Jump Jet 5.
- Jump Jet



Heat

Scale

30,

29

28\*

27

26

25\*

24\*

23

22

21

20\*

19

18\*

17

16

15\*

14

13

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0

Heat Sinks:

10 (20)

Double

0000000000

#### HEAT DATA Heat

Level\* Effects Shutdown 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire

Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points 20

19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire

15 -3 Movement Points Shutdown, avoid on 4+ 14

+2 Modifier to Fire 13

10 8 -2 Movement Points +1 Modifier to Fire

-1 Movement Points

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: FNHK-9K FALCON HAWK

Movement Points: Tonnage:

Walking: 5 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	_	1	2	3
1	Medium Laser (	CT (R	3 (	5 [DE]	_	3	6	9
1	ER PPC	RA	15	10 [E]	_	7	14	23
2	Med. Pulse Laser	LA	4	6 [P]	_	2	4	6

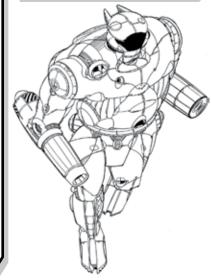
BV: 1,030

# **WARRIOR DATA**

Name:

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

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



#### 001 0 0 0 0 0 0 0 0 0 0 00 000 000 00 00 000 0 0 0 0 000 0 $\circ$ 000 0 0 000 0 0 00 0 0 00 0 0 Center 0 0 Left Arm Right Arm Torso 0 0 (12)(12) 0 0 (16)0 0 00 0 0 0 0 Right Left. 0 0 $\bigcirc$ $\bigcirc$ Leg (16) Leg (16) Center 0 0 Torso Rear (6) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear (4) (4) Heat

ARMOR DIAGRAM

Head (9)

Right Torso [12]

Left Torso

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- Medium Pulse Laser
  - Medium Pulse Laser 5
  - 6. Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
  - Roll Again
  - Roll Again

# Left Torso

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

    - Double Heat Sink
    - Double Heat Sink
- Double Heat Sink 4-6
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

# Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5.
- Ferro-Fibrous Ferro-Fibrous 6.

### Head

- Life Support
- Sensors
- Cockpit 3.
- Small Pulse Laser 4
- 5. Sensors
- Life Support

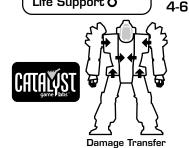
# **Center Torso**

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

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine 4.
    - Medium Laser (R)
    - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator 1-3 4. ER PPC
- - ER PPC 5.
  - ER PPC 6.
  - Ferro-Fibrous
  - 2. Ferro-Fibrous
- Ferro-Fibrous 4-6 3.
  - Ferro-Fibrous
    - 5. Ferro-Fibrous
    - Roll Again

# Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink

  - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
  - Double Heat Sink Double Heat Sink
    - Double Heat Sink 5. Double Heat Sink

Double Heat Sink

- 1. Hip
- Foot Actuator
- 5. Ferro-Fibrous Ferro-Fibrous 6.

# Right Leg

- Upper Leg Actuator Lower Leg Actuator

# INTERNAL STRUCTURE DIAGRAM

Scale

30,

29

28

27

26

25

24\*

23

22

21

20

19

18\*

17

7

6

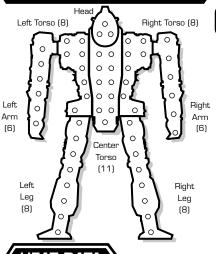
5\*

3

2

1

0



#### HEAT DATA

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

30

28

23

20

18

15

14

13

10

8

16 15\* Heat Sinks: Heat 14 Effects 13 (26) Level\* 13 Shutdown Double 12 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 4 Shutdown, avoid on 4+

# **'MECH RECORD SHEET**

9

# 'MECH DATA

# Type: OW-1 OWENS

**Movement Points:** Tonnage: 35

Walking: 8 Tech Base: Inner Sphere Clan Invasion

Running: 12 Jumping:

Weapons & Equipment Inventory						(he	xes)	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	I
1	Medium Laser	HD	3	5 (DF)	_	3	6	

2 Small Laser CT 1 3 [DE] 2 3 1 C3 Slave [E] TAG RT 0 0 [S] 10 15 Beagle Active LT [E] 4

Probe LRM 5 RA 2 14 21 1/Msl

14 21 LRM 5 ΙΔ 2 1/Msl. 7 [M,C,S]

[M,C,S]

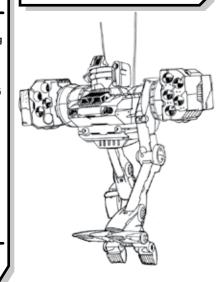
**BV**: 839

# WARRIOR DATA

Name:

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

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



#### [12]00 0 0 0 0 0 0 0 0 0 0 00 000 000 00 00 000 0 0 000 $\bigcirc$ 0 0 0 00 0 00 00 000 0 0 00 0 0 0 0 0 0 Center Left Arm 0 0 Right Arm Torso (10) (10) 00 00 (16) $\bigcirc$ 0 0 0 0 0 0 Left. 0 Right Leg (15) Leg (15) Center 0 0 0 0 Torso 0 Rear (5) 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear (4) (4)

**ARMOR DIAGRAM** 

Head (9)

Right, Torso

Left Torso

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. LRM 5
- Ammo (LRM 5) 24
- 5 Roll Again
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
- Roll Again Roll Again
  - Roll Again

# Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Beagle Active Probe
  - Beagle Active Probe
    Roll Again

  - 1 Roll Again
  - 2. Roll Again Roll Again
- 4-6 Roll Again
  - 5. Roll Again
  - Roll Again
    - Left Leg

  - Upper Leg Actuator Lower Leg Actuator
  - Foot Actuator
  - 5. Roll Again
  - Roll Again 6.

# Head

- Life Support
- Sensors
- Cockpit 3. 4
- Medium Laser 5. Sensors
- Life Support

# **Center Torso**

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sub>4.</sub>
- - Gyro 5. Gyro

  - 6. Gyro
  - Gyro

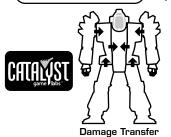
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Small Laser 5.

    - Small Laser

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- LRM 5
- 1-3 4. Roll Again
  - Roll Again 5.
  - 6. Roll Again
  - Roll Again 2. Roll Again
- Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
    - Roll Again

# Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2. XL Fusion Engine
- 1-3 3. XL F
- - C3 Slave 5. Roll Again 6.
  - 1. Roll Again
- 2. Roll Again
- Roll Again
  - Roll Again
  - 5. Roll Again
  - Roll Again

- 1. Hip

- Foot Actuator
- 6.

# INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

29

28

27

26

25

24\*

23

22

21

20

19

18\*

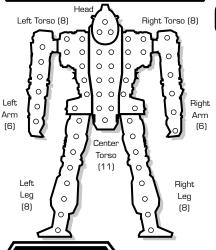
17

3

2

1

0



### HEAT DATA

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

-1 Movement Points

30

28

25

23

20

19

18

15

14

13

10 8

16 15\* Heat Sinks: Heat 14 Level\* Effects 13 Shutdown Single 12 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+

Right Leg

- Upper Leg Actuator Lower Leg Actuator
- 5. Roll Again
- Roll Again

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: SPR-5F SPECTOR

Movement Points: 35 Tonnage:

Walking: Tech Base: Inner Sphere Running: 11 Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	Guardian ECM	RT	_	[E]	_	_	_	6
	Suite							
1	Large Laser	RA	8	8 [DE]	_	5	10	15
2	Medium Laser	LA	3	5 [DE]	_	3	6	9

BV: 1,183

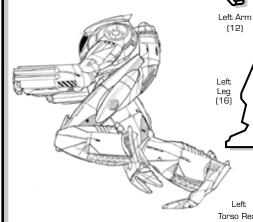
# **WARRIOR DATA**

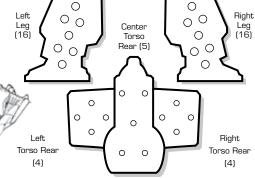
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Center

Torso

(17)

Right Torso [12]

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Right Arm

(12)

Heat

Scale

30,

29

28\*

27

26

25\*

24\*

23

22

21

20\*

19

18\*

17

16

9

8\*

7

6

5\*

4

3

2

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Left Torso

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# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 **Hand Actuator** 
  - 5 Medium Laser
    - 6. Medium Laser
    - Endo Steel
    - Endo Steel
- Endo Steel 4-6 <sup>3.</sup>
- Endo Steel
  - Roll Again
  - Roll Again

# Left Torso

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

    - 1 Jump Jet
    - 2. Jump Jet Endo Steel
- 4-6 Endo Steel
  - 5. Roll Again
  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Endo Steel 6.

### Head

- Life Support
- Sensors
- Cockpit 3. Small Laser 4
- 5. Sensors
- Life Support

# **Center Torso**

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

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine 4.
    - Jump Jet
    - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

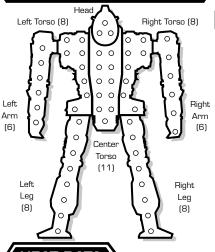
- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 <sub>4.</sub> Lower Arm Actuator
  - Large Laser
    - Large Laser 5
    - 6. Endo Steel
    - Endo Steel
    - 2. Endo Steel
  - 3. Endo Steel
- 4-6 3. Roll Again
  - 5. Roll Again
  - Roll Again

- Right Torso 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink 6.
  - 1. Jump Jet
  - Jump Jet
- Guardian ECM Suite Guardian ECM Suite
  - 5. Endo Steel
  - Endo Steel

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet 6. Endo Steel

# INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA

15\* Heat Sinks: Heat 14 Level\* Effects 11 (22) 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 8 -2 Movement Points +1 Modifier to Fire

-1 Movement Points

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5.

# **'MECH RECORD SHEET**

# 'MECH DATA

Type: TLN-5W TALON

**Movement Points:** Tonnage: 35

Walking: 8 Tech Base: Inner Sphere Running: 12

Star League

Jumping:

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type ER PPC RA 15 10 [DE] 7 14 23

Medium Laser LA 3 5 [DE] 3 6

**BV**: 1,175

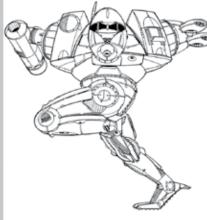
# **WARRIOR DATA**

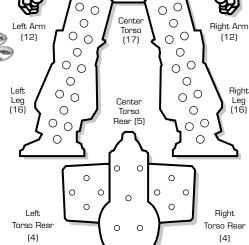
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso [12]

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Heat

Scale

30,

29

28\*

27

26

25\*

24\*

23

22

21

20\*

19

18\*

17

16

15\*

14

13

12

11

10\*

9

8\*

7

6

5\*

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Left Torso

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# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Medium Laser
- Medium Laser
- 5 Roll Again
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup> Roll Again
  - Roll Again
  - Roll Again

# Left Torso

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

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4 5. Sensors
- Life Support

# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sup>3.</sup> Gyro
- - 5. Gyro
  - 6. Gyro

  - Gyro

  - XL Fusion Engine 3. XL Fusion Engine
- 4-6 3. XL Fusion Engine
  - - Roll Again
    - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. ER PPC
  - ER PPC 5.
  - ER PPC 6.
  - Roll Again
  - 2. Roll Again
- 3. Roll Again 4-6 3.
  - Roll Again 5.
    - Roll Again
    - Roll Again

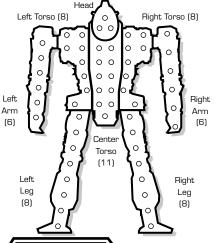
# Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
  Roll Again
  - Roll Again
    - Roll Again 6.
    - 1. Roll Again
  - Roll Again
- Roll Again
  - Roll Again
    - 5. Roll Again
    - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again 6. Roll Again

# INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA Heat

Heat Sinks: Level\* Effects 11 (22) Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+

- -4 Movement Points 20 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire 15 -3 Movement Points
- Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13
- 10 8 -2 Movement Points +1 Modifier to Fire
  - -1 Movement Points

5.

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: BATTLE COBRA PRIME

Movement Points: Tonnage: 40 Walking: 6 Tech Base: Clan Running: Succession Jumping: Wars

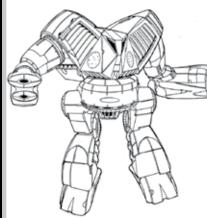
#### Weapons & Equipment Inventory (hexes)

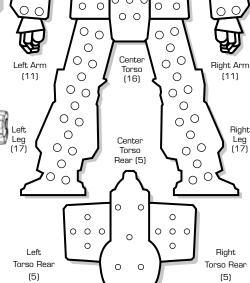
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	_	6	14	20
1	Small Pulse Laser	RA	2	3 [P]	_	2	4	6
1	Large Pulse Laser	LA	10	10 [P]	_	6	14	20
1	Small Pulse Laser	LA	2	3 [P]	_	2	4	6

# **WARRIOR DATA**

Name: Gunnery Skill: \_\_\_ Piloting Skill: Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

0 0

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Right Torso [14]

0

0

0 0 0

0

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0

Heat

Scale

30,

29

28\*

27

26

25\*

24\*

23

22

21

20\*

19

18\*

17

16

0

0

0

0

0

Left Torso

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000

0 0 0

0

0

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0

0

**BV**: 1,487

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. Large Pulse Laser
  - Large Pulse Laser
    - Small Pulse Laser
    - Roll Again
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
  - Roll Again
  - Roll Again

# Left Torso

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

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors
- Life Support

# **Center Torso**

- **Fusion Engine**
- Fusion Engine 2.
- 1-3 3. Fusion Engine
- Gyro
  - 5. Gyro
  - 6. Gyro

  - Gyro
  - Fusion Engine
- **Fusion Engine**
- 4-6 4. Fusion Engine
  - - Endo Steel

# Ferro-Fibrous

Gyro Hits O O

Engine Hits OOO

Sensor Hits O O Life Support O



# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Lower Arm Actuator
  - Large Pulse Laser
    - Large Pulse Laser
    - Small Pulse Laser

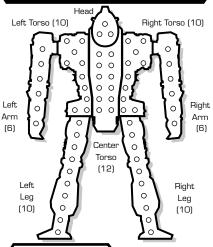
    - Roll Again 2. Roll Again
  - 3. Roll Again
- **4-6** 4. Roll Again
  - 5. Roll Again
    - Roll Again

# Right Torso

- 1. Endo Steel
- 2. Endo Steel
- **1-3** Sendo Steel Ferro-Fibrous Endo Steel
  - Ferro-Fibrous
    - Ferro-Fibrous 6.
  - 1. Roll Again
- 2. Roll Again Roll Again
- 4-6 Roll Again
  - 5. Roll Again
    - Roll Again

- Foot Actuator
- 5. Roll Again
- 6.

# INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA

15\* Heat Sinks: Heat 14 Level\* Effects 10 (20) 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 7 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* 15 -3 Movement Points 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 8 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

# Right Leg 1. Hip

- Upper Leg Actuator Lower Leg Actuator
- - Roll Again

# **'MECH RECORD SHEET**

6

# 'MECH DATA

# Type: SR1-0 STRIDER

Movement Points: Tonnage:

Walking: 6 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Oty Type Loc Ht Dmg Min Sht Med Lng

,	71.							
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	Beagle Active	CT	_	[E]	_	_	_	4
	Probe							
1	SRM 6	RA	4	2/Msl.	_	3	6	9
	w/Artemis IV FCS	;		[M.C.S]				

ΙΔ 4

2/Msl.

IM C SI

**BV**: 867

SRM 6

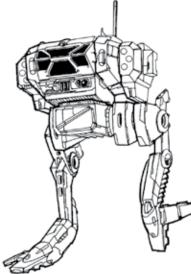
w/Artemis IV FCS

# WARRIOR DATA

Name:

Gunnery Skill: \_ Piloting Skill:

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



#### Left Torso Right, Torso [14]001 0 0 0 0 0 0 0 0 0 0 000 000 0 0 0 00 00 00 0 0 0 0 0 $\cap$ 0 0 С $\circ$ 0 0 0 0 0 0 00 00 0 0 Center Left Arm Right Arm 0 0 Torso 0 0 (12) (12) (15)0 0 0 0 0 0 0 0 Left. Right Leg (14) 0 0 Leg (14) Center 0 0 Torso 0 0 Rear (6) 0 0 0 0 0 0 0 0 0 0 0 0 0 Left. Right Torso Rear Torso Rear (5)

**ARMOR DIAGRAM** 

Head (9)

# CRITICAL HIT

## Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. SRM 6
- SRM 6
  - Artemis IV FCS 5
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- 4-6 a. Roll Again
- Roll Again
  - Roll Again Roll Again

CASE

2.

6.

1

2.

4.

5.

4-6

1-3 3.

Left Torso

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Ammo (SRM 6 Artemis) 15 4-6

# Head Sensors

- Life Support
- Cockpit 3.
- Small Laser 4
- 5. Sensors
- Life Support

# **Center Torso**

- 1. Fusion Engine
- Fusion Engine 2.
- **Fusion Engine** 1-3 Gyro
- - 5. Gyro
  - Gyro
  - Gyro

  - **Fusion Engine Fusion Engine**
  - Fusion Engine
  - Beagle Active Probe

  - Beagle Active Probe

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O

## Right Torso 1. Ammo (SRM 6 Artemis) 15 2. CASE 1-3 3. Endo Steel 4. Endo Steel

Right Arm

Upper Arm Actuator

Artemis IV FCS

1. Shoulder

5

6.

2.

5.

4-6 3.

SRM 6 1-3 4. SRM 6

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

3. Roll Again

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

- Foot Actuator
- 5. Endo Steel
- Roll Again 6.

# INTERNAL STRUCTURE DIAGRAM

(5)

Heat

Scale

30,

29

28

27

26

25

24\*

23

22

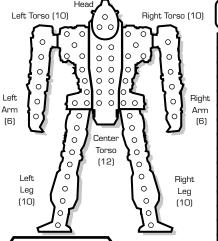
21

20\*

19

18\*

17



	AT DATA		16
الله	AT DATA		15*
Heat		Heat Sinks:	14*
Level*	Effects Shutdown	10 Cingle	13*
30 28	Ammo Exp. avoid on 8+	Single	12
26	Shutdown, avoid on 10+		11
25 24	<ul><li>–5 Movement Points</li><li>+4 Modifier to Fire</li></ul>	ŏ I	10*
23	Ammo Exp. avoid on 6+	ŏI	9
22	Shutdown, avoid on 8+	0	8*
20 19	-4 Movement Points Ammo Exp. avoid on 4+	Q I	7
18	Shutdown, avoid on 6+	$\bowtie$	6
17	+3 Modifier to Fire	$\times$ [	5*
15 14	<ul><li>–3 Movement Points</li><li>Shutdown, avoid on 4+</li></ul>	X I	4
13	+2 Modifier to Fire	ŏI	3
10 8	<ul><li>–2 Movement Points</li><li>+1 Modifier to Fire</li></ul>	-	2
5	-1 Movement Points		1

# Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Heat Sink
- 6. Endo Steel



Diagram

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator

# **'MECH RECORD SHEET**

3

2

# 'MECH DATA

# Type: FS9-0 FIRESTARTER

Movement Points: Tonnage: 45

Walking: 6 Tech Base: Inner Sphere Running: 9 Clan Invasion

Jumping:

Weapons & Equipment Inventory							(he	xes)	
Qty	Туре	L	.oc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	(	CT	3	2	_	1	2	3
					IDE H VII				

Flamer CT(R) 3 2 3 [DE,H,AI]

Beagle Active RT [E] 4 Probe

RA 3

[DE.H.AI] Large Laser RA 8 8 [DE] 5 10 15

2

Large Laser LA 8 8 [DE] 5 10

**BV**: 1,144

Flamer

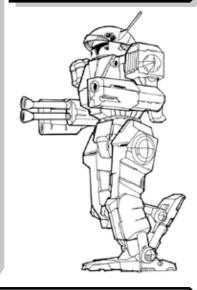
2

# WARRIOR DATA

Name:

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

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



#### Left Torso Right Torso (16)00 0 0 00 000 000 0 0 0 0 00 000 00 00 000 000 000 0 0 0 00 0 0 0 0 $\circ$ 0 0 0 0 0 0 0 000 0 0 0 0 0 0 0 00 0 0 Center 0 0 Left Arm Right Arm Torso 0 0 (12) (12) 0 0 ເຣດາ 0 0 00 0 0 0 0 Left. Right 0 0 0 $\bigcirc$ Leg (16) Leg (16) Center 0 0 Torso Rear (7) 0 Left Right Torso Rear Torso Rear (6) (6)

ARMOR DIAGRAM

Head (9)

#### **CRITICAL HIT TABLE**

## Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 3. Large Laser
- Large Laser 5
  - 6. Endo Steel
  - Endo Steel
  - Endo Steel
- Endo Steel 4-6 3.
- Endo Steel
  - Roll Again
  - Roll Again

# Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
    - 1 Jump Jet
    - 2. Jump Jet
- Jump Jet 4-6 Endo Steel
  - 5. Endo Steel

  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

### Head

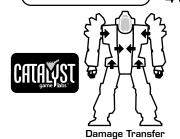
- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

# **Center Torso**

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

  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine 4.
    - 5. Flamer
    - Flamer (R)

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 <sub>4.</sub> Lower Arm Actuator
- Large Laser
  - Large Laser 5

  - 6. Flamer

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

# Right Torso

- 1-3 3.
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink 6.
  - 1.
- Jump Jet 4-6

  - 1. Hip

  - Upper Leg Actuator Lower Leg Actuator
  - 5. Endo Steel

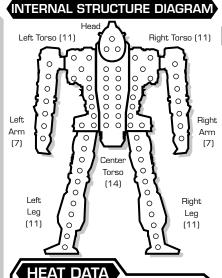
- Endo Steel
- Roll Again
- Roll Again

- 1. XL Fusion Engine
- XL Fusion Engine XL Fusion Engine

  - Jump Jet
- Jump Jet
  - Beagle Active Probe 5. Beagle Active Probe
  - Roll Again

# Right Leg

- Foot Actuator
- 6. Endo Steel



Heat

Scale

30,

29

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8\*

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6

5\*

4

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2

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DATA 15\* Heat Sinks: Heat 14 Effects 12 (24) Level\* 13 30 Shutdown Double 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire 15 -3 Movement Points

+2 Modifier to Fire 13 10 8 -2 Movement Points +1 Modifier to Fire -1 Movement Points

Shutdown, avoid on 4+

14

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: GRENDEL PRIME

Movement Points: Tonnage: 45 Walking: Tech Base: Clan

Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Oty Type Loc Ht. Dmg Min Sht Med Lng

,	. )   -			9				
1	ER Medium Laser	HD	5	7 [DE]	_	5	10	15
1	Streak SRM 6	RT	4	2/Msl.	_	4	8	12
				[M,C]				
1	ER Large Laser	RA	12	10 [DE]	_	8	15	25

ER Small Laser RA 2 5 [DE] 2 4 ER Medium Laser LA 5 7 [DE] 5 10

BV: 2,290

# **WARRIOR DATA**

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

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



#### Left Torso Right, Torso (16)00 00 00 000 000 0 0 0 0 00 000 00 00 000 000 000 0 0 0 0 000 0 $\circ$ $\bigcirc$ 0 0 0 0 0 $\circ$ 0 0 0 0 0 0 0 0 $\bigcirc$ $\bigcirc$ 0 0 $\bigcirc$ $\bigcirc$ 0 0 0 $\bigcirc$ Center Left Arm Right Arm 0 Torso 0 (12) (12) 00 (18) 0 0 0 0 00 O 0 0 0 0 0 Left. Right 0 0 Leg (20) Leg (20) Center 0 0 00 Torso 0 0 Rear (9) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left: 0 0 Right Torso Rear Torso Rear (6) (6) Heat

**ARMOR DIAGRAM** 

Head (9)

# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- **Hand Actuator** 
  - **ER Medium Laser** 5
  - 6. ER Medium Laser
  - Ferro-Fibrous
  - Ferro-Fibrous Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
  - Roll Again
  - Roll Again

# Left Torso

- XL Fusion Engine
- XL Fusion Engine Double Heat Sink
- 1-3 3. Double Heat Sink
  - - Jump Jet Endo Steel 6.
    - 1
    - Endo Steel
    - 2. Endo Steel Roll Again
- 4-6 Roll Again
  - 5. Roll Again
  - Roll Again

# Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

# Head

- Life Support
- Sensors
- Cockpit 3.
- ER Medium Laser 4
- 5. Sensors
- Life Support

# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine Gyro
- 1-3 <sup>3.</sup>
  - 5. Gyro
  - 6 Gyro
  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine 4.
    - Jump Jet Roll Again

# Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O

# Damage Transfer Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- ER Large Laser 1-3 4. ER Small Laser
  - - 5 Endo Steel
    - 6. Ferro-Fibrous
    - Ferro-Fibrous
    - 2. Ferro-Fibrous
  - 3. Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
  - Roll Again

# Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Double Heat Sink
  - Jump Jet Streak SRM 6 6.
  - 1
  - Streak SRM 6
- Ammo (Streak SRM 6) 15
- Endo Steel 4-6 Endo Steel
- 5. Endo Steel
- Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet 5. Jump Jet 6.

# Left Torso (11)

INTERNAL STRUCTURE DIAGRAM

Scale

30,

29

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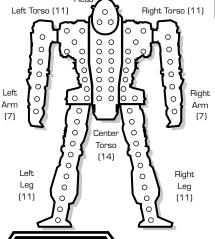
4

3

2

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# DATA

10

8

Heat Sinks: Heat Effects 12 (24) Level\* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: SHADOW CAT PRIME

Movement Points: Tonnage: 45 Tech Base: Clan Walking:

Running: 9 [12] Succession Jumping: Wars

#### Weapons & Equipment Inventory (hexes)

Uty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	_	5	10	15
1	Active Probe	LT	_	[E]	_	_	_	5
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	FR Medium Laser	ΙΔ	5	7 (DF)	_	5	10	15

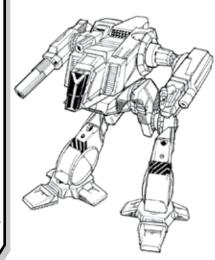
BV: 2,156

# **WARRIOR DATA**

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### 00 000 00 $\circ$ 00 0 0 $\bigcirc$ 0 0 00 0 0 0 00 0 000 0 0 0 0 0 0 0 00 0 0 0 Center 0 Left Arm Right Arm Torso 0 0 0 0 (10) (10) ເຣດາ 0 0 00 00 0 0 00 0 0 Left. Right 0 0 Leg (18) Center Leg (18) 0 0 0 Torso 0 Rear (6) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left: Right Torso Rear Torso Rear (4) (4)

**ARMOR DIAGRAM** 

Head (8)

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Right, Torso (18)

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Heat

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Left Torso

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# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- **Hand Actuator**
- ER Medium Laser 5
  - 6. Endo Steel
  - Endo Steel
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

# Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- 1-3 3. Jump Jet
- Active Probe
  - Endo Steel
  - Ferro-Fibrous
  - 1 Ferro-Fibrous
  - 2. Ferro-Fibrous
- Roll Again 4-6 4. Roll Again
  - 5.
  - Roll Again
  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

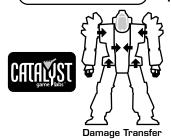
### Head

- Life Support
- Sensors
- Cockpit 3.
- Endo Steel 4
- 5. Sensors Life Support

- **Center Torso** 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine Gyro
- 1-3 <sup>3.</sup>
  - 5. Gyro
  - 6. Gyro

  - Gyro
  - XL Fusion Engine
  - 3. XL Fusion Engine
- 4-6 XL Fusion Engine
  - MASC
  - 6. MASC

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle 5
  - 6. Gauss Rifle
  - Gauss Rifle
  - 2. Gauss Rifle
- Endo Steel 4-6 3.
- Endo Steel
  - 5. Roll Again
  - Roll Again

# Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Jump Jet 4. ER Medium Laser
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
  - 1
  - Endo Steel 2. Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous Roll Again
  - Right Leg

# 1. Hip

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet 5.
- Jump Jet 6.

# INTERNAL STRUCTURE DIAGRAM

Scale Right Torso (11) Left Torso (11) 0 0 0 Left Right 0 Arm Arm (7) Center 0 Torso 0 0 0 Left Right 0 Leg Leg [11]

# DATA

15\* Heat Sinks: Heat 14 Effects 10 (20) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 8 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: BJ2-O BLACKJACK

Movement Points: 50 Tonnage:

Walking: Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RT	0	2 [DB,AI]	_	1	2	3
2	Machine Gun	LT	0	2 [DB,AI]	_	1	2	3
2	Medium Laser	RA	3	5 [DE]	_	3	6	9
1	Ultra AC/5	RA	1	5/Sht.	2	6	13	20
				[DB,RC]				
2	Medium Laser	LA	3	5 [DE]	_	3	6	9
1	Ultra AC/5	LA	1	5/Sht.	2	6	13	20
				[DB,RC]				

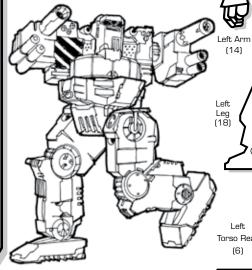
**BV**: 1,201

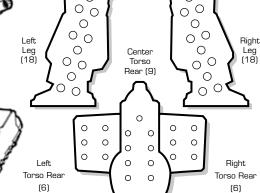
# WARRIOR DATA

Name:

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

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





ARMOR DIAGRAM

Head (9)

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Center

Torso

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Right Torso (18)

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Right Arm

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Left Torso

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(14)

# CRITICAL HIT

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Double Heat Sink 1-3 <sub>4.</sub>
- Double Heat Sink
- Double Heat Sink
  - 6. Ultra AC/5
  - Ultra AC/5
  - 2. Ultra AC/5
- Ultra AC/5 4-6 3. Ultra AC/5
  - Medium Laser
  - Medium Laser

# Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 3. Machine Gun
  - Machine Gun
  - Ammo (Ultra AC/5) 20

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

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

### Head

- Life Support
- Sensors
- Cockpit 3. Endo Steel
- 5. Sensors
- Life Support

# **Center Torso**

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

  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine 4.
    - Ammo (Machine Gun) 100

Endo Steel

Engine Hits OOO

Gyro Hits O O

Sensor Hits O O Life Support O



# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Double Heat Sink
- Double Heat Sink
  - Double Heat Sink
  - 6.
  - |Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- 4-6 3. Ultra AC/5
  - 5. Medium Laser

    - Medium Laser

# Right Torso

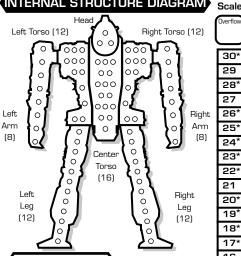
- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 3. Machine Gun
  - Machine Gun
  - Ammo (Ultra AC/5) 20
  - 1 Endo Steel
- 2. Endo Steel Endo Steel
- 4-6 Endo Steel
  - 5. Endo Steel Endo Steel

# Right Leg

- Foot Actuator

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Jump Jet 5.
- Jump Jet 6.

# INTERNAL STRUCTURE DIAGRAM



# DATA

15\* Heat Sinks: Heat 14 Effects 10 (20) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10\* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 7 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14

-1 Movement Points

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

13

10

8

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: CLN-7V CHAMELEON

Movement Points: 50 Tonnage:

Tech Base: Inner Sphere Walking: 6

Running: [Intro] Clan Invasion Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
2	Machine Gun	CT	0	2 [DB,AI]	_	1	2	3
2	Small Laser	RT	1	3 [DE]	_	1	2	3
1	Small Laser	LT	1	3 [DE]	_	1	2	3
1	Large Laser	RA	8	8 [DE]	_	5	10	15
1	Medium Laser	RA	3	5 [DE]	_	3	6	9
1	Medium Laser	LA	3	5 [DE]	_	3	6	9

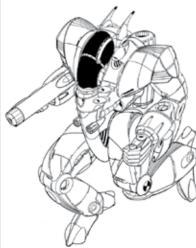
**BV**: 1,042

# **WARRIOR DATA**

Name:

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

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



#### 00 0 0 0 0 0 0 0 0 0 000 000 000 00 00 0 00 0 0 0 0 000 $\circ$ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 00 0 Center Left Arm Right Arm Torso 0 0 (12) (12) (18)00 00 0 0 Left. Right 0 Leg (12) Leg (12) Center Torso 0 0 Rear (5) 0 0 0 0 0 0 0 0 0 0 Left: Right Torso Rear Torso Rear (4) (4)

**ARMOR DIAGRAM** 

Head (9)

Right Torso (12)

Left Torso

# **CRITICAL HIT**

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. **Hand Actuator**
- 5 Medium Laser
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

# Left Torso

- Jump Jet
- Small Laser
- Ammo (Machine Gun) 100
- 1-3 3. Roll Again
  - Roll Again
  - Roll Again 6.
  - 1
  - Roll Again 2. Roll Again
  - Roll Again
- 4-6 Roll Again
  - 5. Roll Again
  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

# Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

# **Center Torso**

- **Fusion Engine**
- Fusion Engine 2.
- **Fusion Engine**
- 1-3 <sub>4.</sub> Gyro
  - 5.
  - Gyro
  - 6.
  - Gyro
  - Gyro
  - **Fusion Engine**
  - **Fusion Engine**
- 4-6 <sup>5.</sup> Fusion Engine

  - Machine Gun

  - Machine Gun

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Lower Arm Actuator
  - **Hand Actuator** 
    - Large Laser
    - Large Laser
  - Medium Laser
  - 2. Roll Again
- 3. Roll Again **4-6** 4.
  - Roll Again
  - 5. Roll Again
  - Roll Again

# Right Torso

- 1. Jump Jet
- Small Laser 2.
- Small Laser 1-3 <sup>3.</sup> Roll Again
  - Roll Again
  - Roll Again 6.
  - 1. Roll Again
- Roll Again
- Roll Again 4-6
  - Roll Again
  - 5. Roll Again Roll Again
  - Right Leg

# 1. Hip

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet 5.
- 6. Jump Jet

#### Heat INTERNAL STRUCTURE DIAGRAM Scale Left Torso (12) Right Torso (12) 000 000 000 00 0 000 00 000 Left Right 00 Arm Arm (8) Center o Torso 0 (16)0 Left Right 0 Leg Leg (12)(12)

30,

29

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23

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18\*

17

	AT DATA		16
FIE	AT DATA	$\overline{}$	15*
Heat		Heat Sinks:	14*
Level*	Effects Shutdown	10 Cingle	13*
30 28	Ammo Exp. avoid on 8+	Single	12
26	Shutdown, avoid on 10+		11
25 24	<ul><li>–5 Movement Points</li><li>+4 Modifier to Fire</li></ul>	Ŏ	10*
23	Ammo Exp. avoid on 6+	ŏ	9
22	Shutdown, avoid on 8+	0	8*
20 19	-4 Movement Points Ammo Exp. avoid on 4+	ŏ	7
18	Shutdown, avoid on 6+	Ŏ.	6
17	+3 Modifier to Fire	8 1	5*
15 14	-3 Movement Points Shutdown, avoid on 4+	X I	4
13	+2 Modifier to Fire	ŏI	3
10 8	<ul><li>–2 Movement Points</li><li>+1 Modifier to Fire</li></ul>	, I	2
5	-1 Movement Points	J	1

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: END-6Q ENFIELD

Movement Points: 50 Tonnage:

Walking: 5 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Mın	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	Small Laser	CT	1	3 [DE]	_	1	2	3
1	LB 10-X AC	RA	2	10	_	6	12	18
			[[	)B,C/F/S	6]			

Large Pulse Laser LA 10 9 [P] 3 7 10

Medium Laser LA 3 5 [DE] 3 6 9

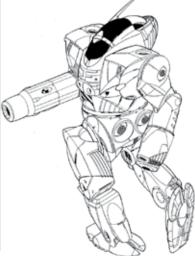
# **WARRIOR DATA**

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### 000 0 o` 0 00 o` $\tilde{\circ}$ o` o` 00 60 00 O 0 0 00000000 0 0 O 0 0 000000 00 00 0000000 0 0 0 0 0 00 00' 0 0 0 0 0 00 00 0 0 0 0 0 00 0 0,00 Ö $\bigcirc$ O 0,00 Center O Left Arm Right Arm Torso 0 (16) ′О 0 0,0 0 0 O 0 O 00 0 $^{\prime}$ O Left. Right Leg (24) Leg (24) 0 Center oo O Torso $^{\prime}$ O Ō Rear (6) 0 O 0 0 0 0 0 0 0 0 0 0 0 0 Left. Right Torso Rear Torso Rear (4) (4)

**ARMOR DIAGRAM** 

Head (9)

Right Torso (20)

Left Torso

# CRITICAL HIT TABLE

## Left Arm

1. Shoulder

**BV**: 1,248

- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- Large Pulse Laser
  - Large Pulse Laser
  - Medium Laser
  - Endo Steel
  - Endo Steel
- Endo Steel 4-6 3.
- Roll Again Roll Again
  - Roll Again

# Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 3.
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

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

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- Roll Again 6.

# Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4 5. Sensors
- Life Support

# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sup>3.</sup>
- Gyro
  - 5. Gyro

  - 6. Gyro
  - Gyro

  - XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 4. Medium Laser
  - Small Laser

# Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 4. |LB 10-X AC
  - LB 10-X AC 5
  - LB 10-X AC 6.
  - LB 10-X AC
  - 2. LB 10-X AC
- 3. LB 10-X AC 4-6 3.
- Endo Steel 5.
  - Endo Steel
  - Endo Steel

# Right Torso

- 1. XL Fusion Engine 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Ammo (LB 10-X) 10
  - Ammo (LB 10-X Cluster) 10
  - CASE 6.
  - 1 Endo Steel
  - 2. Endo Steel
- 3. Endo Steel 4-6
  - Roll Again
    - 5. Roll Again
    - Roll Again

# Right Leg

- 1. Hip

- Foot Actuator
- 5. Endo Steel 6. Roll Again

# INTERNAL STRUCTURE DIAGRAM

Heat

30,

29

28

27

26

25

24

23

22

21

20\*

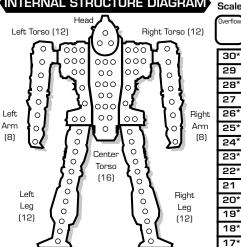
19

18\*

17

16

0



#### HEAT DATA

25

23

20

19

18

15

14

13

15\* Heat Sinks: Heat 14 Level\* Effects 11 (22) 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 10 8 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

- Upper Leg Actuator Lower Leg Actuator

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: HUNCHBACK IIC

Movement Points: Tonnage: 50 Walking: Tech Base: Clan Running: Succession Jumping: Wars

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	_	5	10	15
1	Ultra AC/20	RT	7	20/Sht.	_	4	8	12
				[DB,R,C]				
1	Ultra AC/20	LT	7	20/Sht.	_	4	8	12
				IDB R CI				

**BV**: 1,679

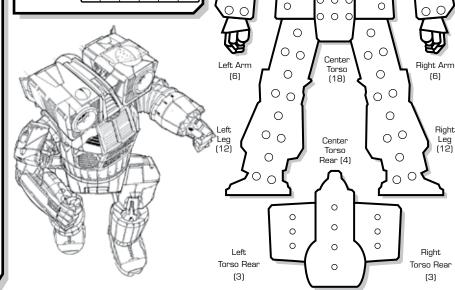
# **WARRIOR DATA**

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



# CRITICAL HIT TABLE

## Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. **Hand Actuator** 
  - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
- Endo Steel 4-6 <sup>3.</sup>
- Endo Steel
  - Roll Again
  - Roll Again

# Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20 1-3 3.
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20 6.
  - 1 Ultra AC/20
  - Ultra AC/20
  - 2. Ultra AC/20
- 4-6 Ultra AC/20
  - 5. Ammo (Ultra AC/20) 5
  - Endo Steel

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

# Head

- Life Support
- Sensors
- Cockpit 3.
- Endo Steel 4
- 5. Sensors Life Support

# **Center Torso**

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sup>3.</sup> Gyro
- - 5. Gyro 6
  - Gyro
  - Gyro
  - XL Fusion Engine
  - 3. XL Fusion Engine
- 4-6 XL Fusion Engine 4.

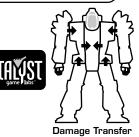
  - ER Medium Laser

  - **ER Medium Laser**

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Lower Arm Actuator
- Double Heat Sink
  - Double Heat Sink 5
  - Double Heat Sink
  - Double Heat Sink
  - 2. Double Heat Sink
- Endo Steel 4-6 3.
  - Endo Steel
  - 5. Roll Again
  - Roll Again

# Right Torso (CASE)

- XL Fusion Engine XL Fusion Engine
- Ultra AC/20 1-3 3.
- Ultra AC/20
  - Ultra AC/20 Ultra AC/20

  - 1 Ultra AC/20
  - Ultra AC/20
- Ultra AC/20 4-6 Ultra AC/20
  - 5. Ammo (Ultra AC/20) 5
  - Endo Steel

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet 5.
- Jump Jet 6.

# INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

Head (8)

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000

0 0 0

0 0 0

Right, Torso [12]

00

0

Heat

Scale

30,

29

28

27

26

25

24\*

23

22

21

20\*

19

18\*

17

16

0

0

0 0 0

0

0

Left Torso

000

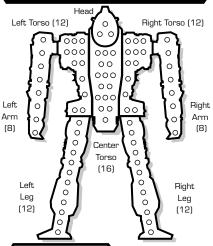
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# DATA

8

15\* Heat Sinks: Heat 14 Effects 12 (24) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10\* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 7 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

# **'MECH RECORD SHEET**

# 'MECH DATA

# Type: NOBORI-NIN PRIME

Movement Points: 50 Tonnage: Walking: 5 Tech Base: Clan

Running: 8 Clan Invasion

Jumping:

We	(he	xes)						
Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	_	[E]	_	_	_	5
1	LRM 10	RT	4	1/Msl.	_	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	AMS	LT	1	2 [DB,PD]	_	0	0	0
1	TAG	LT	0	0 (S)	_	5	10	15
1	Flamer	LT	3	2	_	1	2	3
				[DE,H,AI]				
2	ER Medium Laser	RA	5	7 [DE]	_	5	10	15
1	Ultra AC/2	RA	1	2/Sht.	2	9	18	27
				[DB,R,C]				
2	ER Medium Laser	LA	5	7 [DE]	_	5	10	15
1	Streak SRM 6	LA	4	2/Msl.	_	4	8	12
				[M,C]				
1	A-Pod	RL	_	[PD,OS,AI]	_	_	_	_
1	A-Pod	LL	_	[PD,OS,AI]	_	_	_	_

**BV**: 2,108

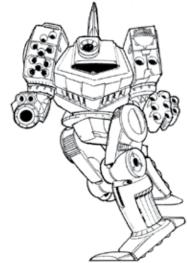
# WARRIOR DATA

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



Right Arm (CASE)

Upper Arm Actuator

Ammo (Ultra AC/2) 45

Right Torso (CASE)

Ammo (LRM 10 Artemis) 12

ER Medium Laser

ER Medium Laser

Ultra AC/2

Ultra AC/2

Endo Steel

Roll Again

Roll Again

Roll Again

1. XL Fusion Engine

2. XL Fusion Engine

Artemis IV FCS

**Active Probe** 

Ferro-Fibrous

Ferro-Fibrous

Endo Steel

Roll Again

Roll Again

1-3 3. Jump Jet 4. LRM 10

6.

1

2.

5.

4-6

3. Endo Steel

1. Shoulder

1-3 <sub>4.</sub>

4-6 3.

5

6.

2.

5.

#### Left Torso Right Torso (18)000 0 0 0 000 0 0 0 00 00 0 0 000 0 0 0 0 0 000 000000 00 00 0000000 000000 0 0 0 0 0 $\circ$ 00 0 0 0 0 00 00 0 0 0 0 0 0 00 0 0,00 Ö $\bigcirc$ O 0,0 Center O Left Arm Right Arm Torso 0 (16) (16) (25) ′О 0 0,0 0 0 0 0 O 0 $^{\prime}$ O 0 $\bigcirc$ Left. 0 Right Leg (24) 0 Center Leg (24) oo O Torso $^{\prime}$ O Ō Rear (7) 0 O 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left. Right Torso Rear Torso Rear 0 (6) (6)

**ARMOR DIAGRAM** 

Head (9)

# CRITICAL HIT TABLE

## Left Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
  - Streak SRM 6 6.
  - Streak SRM 6
  - Ammo (Streak SRM 6) 15

Left Torso (CASE)

XL Fusion Engine

XL Fusion Engine

Jump Jet

Flamer

**AMS** 

Endo Steel 4-6 3.

2.

6.

1

2.

1-3 3.

- Endo Steel
  - Ferro-Fibrous
  - Roll Again

# Head

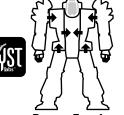
- Life Support
- Sensors
- Cockpit 3.
- Ferro-Fibrous 4
- Sensors Life Support

# **Center Torso**

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

  - 6 Gyro
  - 1. Gyro
  - 2.
  - XL Fusion Engine 3. XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - 5.
  - Jump Jet
  - Endo Steel

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



# Right Leg 1. Hip

- 5.
- 6. A-Pod

# INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

29

28

27

26

25

24\*

23

22

21

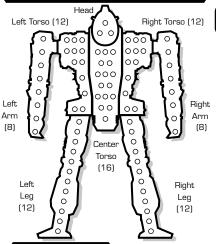
20\*

19

18\*

17

16



#### HEAT DATA

30

28

25

23

20

19

18

15

14

13

10

8

15\* Heat Sinks: Heat 14 Level\* Effects 10 (20) 13 Shutdown Double 12 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points 0

# Ammo (AMS) 24 TAG Endo Steel

- Ferro-Fibrous
- 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous

  - Roll Again

# Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator 5.
- 6.

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet
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# **'MECH RECORD SHEET**

5 10 15

# 'MECH DATA

# Type: STY-3C STARSLAYER

Movement Points: 50 Tonnage:

Walking: 5 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

Large Laser

#### Weapons & Equipment Inventory (hexes) Loc Ht Min Sht Med Lna Oty Type Dma

GLU	Type	LUC	116	Dillig	141111	JIII	IVICU	Ling
1	Small Laser	HD (R) 1		3 [DE]	_	1	2	3
1	Large Laser	RT	8	8 [DE]	_	5	10	15
2	Small Laser	LT	3	5 [DE]	_	3	6	9
1	SRM 4	LT	3	2/Msl.	_	3	6	9
				[M,C,S]				

RA 8 8 [DE]

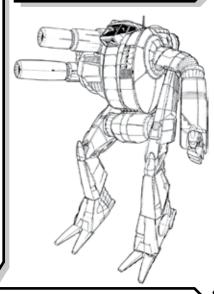
**BV**: 1,508

# **WARRIOR DATA**

Name:

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

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



#### 000 0 0 0 0 0 0 0 0 00 00 0 0 0 0 0 0 0 0 0 0 0 000 000 0000 00 00 0000000 0 000000 0 0 0 0 $\circ$ 00 0 0 0 0 00 00 0 0 0 $\bigcirc$ 00 0,00 Ö $\bigcirc$ O 0,00 Center O Left Arm Right Arm Torso 0 (16) ′О 0 0,0 0 0 0 O 00 $^{\prime}$ O Left. Right Leg (24) 0 Center Leg (24) oÔ 0 Torso $^{\prime}$ O 0 Rear (6) 0 O 0 0 0 0 0 0 0 0 0 0 0 0 0 Left: Right Torso Rear Torso Rear (5) (5)

**ARMOR DIAGRAM** 

Head (9)

Right Torso (19)

Heat

Scale

30,

29

28

27

26

25

24\*

23

22

21

20

19

18\*

17

16

15\*

14

13

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0

Left Torso

# CRITICAL HIT TABLE

# Left Arm

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

# Left Torso

- Jump Jet
- Jump Jet 2.
- SRM 4
- 1-3 3. Medium Laser
  - Medium Laser
  - Ammo (SRM 4) 25 6.
  - 1 CASE
  - 2. Endo Steel
- Endo Steel 4-6
  - Ferro-Fibrous
  - 5. Ferro-Fibrous
  - Roll Again

# Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- Ferro-Fibrous 6.

### Head

- Life Support
- Sensors
- Cockpit 3.
- Small Laser (R) 4
- 5. Sensors
- Life Support

# **Center Torso**

- 1. Fusion Engine
- Fusion Engine
- **Fusion Engine**
- 1-3 3. Gyro
  - 5. Gyro
  - 6.
  - Gyro
  - Gyro

  - Fusion Engine
- **Fusion Engine**
- Fusion Engine 4.
  - Jump Jet
  - Roll Again

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Large Laser
- 1-3 4. Large Laser
  - Endo Steel 5
  - 6. Endo Steel
  - Endo Steel
  - Endo Steel
  - 3. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
  - 5. Ferro-Fibrous
  - Ferro-Fibrous

# Right Torso

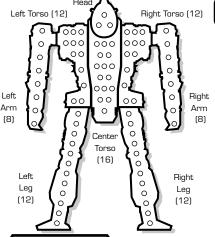
- 1. Double Heat Sink
- Double Heat Sink
- 1-3 3. Double He Double Heat Sink
  - - Jump Jet Large Laser 6.
    - 1. Large Laser
  - Endo Steel
  - Endo Steel
- 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous
  - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- 6. Ferro-Fibrous

# Left Torso (12) Right Torso (12) 000

INTERNAL STRUCTURE DIAGRAM



# DATA

Heat Sinks: Heat Effects 11 (22) Level\* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15

+2 Modifier to Fire 13 10 -2 Movement Points 8

14

+1 Modifier to Fire -1 Movement Points

Shutdown, avoid on 4+

### **'MECH RECORD SHEET**

## 'MECH DATA

#### Type: BLACK LANNER PRIME

Movement Points: Tonnage: Walking: Tech Base: Clan

Running: 11 [14] Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Oty Type Loc Ht Dmg Min Sht Med Ind

Guy	Type	LUU	110	Dilig		Cito	IVICU	9
1	ECM Suite	HD	_	[E]	_	_	_	6
1	SRM 6	RT	4	2/Msl.	_	3	6	9
				[M,C,S]				
1	LRM 10	LT	4	1/Msl.	_	7	14	21
				[M,C,S]				
1	ER Large Laser	RA	12	10 [DE]	_	8	15	25
2	ER Medium Laser	LA	5	7 [DE]	_	5	10	15

BV: 2,268

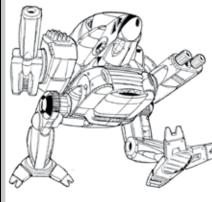
# WARRIOR DATA

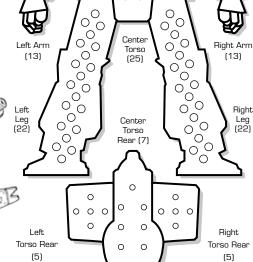
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso (16)

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 $\Box$ 

Heat

Scale

30,

29

28\*

27

26

25

24\*

23

22

21

20\*

19

18\*

17

16

Left Torso

0 0

000

0 0

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### CRITICAL HIT

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous 5
  - 6. Ferro-Fibrous
  - Roll Again
- 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

## Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine 2.
- 1-3 3. **LRM 10**
- Ammo (LRM 10) 12
  - Endo Steel
  - Endo Steel 6.
  - 1 Endo Steel
  - 2. Roll Again
- Roll Again 4-6
  - 4. Roll Again
    - 5. Roll Again
    - Roll Again

#### Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

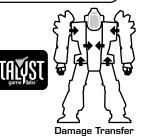
#### Head

- Life Support
- Sensors
- Cockpit 3.
- ECM Suite 4 5. Sensors
- Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sup>3.</sup> Gyro
- - 5. Gyro
  - 6. Gyro
  - Gyro 1.
  - 2.
  - XL Fusion Engine
- XL Fusion Engine 4-6
  - 4. XL Fusion Engine
    - MASC
    - 6. MASC

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- ER Large Laser
- 1-3 4. Endo Steel
  - 5. Endo Steel 6. Roll Again
  - Roll Again

  - 2. Roll Again
- 3. Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
  - Roll Again

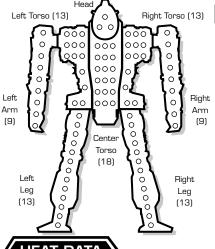
#### Right Torso (CASE)

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. SRM 6 4. Ammo (SRM 6) 15
  - Ferro-Fibrous
  - Ferro-Fibrous 6.
  - 1 Ferro-Fibrous
- 2. Roll Again
- Roll Again 4-6
  - Roll Again
  - 5. Roll Again
  - Roll Again

- 1. Hip

- Ferro-Fibrous 6.

# INTERNAL STRUCTURE DIAGRAM



		$\overline{}$	15*
Heat		Heat Sinks:	14*
Level* 30	Effects Shutdown	10 (20) Double	13*
28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10+	· _	11
25 24	<ul><li>–5 Movement Points</li><li>+4 Modifier to Fire</li></ul>	ŏI	10*
23	Ammo Exp. avoid on 6+	Ŏ	9
22	Shutdown, avoid on 8+	Q	8*
20 19	-4 Movement Points Ammo Exp. avoid on 4+	00000	7
18	Shutdown, avoid on 6+	$\bowtie$	6
17 15	+3 Modifier to Fire -3 Movement Points	$\qquad eta \qquad lacksquare$	5*
14	Shutdown, avoid on 4+	8 I	4
13	+2 Modifier to Fire	ŏ	3
10 8	<ul><li>–2 Movement Points</li><li>+1 Modifier to Fire</li></ul>		2
5	-1 Movement Points	- 1	1

Right Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Ferro-Fibrous
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### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: BSW-X1 BUSHWACKER

Movement Points: Tonnage:

Walking: 5 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Loc Ht Min Sht Med Lna Oty Type Dma

GLLy	iype	LUC	116	Dillig	141111	JIIL	IVICU	Lily
1	ER Large Laser	CT	12	8 [DE]	_	7	14	19
1	Machine Gun	RT	0	2 [DB,AI]	_	1	2	3
1	LRM 5	LT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	Machine Gun	LT	0	2 [DB,AI]	_	1	2	3
1	Autocannon/10	RT	3	10 [DB,S]	_	5	10	15
1	LRM 5	LA	2	1/Msl.	6	7	14	21

[M,C,S]

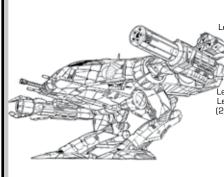
# WARRIOR DATA

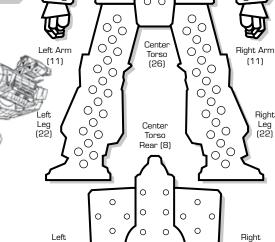
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso (22)

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Torso Rear

(4)

Heat

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Left Torso

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Torso Rear

(4)

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BV: 1,223

#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 LRM 5
- Ferro-Fibrous 5
  - 6. Roll Again
- Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
  - Roll Again Roll Again
    - Roll Again

## Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 3. LRM 5
  - Machine Gun
  - Ammo (LRM 5) 24 6.
  - 1 CASE
  - 2. Ferro-Fibrous Ferro-Fibrous
- 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous

  - Ferro-Fibrous

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Ferro-Fibrous
- Roll Again 6.

#### Head

- Life Support
- Sensors Cockpit 3.
- 4 Roll Again
- 5. Sensors
- Life Support

#### Center Torso

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

  - Gyro

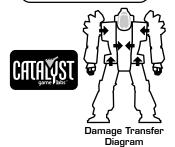
  - XL Fusion Engine
- 3. XL Fusion Engine 4-6 XL Fusion Engine
  - - ER Large Laser

    - ER Large Laser

# Engine Hits OOO

Gyro Hits O O Sensor Hits O O

Life Support O



# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. **Hand Actuator** 
  - 5 Autocannon/10
  - 6. Autocannon/10
  - Autocannon/10
  - 2. Autocannon/10
  - Autocannon/10
- 4-6 <sup>3.</sup> Autocannon/10
  - 5. Autocannon/10
  - - Ferro-Fibrous

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine Machine Gun
- Ammo (Machine Gun) 100
  - Ammo (AC/10) 10 6.
  - 1. CASE
  - 2. Ferro-Fibrous
- Ferro-Fibrous 4-6
  - Ferro-Fibrous
  - 5. Ferro-Fibrous Ferro-Fibrous

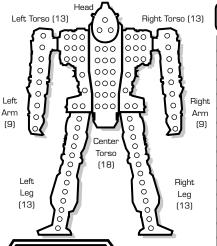
# Right Leg

- 1. Hip

- Foot Actuator
- 5. Ferro-Fibrous Roll Again 6.

# INTERNAL STRUCTURE DIAGRAM

0



DATA Heat Sinks: Heat Effects 11 (22) Level\* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+

18 15

- Upper Leg Actuator Lower Leg Actuator 14 +2 Modifier to Fire 13
  - 10 -2 Movement Points 8 +1 Modifier to Fire -1 Movement Points
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### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: KW1-LH2 LINEHOLDER

Movement Points: 55 Tonnage:

Tech Base: Inner Sphere Walking: 5

Running: [Intro] Jumping: Clan Invasion

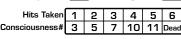
#### Weapons & Equipment Inventory (hexes)

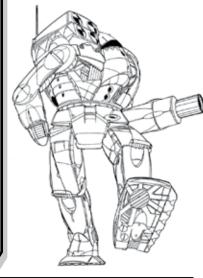
<b>U</b> ULY	туре	LOC	Пι	Ding	IVIIII	SIIL	ivieu	Lng
2	Medium Laser	RT	3	5 [DE]	_	3	6	9
2	Medium Laser	LT	3	5 [DE]	_	3	6	9
2	LRM 5	RA	2	1/Msl.	6	7	14	21
				[M,C,S]				

Large Laser LA 8 8 [DE] 5 10 15

# **WARRIOR DATA**

Name: Gunnery Skill: Piloting Skill:





#### Left Torso Right Torso (18)000 0 0 0 000 0 0 0 Ō 00 0 0 000 0 0 0 0 0 000 Ô 00 0 Ô 0 0 0 0 0 0 0 0 O 0 0 0 0 0 0 0 0 0 0 0 0 0 Center 00 Left Arm Right Arm 0 Torso 0 (18) 0 0 0 0 0 0 0 0 0 0 0 0 0 Left. 0 Right Leg (19) 0 Leg (19) Center 0 0 0 Torso 0 Rear (6) 0 0 0 0 $\bigcirc$ 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear (5) (5)

**ARMOR DIAGRAM** 

Head (9)

**BV**: 1,280

# CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder Upper Arm Actuator
- Lower Arm Actuator
- 1-3 3. Lower Arm A
- Large Laser 5
  - Roll Again
  - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
- Roll Again
  - Roll Again
    - Roll Again

## Left Torso

- Heat Sink
- Medium Laser 2.
- Medium Laser
- 1-3 3. Roll Again
  - Roll Again
  - Roll Again 6.
  - 1 Roll Again
  - 2. Roll Again
- Roll Again 4-6 Roll Again
  - 5. Roll Again

  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

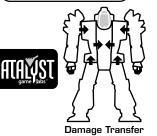
- 1. Fusion Engine
- Fusion Engine 2.
- **Fusion Engine**
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6.

  - Gyro
  - Gyro

  - Fusion Engine Fusion Engine
- 4-6 4. Fusion Engine
  - - Heat Sink
    - Roll Again

# Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. LRM 5
  - 5. LRM 5
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4-6 4. Roll Again
  - 5. Roll Again
  - Roll Again

#### Right Torso

- 1. Heat Sink 2.
- Medium Laser
- 1-3 3. Medium Laser 4. Ammo (LRM 5) 24
- Roll Again
  - 6. Roll Again

  - 1. Roll Again Roll Again
- Roll Again
- 4-6 Roll Again

  - 5. Roll Again 6. Roll Again

# Right Leg

- Foot Actuator
- 5. Roll Again

#### Left Torso (13) Right Torso (13) 000 000

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

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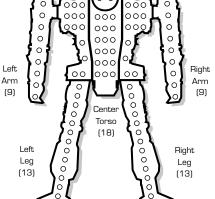
17

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# DATA

16 15\* Heat Sinks: Heat 14 Level\* Effects 13 Shutdown 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 18 6 +3 Modifier to Fire 5\* 15 -3 Movement Points 4 Shutdown, avoid on 4+ 14

1. Hip

- Upper Leg Actuator Lower Leg Actuator
- Roll Again 6.
- 10 8 -1 Movement Points

13

+2 Modifier to Fire

+1 Modifier to Fire

-2 Movement Points

#### **'MECH RECORD SHEET**

### 'MECH DATA

Type: LNX-9Q LYNX

Movement Points: Tonnage: 55

Walking: 5 Tech Base: Inner Sphere Running:

Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	Large Laser	RT	8	8 [DE]	_	5	10	15
1	Medium Laser	LT	3	5 [DE]	_	3	6	9
1	ER PPC	RA	15	10 [DE]	_	7	14	23
2	Medium Laser	LA	3	5 [DE]	_	3	6	9

BV: 1,725

## WARRIOR DATA

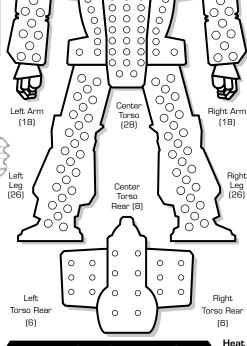
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso (20)

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Scale

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#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Medium Laser
- Medium Laser
- 5 Roll Again
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup> Roll Again
  - Roll Again
    - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 3. Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

  - Double Heat Sink 2. Double Heat Sink
  - Double Heat Sink
- 4-6 3.
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro
  - Gyro

  - XL Fusion Engine XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - - 5. Jump Jet
    - Medium Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator 1-3 4. ER PPC
  - - ER PPC 5.
    - ER PPC 6.
    - Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
  - Roll Again

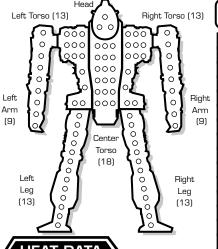
## Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink Double Heat Sink
- 4-6 Large Laser
  - 5. Large Laser Roll Again

# Right Leg

- Foot Actuator

# INTERNAL STRUCTURE DIAGRAM



	AI DAIA	$\overline{}$	15
Heat		Heat Sinks:	14
Level*	Effects	15 (30)	13
30	Shutdown	Double	12
28 26	Ammo Exp. avoid on 8+ Shutdown, avoid on 10+		12
25 25	-5 Movement Points	00	111
24	+4 Modifier to Fire	00	10
23	Ammo Exp. avoid on 6+	ÕÕ	9
22	Shutdown, avoid on 8+	ŎŎ	8,
20	–4 Movement Points	ÕÕ	<del>  7</del>
19	Ammo Exp. avoid on 4+	ŏ	۱
18	Shutdown, avoid on 6+	ŏ	6
17 15	+3 Modifier to Fire -3 Movement Points	ŏ	5
14	Shutdown, avoid on 4+	8	4
13	+2 Modifier to Fire	$\stackrel{\sim}{\sim}$	3
10	-2 Movement Points	$\sim$	1 2
8	+1 Modifier to Fire		بًا
5	<ul><li>–1 Movement Points</li></ul>	J	_ 1

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Jump Jet 5.
- 6. Jump Jet

#### **'MECH RECORD SHEET**

## 'MECH DATA

### Type: BHKU-O BLACK HAWK KU

Movement Points: Tonnage:

Walking: 5 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3 [DE]	_	1	2	3
1	Small Laser	LT	1	3 [DE]	_	1	2	3
3	Medum Laser	RA	3	5 [DE]	_	3	6	9
2	Med. Pulse Laser	RA	4	6 [P]	_	2	4	6
3	Medium Laser	LA	3	5 [DE]	_	3	6	9
2	Med. Pulse Laser	LA	4	6 [P]	_	2	4	6

**BV**: 1,731

# WARRIOR DATA

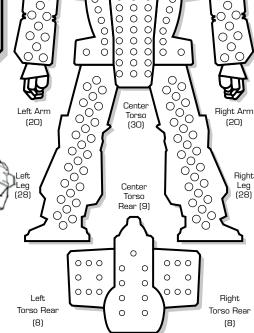
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso (20)

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Heat

Scale

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### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator 1-3
- Medium Pulse Laser
  - Medium Pulse Laser 5
  - 6. Medium Laser
  - Medium Laser
  - 2. Medium Laser
- Roll Again 4-6 3.
  - Roll Again Roll Again
    - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Double Heat Sink
- 4-6 3. Small Laser
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

#### Head

- Life Support
- Sensors
- Cockpit 3. Roll Again 4
- 5. Sensors
- Life Support

#### Center Torso

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

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
- - Jump Jet
  - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 4. Medium Pulse Laser
  - Medium Pulse Laser 5
  - Medium Laser
  - Medium Laser
    - 2. Medium Laser
- 3. Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again

  - Roll Again

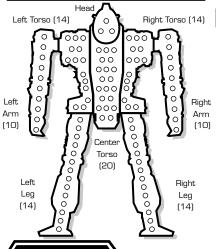
#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink
- Double Heat Sink
  - Double Heat Sink
- Double Heat Sink Double Heat Sink
- 3. Double Heat Sink
- 4-6 Small Laser
- 5. Roll Again
  - Roll Again

- 1. Hip

- Foot Actuator
- Jump Jet 5.

# INTERNAL STRUCTURE DIAGRAM



# EAT DATA

	AI DAIA	$\overline{}$	15
Heat		Heat Sinks:	14
Level*	Effects	16 (32)	13
30	Shutdown	Double	10
28	Ammo Exp. avoid on 8+		عنا
26	Shutdown, avoid on 10+		11
25	-5 Movement Points		10
24	+4 Modifier to Fire		9
23 22	Ammo Exp. avoid on 6+ Shutdown, avoid on 8+		_
20	-4 Movement Points		8
19	Ammo Exp. avoid on 4+	QQ I	7
18	Shutdown, avoid on 6+	OO I	6
17	+3 Modifier to Fire		5
15	-3 Movement Points	000	_
14	Shutdown, avoid on 4+	Ŏ.	4
13	+2 Modifier to Fire	Ŏ.	3
10	–2 Movement Points	~ I	1 2
8	+1 Modifier to Fire		جَاا
5	-1 Movement Points		1

# Right Leg

- Upper Leg Actuator Lower Leg Actuator
- 6. Jump Jet

#### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: MLN-1A MERLIN

Movement Points: Tonnage: 60

Walking: 4 Tech Base: Inner Sphere (Intro) Running: 6 Succession Jumping: Wars

Weapons 8	& Equipment li	nvento	ry	(hexes)
Oty Type	Loc Ht	Dma	Min	Sht Med

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl.	6	7	14	21
				[M,C,S]				
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Flamer	LT	3	2	_	1	2	3
				[DE,H,AI]				
1	Machine Gun	LT	0	2 [DE,AI]	_	1	2	3
1	Medium Laser	RA	3	5 [DE]	_	3	6	9
1	Medium Laser	LA	3	5 [DE]	_	3	6	9

**BV**: 1,217

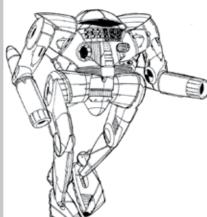
# **WARRIOR DATA**

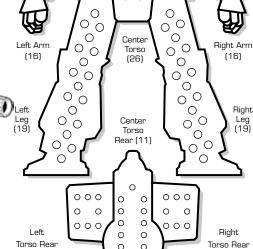
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso (18)

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Heat

Scale

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(8)

# CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. Medium Laser
  - 5 Roll Again
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
- Roll Again
  - Roll Again
    - Roll Again

#### Left Torso

- Heat Sink
- Heat Sink 2.
- Heat Sink
- 1-3 3. Heat Sink
  - Heat Sink
  - 6. Flamer
  - 1 Machine Gun
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
  - 5. Roll Again
  - Roll Again

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5.
- Jump Jet Jump Jet 6.

#### Head

- Life Support
- Sensors Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

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

  - **Fusion Engine** 3. Fusion Engine
- 4-6 Fusion Engine 4.

  - Ammo (LRM 5) 24
  - Ammo (Machine Gun) 100 1-3 3.

Engine Hits OOO

Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

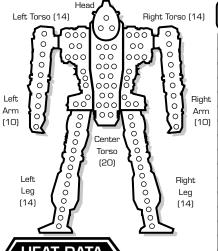
# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4. Medium Laser
  - - 5. Roll Again
    - Roll Again
    - Roll Again
  - 2. Roll Again
- 3. Roll Again
- **4-6** 4. Roll Again
  - 5. Roll Again
  - Roll Again

- Right Torso Heat Sink
- 2. Heat Sink
- Heat Sink
- Heat Sink
- 5. **PPC** PPC
- 6.
- 1. PPC
- 2. LRM 5 Roll Again
- Roll Again
- 5. Roll Again
- 6. Roll Again

- Foot Actuator
- Jump Jet 5.
- 6. Jump Jet

# INTERNAL STRUCTURE DIAGRAM



	AI DAIA	$\overline{}$	15
Heat		Heat Sinks:	14
Level*	Effects	18	13
30	Shutdown	Single	12
28 26	Ammo Exp. avoid on 8+ Shutdown, avoid on 10-		11
25	-5 Movement Points		
24	+4 Modifier to Fire	00	10
23	Ammo Exp. avoid on 6+	00	9
22	Shutdown, avoid on 8+	00	8*
20	-4 Movement Points	00	7
19 18	Ammo Exp. avoid on 4+ Shutdown, avoid on 6+	00	6
17	+3 Modifier to Fire	00	5*
15	-3 Movement Points	00	_
14	Shutdown, avoid on 4+	0	4
13	+2 Modifier to Fire	Ŏ	3
10	-2 Movement Points		2
8 5	+1 Modifier to Fire -1 Movement Points		1
Ü	- i iviovernent Politis		

- Right Leg 1. Hip
- Upper Leg Actuator Lower Leg Actuator

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#### **'MECH RECORD SHEET**

### 'MECH DATA

Type: THRESHER

Movement Points: Tonnage: 60 Walking: Tech Base: Clan

Running: 8 [10] Succession Jumping: Wars

Weapons &	Equipment I	nventor	У	(hexes)
Qty Type	Loc Ht	Dmg	Min	Sht Med Lng

1	Ultra AC/10	RT	3	10/Sht.	_	6	12	18
				[DB,R,C]				
1	ER Medium Laser	LT	5	7 [DE]	_	5	10	15
1	Med. Pulse Laser	RA	4	7 [P]	_	4	8	12
1	SRM 6	RA	4	2/Msl.	_	3	6	9
				[M,C,S]				
1	Med. Pulse Laser	LA	4	7 [P]	_	4	8	12

2/Msl.

[M,C,S]

**BV**: 2,314

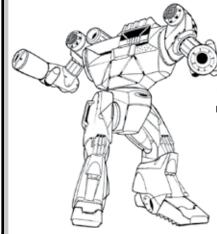
SRM 6

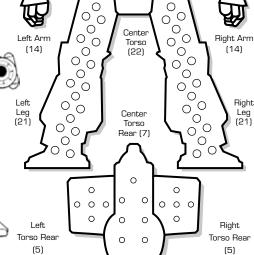
# **WARRIOR DATA**

Name:

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

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





**ARMOR DIAGRAM** 

Head (9)

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Heat

Scale

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Left Torso

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## CRITICAL HIT TABLE

#### Left Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- SRM 6
  - Medium Pulse Laser 5
  - Ammo (SRM 6) 15 6.
  - Endo Steel
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink 1-3 3.
- Double Heat Sink
  - ER Medium Laser
  - **MASC** 6.
  - MASC 1
  - Endo Steel
- Endo Steel 4-6
- Roll Again
  - 5. Roll Again
  - Roll Again

#### Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

#### Head

Life Support

3 6

- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro

  - 1. Gyro

  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Jump Jet

  - Endo Steel

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



# Right Arm (CASE)

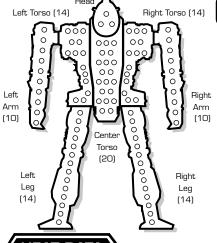
- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4. SRM 6
- - Medium Pulse Laser 5
  - 6. Ammo (SRM 6) 15
  - Endo Steel
  - 2. Roll Again
- 3. Roll Again 4-6 3.
  - Roll Again
    - 5. Roll Again
    - Roll Again

#### Right Torso (CASE)

- 1. XL Fusion Engine
- XL Fusion Engine
- Ultra AC/10
- 1-3 3. Ultra AC/10
  - Ultra AC/10
    - Ultra AC/10 6.
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Endo Steel 4-6
  - Endo Steel
  - 5. Roll Again
  - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet Jump Jet 6.



INTERNAL STRUCTURE DIAGRAM

# DATA

Heat Sinks: Heat Level\* Effects 13 (26) 30 Shutdown Double Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 4+

Shutdown, avoid on 6+

- +3 Modifier to Fire -3 Movement Points 15
- 14 +2 Modifier to Fire 13

18

- 10 8
  - +1 Modifier to Fire

### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: CAULDRON-BORN PRIME

Movement Points: Tonnage: Walking: 5 Tech Base: Clan

Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Dmg Min Sht Med Lng Qty Type Loc Ht

SRM 2 2/Msl. 6 3 [M,C,S] ER Medium Laser LT 5 7 [DF] 5 10 15

LRM 10 LT 4 1/Msl. 14 21 [M,C,S]

Gauss Rifle RA 1 15 [DB,X] 2 7 15 22 LB 5-X AC 15 24 ΙΔ 1 5 3 8

[DB,C/F/S]

**BV**: 1,952

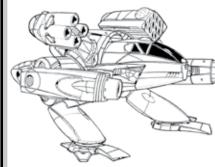
# **WARRIOR DATA**

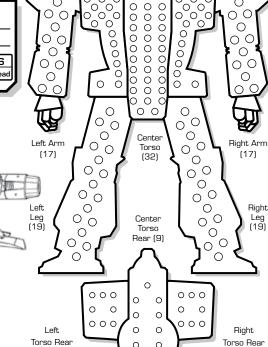
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

Right Torso (22)

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Left Torso

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#### CRITICAL HIT TABLE

#### Left Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- LB 5-X AC 1-3 <sub>4.</sub> LB 5-X AC
  - LB 5-X AC 5
    - 6. LB 5-X AC
    - Ammo (LB 5-X) 20
    - Ammo (LB-5X Cluster) 20

Left Torso (CASE)

XL Fusion Engine

XL Fusion Engine

**ER Medium Laser** 

Ammo (LRM 10) 12

Ammo (LRM 10) 12

**LRM 10** 

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Left Leg

Ferro-Fibrous

- Ferro-Fibrous 4-6 3.
- Ferro-Fibrous
  - Roll Again
  - Roll Again

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1

2.

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4-6

1-3 3.

## Head

- Life Support Sensors
- Cockpit 3.
- Ferro-Fibrous Sensors
- Life Support

#### Center Torso

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

  - XL Fusion Engine XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Endo Steel
  - Ferro-Fibrous

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O

Damage Transfer

Diagram

- 1. Hip

- 5. 6.

### Right Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle 5
  - 6. Gauss Rifle
  - Gauss Rifle
  - 2. Gauss Rifle
- Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
  - 5. Roll Again
    - Roll Again

#### Right Torso (CASE)

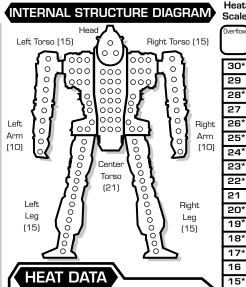
- 1. XL Fusion Engine XL Fusion Engine
- 1-3 3. SRM 2 4. Ammo (SRM 2) 50

  - Ammo (Gauss) 8 Ammo (Gauss) 8

  - 1. Endo Steel
  - 2. Roll Again
- Roll Again
  - Roll Again
    - 5. Roll Again
  - Roll Again

# Right Leg

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



8

15\* Heat Sinks: Heat 14 Effects 13 (26) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 7 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

- **Upper Leg Actuator** Lower Leg Actuator
  - Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

### **'MECH RECORD SHEET**

#### 'MECH DATA

#### Type: CTS-6Y CESTUS

Movement Points: Tonnage: 65

Walking: Tech Base: Inner Sphere Running: Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Large Laser	RA	8	8 [DE]	_	5	10	15
1	Medium Laser	RA	3	5 [DE]	_	3	6	9
1	Large Laser	LA	8	8 [DE]	_	5	10	15
1	Medium Laser	LA	3	5 [DE]	_	3	6	9

**BV**: 1,701

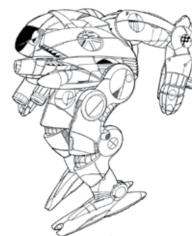
# **WARRIOR DATA**

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### 000000000 ,0000 0000 20000 000000 O $\bigcirc$ O: Ô 0 O 0 $\bigcirc$ 0 Ô 0 0 0 0 0 0 , O 00 000 90 000 Center Left Arm Right Arm 000 Torso (20)(20) 00 00 Ō Left. Right Leg (30) Leg (30) Center Ó. Torso Po Rear (10) 000 000 0 0 0 0 0 0 0 000 000 0 Left. 0 Right Torso Rear Torso Rear (8) (8)

**ARMOR DIAGRAM** 

Head (9)

Right Torso (22)

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Heat

Scale

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Left Torso

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### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **Hand Actuator**
- 5 Large Laser
  - 6. Large Laser
  - Medium Laser
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
  - Roll Again
  - Roll Again

## Left Torso

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

  - Double Heat Sink
  - 2. Double Heat Sink
- 4-6 3. Double Heat Sink
  - Roll Again
    - 5. Roll Again
    - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

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

  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Ammo (Gauss) 8
  - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O

Damage Transfer

Diagram

#### Right Arm 1. Shoulder

- **Upper Arm Actuator**
- 1-3 <sub>4.</sub> Lower Arm Actuator **Hand Actuator** 
  - 5 Large Laser

    - Large Laser
  - Medium Laser
  - 2. Roll Again
- 3. Roll Again 4-6 3.
- Roll Again 5.
  - Roll Again
  - Roll Again

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Gauss Rifle Gauss Rifle
  - Gauss Rifle 6.

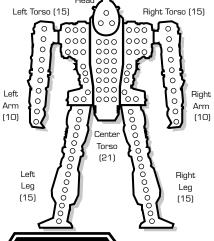
  - 1 Gauss Rifle
  - Gauss Rifle
- Gauss Rifle 4-6 Gauss Rifle
  - 5. Ammo (Gauss) 8 Ammo (Gauss) 8

# Right Leg

- 1. Hip

- Foot Actuator
- 5. Roll Again

INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA

15\* Heat Sinks: Heat 14 Level\* Effects 12 (24) 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 7 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 8 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

- Upper Leg Actuator Lower Leg Actuator
- 6. Roll Again
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#### **'MECH RECORD SHEET**

### 'MECH DATA

### Type: CROSSBOW PRIME

Movement Points: Tonnage: 65 Tech Base: Clan Walking: 5 Running: Succession

Jumping: Wars

#### Weapons & Equipment Inventory (hexes)

Dmg Min Sht Med Lng Qty Type Loc Ht LRM 20 1/Msl. 14 21 w/Artemis IV FCS [M,C,S] 1 RM 20 LA 6 1/Msl. 14 21 w/Artemis IV FCS [M,C,S]

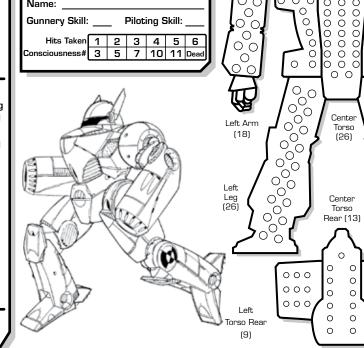
**BV**: 1,829

# **WARRIOR DATA**

Name:

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

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



Right Arm (CASE)

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

**LRM 20** 

LRM 20

LRM 20

LRM 20

Roll Again

Roll Again

1. Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Roll Again

Roll Again

Artemis IV FCS

Right Torso

3. Ammo (LRM 20 Artemis) 6

Ammo (LRM 20 Artemis) 6

1-3 <sub>4.</sub>

4-6 4.

5

6.

5.

2.

6.

1.

5.

1-3 3. Roll Again 4. Roll Again

## CRITICAL HIT TABLE

#### Left Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- **LRM 20** 
  - LRM 20 5
  - 6. LRM 20
  - LRM 20
  - Artemis IV FCS
- Ammo (LRM 20 Artemis) 6 4-6 3. Ammo (LRM 20 Artemis) 6 1-3

Left Torso

Roll Again

- Roll Again
- Roll Again

## Head

- Life Support
- Sensors
- Cockpit 3. Roll Again 4
- 5. Sensors
- Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine
- **Fusion Engine**
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- **Fusion Engine** 4-6
- 4. Fusion Engine
  - Roll Again
  - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

- 1. Hip
- Foot Actuator

# INTERNAL STRUCTURE DIAGRAM

**ARMOR DIAGRAM** 

Head (9)

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Right Torso (19)

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Right Arm

(18)

Right

Leg (26)

Right

Torso Rear

(9)

Heat

Scale

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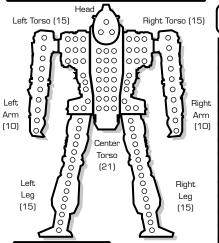
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FIE	AT DATA		15'
Heat		Heat Sinks:	14'
Level*	Effects	10 (20)	13'
30 28	Shutdown Ammo Exp. avoid on 8+	Double	12
26	Shutdown, avoid on 104		11
25	-5 Movement Points		10,
24	+4 Modifier to Fire		9
23 22	Ammo Exp. avoid on 6+ Shutdown, avoid on 8+	$\qquad egin{array}{cccccccccccccccccccccccccccccccccccc$	8*
50	-4 Movement Points	$\qquad egin{array}{cccccccccccccccccccccccccccccccccccc$	8"
19	Ammo Exp. avoid on 4+	$\qquad eta \qquad lacksquare$	<u> </u>
18	Shutdown, avoid on 6+	$\stackrel{\sim}{\sim}$	6
17 15	+3 Modifier to Fire -3 Movement Points	S I	5*
14	Shutdown, avoid on 4+	000000000	4
13	+2 Modifier to Fire	ŏ	3
10	-2 Movement Points	· ·	2
8 5	+1 Modifier to Fire -1 Movement Points	- 1	1
	I IVIOVOITICITO I UITIG	,	

#### Roll Again Roll Again Roll Again

1-3 3.

2.

- Roll Again
- Roll Again 6.
- 1 Roll Again
- 2. Roll Again Roll Again
- 4-6 Roll Again
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

# Right Leg

- Upper Leg Actuator Lower Leg Actuator

- 5. Roll Again
- 6. Roll Again

### **'MECH RECORD SHEET**

### 'MECH DATA

## Type: AV1-O AVATAR

Movement Points: Tonnage: 70

Walking: Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

Machine Gun

#### Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Lng Qty Type

Medium Laser 5 [DE] 3 6 CT 3 9 LRM 10 1/Msl. 6 14 21 w/Artemis IV FCS [M,C,S]Machine Gun RT O 2 [DB,AI] 2 3 LRM 10 LT 4 1/Msl. 14 21 w/Artemis IV FCS [M.C.S] LT O 2 [DB.AI] 2 3

LB 10-X AC RA 2 10 [DB,C/F/S]

Med. Pulse Laser LA 4 6 [P] 4 R

**BV**: 1,395

## WARRIOR DATA

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



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**ARMOR DIAGRAM** 

Head (9)

Right Torso (22)

(8)

Heat

30,

29

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27

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25

24

23

22

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18\*

17

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15\*

14

13

12

11

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9

8\*

7

6

5\*

4

3

2

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Left Torso

#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- Medium Pulse Laser
- 5 Medium Pulse Laser
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again
- Roll Again
- 4-6 3. Roll Again
  - Roll Again
    - Roll Again

## Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 3.
- [LRM 10
  - LRM 10
  - Artemis IV FCS
  - 1 Machine Gun
  - Ammo (LRM 10 Artemis) 12
- Ammo (LRM 10 Artemis) 12 4-6
- Ammo (LRM 10 Artemis) 12
  - 5. CASE
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- 4 Roll Again
- 5. Sensors Life Support

#### Center Torso

12 18

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

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - Medium Laser
  - Medium Laser

# Engine Hits OOO

Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

## Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. LB 10-X AC
  - LB 10-X AC
    - LB 10-X AC 5
    - LB 10-X AC 6.
  - LB 10-X AC 2. LB 10-X AC
- Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again

  - Roll Again

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3. XL Fusion
  - LRM 10
  - Artemis IV FCS 6.

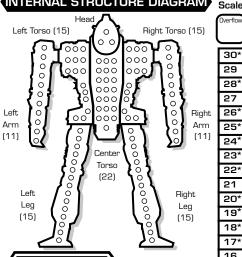
  - 1 Machine Gun
  - Ammo (Machine Gun) 200
- Ammo (LB 10-X) 10 4-6 Ammo (LB 10-X Cluster) 10
  - CASE
  - 5.
  - Roll Again

- 1. Hip

- Roll Again 6.

# INTERNAL STRUCTURE DIAGRAM

(8)



#### HEAT DATA

8

+1 Modifier to Fire

-1 Movement Points

Heat Sinks: Heat Effects 10 (20) Level\* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 0000000000 -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 -2 Movement Points

# Right Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again

### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: EXC-B2 EXCALIBUR

Movement Points: Tonnage: 70

Walking: 5 Tech Base: Inner Sphere

Running: Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	1 [DB,PD]	_	0	0	0
1	LRM 20	LT	6	1/Msl.	6	7	14	21
	w/Artemis IV FCS	i		[M,C,S]				
	O D:0			4- 100 10	_	_		

Gauss Rifle RA 1 15 [DB,X] 2 15 22

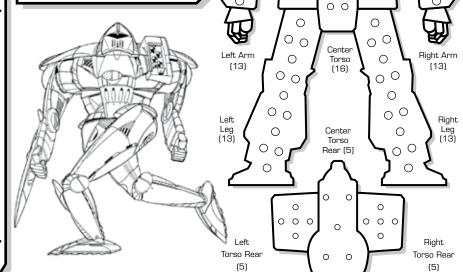
BV: 1,533

# **WARRIOR DATA**

Name:

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

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



#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **Hand Actuator**
- 5 Roll Again
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

#### Sensors

- Cockpit
- Roll Again 4
- 5. Sensors
- Life Support
- XL Fusion Engine
- 5. Gyro

# Left Torso

- XL Fusion Engine
- XL Fusion Engine 2. XL Fusion Engine
- 1-3 3. [LRM 20
  - LRM 20
    - LRM 20 6.
    - 1 LRM 20
    - 2. LRM 20
- Artemis IV FCS
- 4-6 Ammo (LRM 20 Artemis) 6
  - 5. Ammo (LRM 20 Artemis) 6
  - 6. CASE

- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- 3.

#### Center Torso

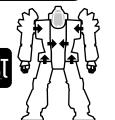
- 1. XL Fusion Engine
- 2.
- XL Fusion Engine
- 1-3 3. Gyro

  - 6.
  - Gyro
  - Gyro

  - XL Fusion Engine XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - AMS
  - Ammo (AMS) 12

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Damage Transfer

Diagram

## Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- Gauss Rifle
  - Gauss Rifle 5
  - 6. Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle 4-6 3. Gauss Rifle
  - 5. Roll Again
    - Roll Again

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Ammo (Gauss) 8
  - Ammo (Gauss) 8 5.
  - 6. CASE
  - 1. Roll Again
- 2. Roll Again
- Roll Again
  - Roll Again
  - 5. Roll Again Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator 5. Roll Again
- 6. Roll Again

# INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

Head (9)

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Right Torso [14]

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 $\Box$ 

Heat

Scale

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Left Torso

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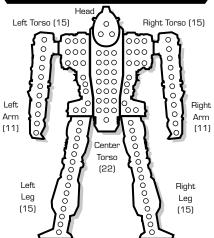
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#### HEAT DATA

15\* Heat Sinks: Heat 14 Level\* Effects 13 Shutdown Single 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 7 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 8 -2 Movement Points 2 +1 Modifier to Fire

-1 Movement Points

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator

### **'MECH RECORD SHEET**

14

### 'MECH DATA

Type: GRIZZLY

LRM 10

1

Movement Points: Tonnage: 70 Tech Base: Clan Walking:

Running: Succession Jumping: Wars

Weapons	& Equipment I	Invento	ry	(hexes)
Qtv Type	Loc Ht	Dma	Min	Sht Med

ΙT

1/Msl. [M,C,S]Gauss Rifle RA 1 15 [DB,X] 2 7 15 22 Large Pulse Laser LA 10 10 [P] 6 14 20

Med. Pulse Laser LA 4 7 [P] 4 8 12

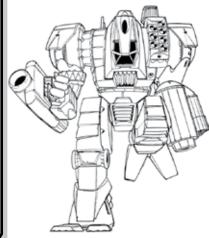
Small Pulse Laser LA 2 3 [P] 4 6

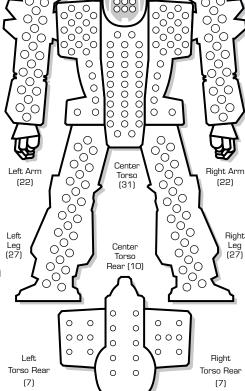
# **WARRIOR DATA**

Name:

Gunnery Skill: Piloting Skill:

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





**ARMOR DIAGRAM** 

Head (9)

Right Torso (23)

Left Torso

BV: 2,219

#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- Large Pulse Laser
  - Large Pulse Laser
    - Medium Pulse Laser
    - Small Pulse Laser
  - Endo Steel
- Endo Steel
- 4-6 3. Roll Again
  - Roll Again Roll Again

#### Left Torso (CASE)

- LRM 10
- Ammo (LRM 10) 12 2.
- 1-3 3. Roll Again
  - Roll Again
  - Roll Again
  - Roll Again 6.
  - 1 Roll Again
  - 2. Roll Again
- Roll Again 4-6 Roll Again
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

#### Head

- 1. Life Support
- Sensors Cockpit 3.
- Endo Steel 4
- Sensors
- Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine 2. **Fusion Engine**
- 1-3 3. Gyro
  - 5.
    - Gyro
    - 6. Gyro

    - Gyro 1.
    - Fusion Engine
  - Fusion Engine
- 4-6 4. Fusion Engine
  - - Endo Steel
    - 6. Endo Steel

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



# Right Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  - **Hand Actuator** 
    - Gauss Rifle 5
    - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 4-6 4. Gauss Rifle
  - 5. Ammo (Gauss) 8
    - Ammo (Gauss) 8

#### Right Torso

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

  - 5. Roll Again 6. Roll Again

- 1. Hip

- Foot Actuator

## INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

29

28

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26

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22

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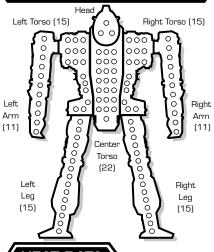
19

18\*

17

16

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# DATA

15\* Heat Sinks: Heat 14 Level\* Effects 11 (22) 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* -4 Movement Points 20 7 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 8 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

Right Leg

- Upper Leg Actuator Lower Leg Actuator
- 5. Jump Jet
- Jump Jet 6.

#### **'MECH RECORD SHEET**

## 'MECH DATA

### Type: ST-8A SHOOTIST

Movement Points: Tonnage: 70

Walking: Tech Base: Inner Sphere Running: Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

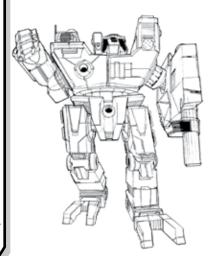
Qty	Туре	Loc	Ηt	Dmg	Mın	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	Med. Pulse Laser	CT	4	6 [P]	_	2	4	6
1	ER Large Laser	RT	12	8 [DE]	_	7	14	19
1	Med. Pulse Laser	RA	4	6 [P]	_	2	4	6
1	Autocannon/20	LA	7	20 [DB,S]	_	3	6	9

# **WARRIOR DATA**

Name:

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

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



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**ARMOR DIAGRAM** 

Head (9)

Right Torso (24)

(5)

Heat

Scale

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24\*

23

22

21

20

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18\*

17

16

Left Torso

**BV**: 1,507

### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Autocannon/20
- 1-3 Autocannon/20
  - Autocannon/20 5
    - 6. Autocannon/20
    - Autocannon/20
    - 2. Autocannon/20
- Autocannon/20 3. 4-6
- 4. Autocannon/20 Autocannon/20
  - Autocannon/20

## Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink 1-3 3.
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Ammo (AC/20) 5 1
  - 2. Ammo (AC/20) 5
- CASE 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous Roll Again

4.

# Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Small Laser
- Sensors Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine 2.
- 1-3 3. **Fusion Engine**
- Gyro
  - 5. Gyro
  - 6 Gyro

  - Gyro

  - **Fusion Engine Fusion Engine**
  - 4.
    - Fusion Engine
    - Medium Pulse Laser
    - Ferro-Fibrous

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
  - Medium Pulse Laser 5
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous 3. Roll Again
- 4-6 3. Roll Again
  - 5.
  - Roll Again
  - Roll Again

#### Right Torso

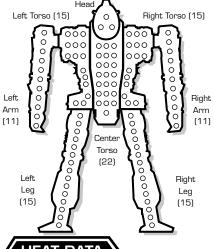
- 1. ER Large Laser 2. ER Large Laser
- 1-3 3. Ferro-Fibrous Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous 6.
  - 1. Roll Again
- 2. Roll Again Roll Again
- Roll Again
  - 5. Roll Again
  - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Ferro-Fibrous Ferro-Fibrous 6.

# INTERNAL STRUCTURE DIAGRAM

(5)



	AT DATA		1 E *
-			13
Heat		Heat Sinks:	14*
Level*		13 (26)	13*
30	Shutdown	Double	12
28	Ammo Exp. avoid on 8+		ᄕ
26	Shutdown, avoid on 10-		11
25 24	<ul><li>–5 Movement Points</li><li>+4 Modifier to Fire</li></ul>	88 I	10*
23	Ammo Exp. avoid on 6+	XX I	9
55	Shutdown, avoid on 8+	_ X _	8*
50	-4 Movement Points	$\simeq$	_ 8"
19	Ammo Exp. avoid on 4+	Ŏ.	7
18	Shutdown, avoid on 6+	0000	6
17	+3 Modifier to Fire	Q I	5*
15	-3 Movement Points		<u> </u>
14	Shutdown, avoid on 4+		4
13	+2 Modifier to Fire	Ŏ	3
10	-2 Movement Points	-	2
8	+1 Modifier to Fire		1
5	<ul><li>–1 Movement Points</li></ul>	J	<u> </u>

#### **'MECH RECORD SHEET**

## 'MECH DATA

### Type: DGR-3F DRAGON FIRE

Movement Points: Tonnage: 75

Walking: Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Qty Type Loc Ht Dmg Min Sht Med Lng

1	Med. Pulse Laser	HD	4	6 [P]	_	2	4	6
1	Large Laser	CT	8	8 [DE]	_	5	10	15
1	Guardian ECM	LT	_	[E]	_	_	_	6
	Cuito							

Med. Pulse Laser RA 4 6 [P] 2 4 6 LB 10-X AC RA 2 10 6 12 18

IDB C/F/SI Gauss Rifle 1 15 [DB,X] 2 7 15 22

**BV**: 1,855

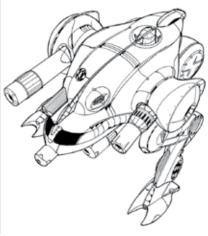
# WARRIOR DATA

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### Ò $\bigcirc$ 0 0 0 0 <u>ه</u> $\cap$ 0 00 00 00 000 Center Left Arm Right Arm Torso (24)00 90 00,0 O, Left. Right Leg (32) Leg (32) Center Torso Rear (8) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left. Right Torso Rear Torso Rear 0 (6) (6)

**ARMOR DIAGRAM** 

Head (9)

Right, Torso (26)

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Heat

Scale

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Left Torso

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### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Gauss Rifle 1-3
- Gauss Rifle
- Gauss Rifle 5
  - 6. Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- Gauss Rifle 4-6 3. Endo Steel
- Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- 1-3 3. XL Fusion Engine
- Medium Pulse Laser
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
  - Guardian ECM Suite
  - Guardian ECM Suite
  - Endo Steel
- 4-6 Endo Steel

  - 5. Endo Steel
  - Endo Steel

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Medium Pulse Laser
- 5. Sensors
- Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine Gyro
- 1-3 <sub>4.</sub>
  - 5. Gyro
  - 6 Gyro

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Large Laser
    - Large Laser

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> **LB 10-X AC** 
  - LB 10-X AC
    - LB 10-X AC 5
    - LB 10-X AC 6.
  - LB 10-X AC
  - 2. LB 10-X AC
- Endo Steel 4-6 3. 3.
- Endo Steel
  - 5. Roll Again
  - Roll Again

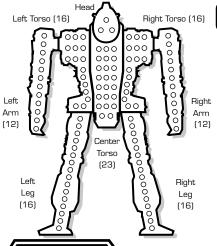
#### Right Torso

- 1. XL Fusion Engine 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Ammo (LB 10-X) 10
  - Ammo (LB 10-X Cluster) 10
  - CASE 6.
  - 1 Endo Steel
  - 2. Endo Steel
- Endo Steel 4-6
  - Endo Steel
    - 5. Endo Steel Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Endo Steel
- Roll Again 6.

INTERNAL STRUCTURE DIAGRAM



# HEAT

16 DATA 15\* Heat Sinks: Heat 14 Effects 10 (20) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 25 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* 20 -4 Movement Points 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 3

- +2 Modifier to Fire 13 10 -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points

#### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: MTR-5K MAELSTROM

Movement Points: Tonnage: 75

Walking: 5 Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Uty	Type	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	HD	4	6 [P]	_	2	4	6
1	Med. Pulse Laser	CT	4	6 [P]	_	2	4	6
1	Small Laser	CT	1	3 [DE]	_	1	2	3
1	TAG	RT	0	0 [S]	_	5	10	15
1	ER PPC	RA	15	10 [DE]	_	7	14	23
1	ER Large Laser	LA	12	8 [DE]	_	7	14	19

**BV**: 1,694

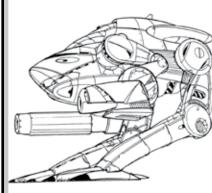
# **WARRIOR DATA**

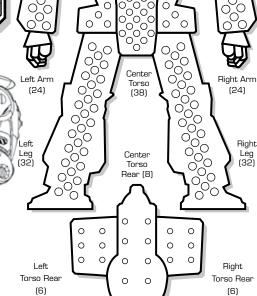
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





ARMOR DIAGRAM

Head (9)

Right Torso (26)

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Heat

Scale

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Left Torso

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### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- ER Large Laser
- 5 ER Large Laser
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - 2. Double Heat Sink
- 4-6 3. Double Heat Sink
  - Roll Again 5. Roll Again
    - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Medium Pulse Laser 4
- 5. Sensors
- Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
  - 4. XL Fusion Engine
    - Medium Pulse Laser
    - Small Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4. ER PPC
  - - ER PPC 5
    - ER PPC 6.

    - Roll Again 2. Roll Again
  - 3. Roll Again
- **4-6** 4. Roll Again
  - 5. Roll Again
  - Roll Again

#### Right Torso

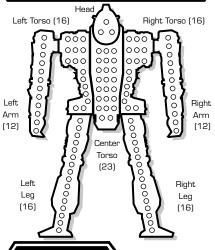
- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink

  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Double Heat Sink 3. Double Heat Sink
- 4-6 4. TAG
  - 5. Roll Again
    - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

# INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA

Heat Sinks: Heat Effects 19 (38) Level\* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ 18

- Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points 15 Shutdown, avoid on 4+ 14
- +2 Modifier to Fire 13 -2 Movement Points
- 10 8 +1 Modifier to Fire
- -1 Movement Points

### **'MECH RECORD SHEET**

### 'MECH DATA

### Type: NIGHT GYR PRIME

Movement Points: Tonnage: 75 Walking: Tech Base: Clan

Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Mın	Sht	Med	Lng
1	Med. Pulse Laser	HD	4	7 [P]	_	4	8	12
1	Med. Pulse Laser	RT	4	7 [P]	_	4	8	12
1	Med. Pulse Laser	LT	4	7 [P]	_	4	8	12
1	Ultra AC/10	RA	3	10/Sht.	_	6	12	18
				[DB,R,C]				

LA 15 15 [DE] — 7 14 23

BV: 2,830

2 ER PPC

# **WARRIOR DATA**

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### (22) 000 0 O. Ó 0 0 00 O Ô ŏ ŏ o` Ō o 0 0 O` OO 1001 00 Center 0 Left Arm Right Arm Torso 000 (24)00 (33) 000 0,0,0 00 Ŏ. Left. Right Leg (28) O Center 00 (28) 0 Torso Ō Rear (10) 000 000 0 0 0 0 ō ō 0 0 0 000 000 0 Left: 0 Right Torso Rear Torso Rear

**ARMOR DIAGRAM** 

Head (9)

Left Torso

Right Torso

(10)

Heat

Scale

30,

29

28

27

26

25

24

23

22

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18\*

17

7

6

5\*

1

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## CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Double Heat Sink 1-3
- Double Heat Sink
  - Double Heat Sink
  - 6. Double Heat Sink
  - ER PPC
  - 2. ER PPC ER PPC
- 4-6 3.
- LER PPC
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Torso

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

  - 1 Medium Pulse Laser
  - 2. Endo Steel Endo Steel
- 4-6 Endo Steel

  - 5. Endo Steel
  - Endo Steel

#### Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Jump Jet 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sup>3.</sup>
- - Gyro 5. Gyro
  - 6 Gyro

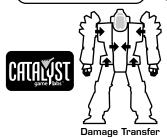
  - Gyro
  - XL Fusion Engine
  - 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - Double Heat Sink

  - Double Heat Sink

Engine Hits OOO

Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

# Right Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Double Heat Sink
  - Double Heat Sink
    - Ultra AC/10 5
    - Ultra AC/10 6.
  - Ultra AC/10
  - Ultra AC/10
- 3. Ammo (Ultra AC/10) 10
- 4-6 4. Ammo (Ultra AC/10) 10
  - 5. Endo Steel
  - Endo Steel

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- 1-3 3. Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - 1 Medium Pulse Laser
  - Ferro-Fibrous Ferro-Fibrous
- 4-6 Ferro-Fibrous
  - 5. Ferro-Fibrous
  - Ferro-Fibrous

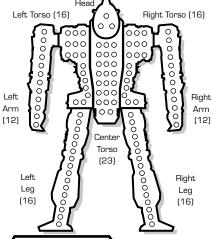
# Right Leg

- 1. Hip

- Foot Actuator

# INTERNAL STRUCTURE DIAGRAM

(10)



16 DATA 15\* Heat Sinks: Heat 14 Effects 20 (40) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 00 8\* 20 -4 Movement Points ŏŏ 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 00 15 4 Shutdown, avoid on 4+ 00 14 +2 Modifier to Fire 3 13 10 -2 Movement Points 2 +1 Modifier to Fire 8 -1 Movement Points

- Upper Leg Actuator Lower Leg Actuator
- Jump Jet 5.
- Jump Jet 6.

### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: OBK-M10 O-BAKEMONO

Movement Points: Tonnage:

Tech Base: Inner Sphere Walking: Running: (Advanced) Jumping: Clan Invasion

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
2	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	Arrow IV	RT/	10	20	_	1	2	8
		RA		[AE,S,F]				
1	Arrow IV	LT/	10	20	_	1	2	8
		LA		[AE,S,F]				

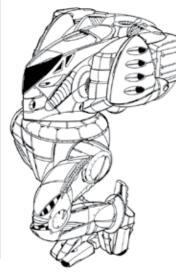
**BV**: 1,659

# **WARRIOR DATA**

Name:

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

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



#### Left Torso Right Torso (25)٥٠٫٥ ്റ ്റ Ó O O. 0 O 0 0 0 0 0 0 000 000 00 0 0,00 Ö $\bigcirc$ O 0,00 Center O Left Arm Right Arm Torso 0 (26)(37)0 0 0,0 0 0 0 0 O 0 $^{\prime}$ O 0 Left. 0 Right Leg (24) 0 Center Leg (24) oo 0 Torso $^{\prime}$ O Ō Rear (10) 0 O 0 0 000 000 0 0 000 000 0 0 000 000 0 Left: 0 Right Torso Rear Torso Rear (9) (9)

**ARMOR DIAGRAM** 

Head (9)

## CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV 1-3 Arrow IV
- Arrow IV 5
- 6. Arrow IV
  - Arrow IV
  - Arrow IV
- Arrow IV
- 4-6 3. Arrow IV
  - Arrow IV

Left Torso

Arrow IV

Arrow IV

Arrow IV

Arrow IV

Arrow IV

XL Fusion Engine

XL Fusion Engine

XL Fusion Engine

6. Arrow IV

1-3 3.

4-6

6.

1

2.

- Life Support
- 3.
- Cockpit
- Sensors Life Support

#### Center Torso

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

  - Gyro
  - XL Fusion Engine

Sensor Hits O O

Ammo (Arrow IV Homing) 5 Ammo (Arrow IV Homing) 5

5. Ammo (Arrow IV) 5

6. CASE

## Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

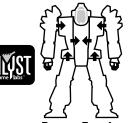
- Sensors
- Small Laser 4
- 5.

- 2.
- XL Fusion Engine
- - 5. Gyro
  - 6 Gyro

  - XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - Medium Laser
  - Medium Laser

Engine Hits OOO Gyro Hits O O

Life Support O



# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 4. Arrow IV
  - Arrow IV
    - 5 Arrow IV
    - 6. Arrow IV
  - Arrow IV
  - 2. Arrow IV
- Arrow IV
- 4-6 4. Arrow IV
  - 5. Arrow IV
    - 6. Arrow IV

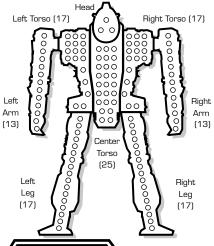
#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine XL Fusion Engine
- 1-3 3. Arrow IV
  - 5. Arrow IV
  - Arrow IV 6.
  - 1 Arrow IV
  - 2. Arrow IV
- Ammo (Arrow IV Homing) 5 4-6 Ammo (Arrow IV) 5
  - 5. Ammo (Arrow IV) 5
  - CASE

# Right Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator

# INTERNAL STRUCTURE DIAGRAM



Heat

Scale

30,

29

28

27

26

25

24

23

22

21

20

19

18\*

17

9

8\*

7

6

5\*

4

3

2

1

0

16 HEAT DATA 15\* Heat Sinks: Heat 14 Level\* Effects 10 (20) 13 30 Shutdown Double 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 0000000000 -5 Movement Points 10\* +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 -2 Movement Points 8 +1 Modifier to Fire -1 Movement Points

Damage Transfer

Diagram

- 1. Hip

- 5. Roll Again
- 6. Roll Again

#### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: SPT-N2 SPARTAN

Movement Points: Tonnage: 80

Walking: 5 Tech Base: Inner Sphere Running: Star League

Jumping:

#### Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Lng Qty Type

Streak SRM 2 2/Msl. 6 3 [M,C,S] AMS RT 1 1 [DB,PD] 0 0 Ω ER PPC LT 15 10 [DE] 7 14 23

TAG LT 0 0 [S] 5 10 15 6 [P] 4 6 Med. Pulse Laser RA 4

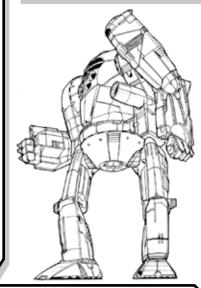
# **WARRIOR DATA**

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### Left Torso Right Torso (26)٥٥٠ 0 0 ്റ 000000000 3000 000000000 ്റ 000000 0 0 0 0 0 0 o` Ô 0 0 0 0 0 0 Ö 0 0 00 Center 0 Left Arm Right Arm 'O Torso 00 0 00 (26)(31)000 O 00 Õ , O Ō Left. Right $\bigcirc$ Leg (26) Leg (26) Center 0 Torso 0 Rear (12) 0 0 O 0 0 000 000 0 0 0 0 0 0 0 0 0 0 000 000 Left: Right 0 0

ARMOR DIAGRAM

Head (9)

**BV**: 1,605

1

#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. **Hand Actuator**
- 5 Roll Again
  - 6. Roll Again
  - Roll Again
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 3. ER PPC
  - ER PPC
  - ER PPC 6.
  - Ammo (Streak SRM 2) 50
  - Ammo (Streak SRM 2) 50
- TAG 4-6
  - 4. Roll Again
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6.
  - Gyro

  - 1. Gyro

  - XL Fusion Engine
  - 3. XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Streak SRM 2
  - Streak SRM 2

# Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator 1-3 4. Hand Actuator
- - Medium Pulse Laser 5
  - 6. Medium Pulse Laser
  - Medium Pulse Laser
- 2. Roll Again
- 3. Roll Again 4-6 3.
- Roll Again
  - 5. Roll Again
  - Roll Again

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2. 1-3 3. XL Fusion Engine 4. AMS
- - Ammo (AMS) 12

  - Ammo (AMS) 12 6. 1.
- Roll Again 2. Roll Again
- Roll Again
- Roll Again
  - 5. Roll Again
  - Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again 6. Roll Again

## INTERNAL STRUCTURE DIAGRAM

Torso Rear

(8)

Heat

Scale

30,

29

28

27

26

25\*

24

23

22

21

20

19

18\*

17

16

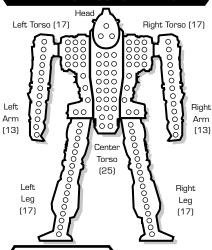
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Torso Rear

(8)



#### HEAT DATA

15\* Heat Sinks: Heat 14 Level\* Effects 13 (26) 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 25 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ 8\* -4 Movement Points 20 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 8 -2 Movement Points 2 +1 Modifier to Fire

-1 Movement Points

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5.

### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: STC-2C STRIKER

Movement Points: 80 Tonnage:

Walking: Tech Base: Inner Sphere

Running: (Intro) Jumping: Star League

#### Weapons & Equipment Inventory (hexes)

uty	туре	LOC	Ηt	שט mg	IVIIN	Snt	iviea	Lng
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
2	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Large Laser	LT	8	8 [DE]	_	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18

**BV**: 1,488

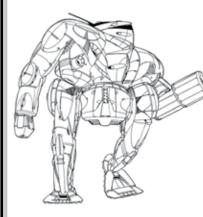
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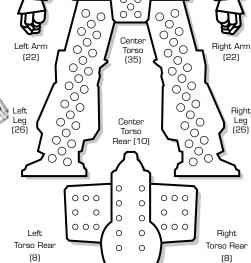
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





**ARMOR DIAGRAM** 

Head (9)

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Right Torso (25)

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Heat

Scale

30,

29

28

27

26

25\*

24\*

23

22

21

20\*

19

18\*

17

Leg

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Left Torso

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### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- Autocannon/5
  - Autocannon/5 6. Autocannon/5
  - Autocannon/5 2. Roll Again
- Roll Again
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

#### Left Torso

- Heat Sink
- Heat Sink 2.
- 1-3 3. Large Laser Large Laser
  - Ammo (AC/5) 20
  - Roll Again 6.

  - 1 Roll Again
  - 2. Roll Again Roll Again
- 4-6 4. Roll Again
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- 4 Medium Laser
- 5. Sensors Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine 2.
- **Fusion Engine**
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro

  - 6. Gyro

  - Gyro
  - **Fusion Engine**
  - **Fusion Engine**
- 4-6 Fusion Engine 4.

  - Medium Laser

# Medium Laser

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O

Damage Transfer

Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3 4. Hand Actuator
  - - 5. Roll Again
    - 6. Roll Again
  - Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4-6 4. Roll Again 5.
  - Roll Again
  - Roll Again

#### Right Torso

- Heat Sink PPC 2.
- PPC
- 1-3 3. PPC PPC
- Roll Again
  - Roll Again 6. 1. Roll Again
- Roll Again
- Roll Again
- Roll Again
- 5. Roll Again
- 6. Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- 6. Roll Again

### Right Torso (17) Left Right Arm Arm (13) (13) Torso (25)Left Right

INTERNAL STRUCTURE DIAGRAM

Leg

[17]

	AT DATA		16
الله	AT DATA	$\overline{}$	15*
Heat		Heat Sinks:	14*
Level*	Effects Shutdown	15 Single	13*
28	Ammo Exp. avoid on 8+	Sirigle	12
26	Shutdown, avoid on 10+		11
25 24	-5 Movement Points +4 Modifier to Fire	ŏŏ I	10*
23	Ammo Exp. avoid on 6+	00	9
20 22	Shutdown, avoid on 8+  -4 Movement Points		8*
20 19	Ammo Exp. avoid on 4+	go	7
18	Shutdown, avoid on 6+	00000	6
17 15	+3 Modifier to Fire -3 Movement Points	ŏ I	5*
14	Shutdown, avoid on 4+	ŏI	4
13	+2 Modifier to Fire	Ō	3
10 8	<ul><li>–2 Movement Points</li><li>+1 Modifier to Fire</li></ul>		2
			$\overline{}$

-1 Movement Points

### **'MECH RECORD SHEET**

## 'MECH DATA

#### Type: LGB-7Q LONGBOW

Movement Points: Tonnage: 85

Tech Base: Inner Sphere Walking: 3 Running: 5 (Intro)

Jumping: Star League

We	Weapons & Equipment Inventory (hexes)								
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	LRM 5	RT	2	1/Msl.	6	7	14	21	
				[M,C,S]					
1	Medium Laser	RT	3	5 [DE]	_	3	6	9	
1	LRM 5	LT	2	1/Msl.	6	7	14	21	
				[M,C,S]					
1	Medium Laser	LT	3	5 [DE]	_	3	6	9	
1	LRM 20	RA	6	1/Msl.	6	7	14	21	
				[M,C,S]					
1	LRM 20	LA	6	1/Msl.	6	7	14	21	
				[M,C,S]					

BV: 1,618

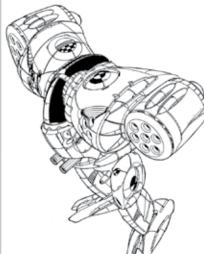
# **WARRIOR DATA**

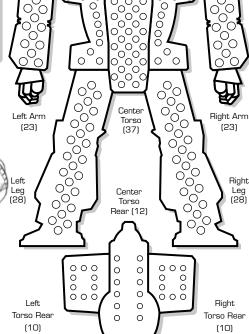
Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead





ARMOR DIAGRAM

Head (9)

o.

Right Torso (26)

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Heat

Scale

30,

29

28

O`

Left Torso

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## CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. **LRM 20**
- LRM 20
- LRM 20 5
- 6. LRM 20
  - LRM 20
- 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
  - Roll Again
    - Roll Again

#### Left Torso

- Heat Sink
- Heat Sink 2.
- Heat Sink
- 1-3 3. Heat Sink
  - Medium Laser
  - LRM 5 6.
  - 1 Ammo (LRM 20) 6
  - Ammo (LRM 20) 6 2.
- Roll Again 4-6 4. Roll Again
  - 5.
  - Roll Again
  - Roll Again

#### Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- 5. Heat Sink
- Heat Sink 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine
- 1-3 <sup>3.</sup> **Fusion Engine** 
  - Gyro
  - 5. Gyro
  - 6. Gyro
  - Gyro
  - Fusion Engine
  - **Fusion Engine**
- 4-6 Fusion Engine 4.
  - - Ammo (LRM 5) 24
    - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

## Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. LRM 20
  - LRM 20 LRM 20 5

  - 6. LRM 20
  - LRM 20
  - 2. Roll Again
- 3. Roll Again **4-6** 4.
- Roll Again 5.
  - Roll Again
  - Roll Again

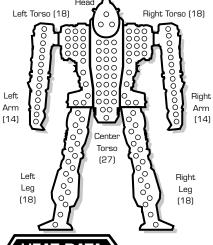
#### Right Torso

- Heat Sink 2. Heat Sink
- Heat Sink
- 1-3 3. Heat Sink 4. Heat Sink
- 5. Medium Laser
  - LRM 5 6.
  - 1 Ammo (LRM 20) 6
  - Ammo (LRM 20) 6 Roll Again
- 4-6
- Roll Again 4.
  - Roll Again
- 5. Roll Again

## Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Heat Sink
- Heat Sink 6.

# INTERNAL STRUCTURE DIAGRAM



+3 Modifier to Fire

### **'MECH RECORD SHEET**

### 'MECH DATA

#### Type: EMP-6A EMPEROR

Movement Points: 90 Tonnage:

Walking: 3 Tech Base: Inner Sphere Running: Star League

Jumping:

LB 10-X AC

**BV**: 1,969

#### Weapons & Equipment Inventory (hexes) Loc Ht Oty Type Dma Min Sht Med Ind

GLy	iyhe	LUC	116	Dillig	141111	JIIL	IVICU	Ling
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
1	Med. Pulse Laser	RT	4	6 [P]	_	2	4	6
1	Med. Pulse Laser	LT	4	6 [P]	_	2	4	6
1	Large Laser	RA	8	8 [DE]	_	5	10	15
1	LB 10-X AC	RA	2	10	_	6	12	18
	[DB,C/F/S]							
1	Large Laser	LA	8	8 [DE]	_	5	10	15

10

[DB,C/F/S]

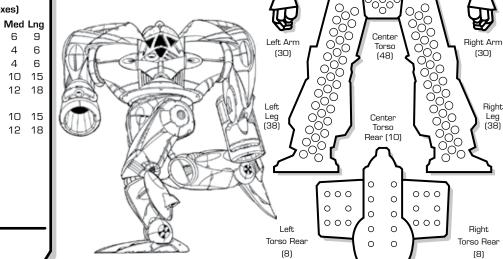
LA 2

**WARRIOR DATA** 

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



# CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **[LB 10-X AC** 
  - LB 10-X AC 5
    - LB 10-X AC 6.
    - LB 10-X AC
  - LB 10-X AC LB 10-X AC 3.
- 4-6 3. Large Laser
  - Large Laser
    - Roll Again

## Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Medium Pulse Laser
  - Ammo (LB 10-X) 10
  - Ammo (LB 10-X Cluster) 10
- 4-6 3. CASE
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Roll Again 6.

#### Head

Life Support

6

- Sensors
- Cockpit 3.
- Medium Laser 5. Sensors
- Life Support

#### Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 <sup>3.</sup> Gyro
- - 5. Gyro
  - 6. Gyro
  - Gyro

  - XL Fusion Engine 3. XL Fusion Engine
- 4-6 <sup>5.</sup> XL Fusion Engine
  - - Jump Jet
    - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 <sub>4.</sub> Lower Arm Actuator
  - **[LB 10-X AC** 
    - LB 10-X AC 5
    - LB 10-X AC 6.
  - LB 10-X AC
  - LB 10-X AC
- LB 10-X AC
- **4-6** 4. Large Laser
  - Large Laser
  - Roll Again

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine Double Heat Sink XL Fusion Engine
  - Double Heat Sink
  - - Double Heat Sink
- 1 Medium Pulse Laser
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10 4-6 CASE
  - 5. Roll Again
    - Roll Again

- 1. Hip
- Foot Actuator
- 5. 6.

# INTERNAL STRUCTURE DIAGRAM

**ARMOR DIAGRAM** 

Head (9)

Right Torso (30)

0

Heat

Scale

30,

29

28

27

26

25\*

24

23

22

21

20

19

18\*

17

16

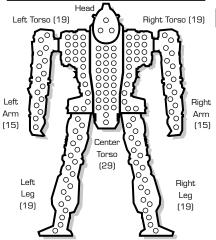
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00

Left Torso

000

00



## DATA

23

20

18

15

14

13

10

8

15\* Heat Sinks: Heat 14 Level\* Effects 12 (24) 13 30 Shutdown Double 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

- Right Leg
- Upper Leg Actuator Lower Leg Actuator
- Jump Jet Roll Again

#### **'MECH RECORD SHEET**

## 'MECH DATA

### Type: KINGFISHER PRIME

Movement Points: Tonnage: 90 Tech Base: Clan Walking: Running: Succession Jumping: Wars

#### Weapons & Equipment Inventory (hexes) Oty Type Loc Ht Dmg Min Sht Med Lng

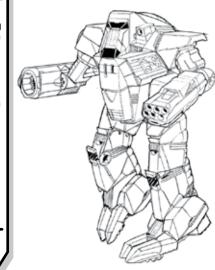
,	.,,,,,			9				9
1	Large Pulse Laser	CT	10	10 [P]	_	6	14	20
1	Med. Pulse Laser	RT	4	7 [P]	_	4	8	12
1	LRM 10	LT	4	1/Msl.	_	7	14	21
				[M,C,S]				
1	Med. Pulse Laser	LT	4	7 [P]	_	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	_	6	14	20
1	ER Small Laser	LA	2	5 [DE]	_	2	4	6
1	Streak SRM 6	LA	4	2/Msl.	_	4	8	12
				[M,C,S]				

**BV**: 2,401

# **WARRIOR DATA**

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

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



#### 0 0 0 0 O 0 00 0 0 00, 0 90°C Center Left Arm Right Arm Torso (30)(30) 0 Left. Right Leg (38) Center (38) Torso Rear (13) 0 0 000 000 0 0 0 ō 0 0 ŏ 0 000 000 0 0 Left: Right 0 0 Torso Rear Torso Rear (10)(10)

**ARMOR DIAGRAM** 

Head (9)

Right, Torso (28)

Heat

Scale

30,

29

28

27

26

25

24

23

22

21

20

19

18\*

17

16

Left Torso

## CRITICAL HIT TABLE

#### Left Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- Streak SRM 6
  - Streak SRM 6 5
  - ER Small Laser
  - Ammo (Streak SRM 6) 15
  - 2. Roll Again Roll Again
- 4-6 <sup>3.</sup> Roll Again
  - Roll Again
  - Roll Again

# Left Torso (CASE)

- Medium Pulse Laser
- **LRM 10** 2.
- Ammo (LRM 10) 12
- 1-3 3. Endo Steel
  - Endo Steel
  - 6. Endo Steel
  - 1 Endo Steel
  - 2. Ferro-Fibrous Ferro-Fibrous
- 4-6 Ferro-Fibrous
  - 5. Roll Again
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Double Heat Sink 5.
- Double Heat Sink 6.

#### Head

- 1. Life Support
- Sensors
- Cockpit 3.
- Ferro-Fibrous 4
- Sensors
- Life Support

#### Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 <sub>4.</sub> Gyro
  - 5. Gyro
  - 6. Gyro
  - Gyro
  - Fusion Engine
- 3. Fusion Engine 4-6 4.
  - Fusion Engine
    - Large Pulse Laser
  - 6. Large Pulse Laser

# Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



## Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Lower Summer Laser
  - 5. Large Pulse Laser

    - Roll Again
    - Roll Again
  - 2. Roll Again 3. Roll Again
- 4-6 3. Roll Again
  - 5. Roll Again
  - Roll Again

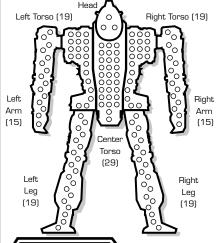
#### Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- Medium Pulse Laser 1-3 3. Medium Po
  - - Endo Steel
    - Endo Steel 6.
    - 1 Ferro-Fibrous
  - 2. Ferro-Fibrous Ferro-Fibrous
- 4-6 Roll Again
  - 5. Roll Again

  - 6. Roll Again

### Right Leg

- Foot Actuator



INTERNAL STRUCTURE DIAGRAM

/ 116			
علنا	AT DATA	$\overline{}$	15*
Heat		Heat Sinks:	14*
Level*	Effects	17 (34)	13*
30 28	Shutdown Ammo Exp. avoid on 8+	Double	12
26	Shutdown, avoid on 10-		11
25	-5 Movement Points		10*
24 23	+4 Modifier to Fire Ammo Exp. avoid on 6+	SS I	9
22	Shutdown, avoid on 8+	ŏŏ I	8*
20 19	-4 Movement Points	ŎŎ.	7
18	Ammo Exp. avoid on 4+ Shutdown, avoid on 6+	QQ	6
17	+3 Modifier to Fire	OO I	5*
15 14	-3 Movement Points	$\times$	4
13	Shutdown, avoid on 4+ +2 Modifier to Fire	$\boldsymbol{X}$	3
10	-2 Movement Points	$\sim$	2
8	+1 Modifier to Fire		<del>-</del>
5	–1 Movement Points		

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- 5. Double Heat Sink
- Double Heat Sink 6.

#### **'MECH RECORD SHEET**

9

## 'MECH DATA

## Type: SD1-0 SUNDER

Movement Points: Tonnage: 90

Walking: Tech Base: Inner Sphere Running: Clan Invasion

Jumping:

#### Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Lng Qty Type SRM 4 HD 2/Msl. 3 6

[M,C,S] SRM 4 3 2/Msl. 3 6 [M,C,S]Medium Laser RT 3 5 [DE] 3 6

9 IT 3 5 [DE] 3 6 9 Medium Laser 5 10 15 Large Laser RA 8 8 [DE]

Autocannon/20 LA 7 20 [DB,S]

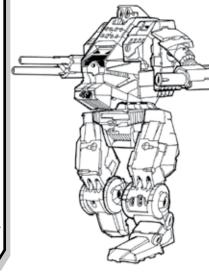
**BV**: 1,747

# **WARRIOR DATA**

Name:

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

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



Right Arm

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Large Laser

Large Laser

Large Laser

Roll Again

Roll Again

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

Ammo (AC/20) 5

Ammo (SRM 4) 25

1-3 3. XL Fusion Engine Medium Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

4-6 3. Large Laser

1. Shoulder

1-3 <sub>4.</sub>

5

6.

2.

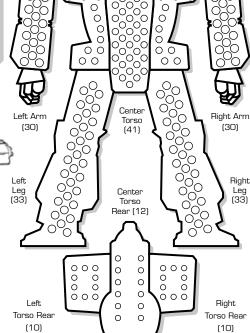
5.

6.

1.

2.

5.



**ARMOR DIAGRAM** 

Head (9)

Right, Torso (28)

Heat

Scale

30,

29

28

27

26

25\*

24

23

22

21

20

19

18\*

17

Leg

(19)

Left Torso

# CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Autocannon/20 1-3
- Autocannon/20
- Autocannon/20 5 6. Autocannon/20

  - Autocannon/20
  - 2. Autocannon/20 Autocannon/20
- 3. 4-6 4. Autocannon/20
  - Autocannon/20
  - Autocannon/20

Left Torso

2.

1

2.

5.

4-6 4.

1-3 3.

XL Fusion Engine

XL Fusion Engine

XL Fusion Engine

Ammo (SRM 4) 25

Medium Laser Ammo (AC/20) 5

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

#### 3. SRM 4 4

Cockpit 5.

Head

- Sensors
- Life Support

#### **Center Torso**

1. XL Fusion Engine

Life Support

Sensors

- XL Fusion Engine 2.
- XL Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6 Gyro

  - Gyro 1.

  - XL Fusion Engine
- XL Fusion Engine XL Fusion Engine 4.
- - SRM 4 5.
  - SRM 4

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



- 5. Roll Again
- 6. Roll Again

#### Left Torso (19) Right Torso (19) Left Right Arm Arm (15) (15) Torso (29) Left Right

INTERNAL STRUCTURE DIAGRAM

-1 Movement Points

Leg

(19)

			16	
( HE	AT DATA	$\overline{}$	15	*
Heat	-	leat Sinks:	14	*
Level*	Effects Shutdown	15 (30) Double	13	*
30 28	Ammo Exp. avoid on 8+	Double	12	_
26	Shutdown, avoid on 10+	00	11	
25 24	<ul><li>–5 Movement Points</li><li>+4 Modifier to Fire</li></ul>	ŏŏ I	10	*
23	Ammo Exp. avoid on 6+	ŎŎ	9	
22 20	Shutdown, avoid on 8+  -4 Movement Points		8'	Ł
20 19	Ammo Exp. avoid on 4+	go	7	
18	Shutdown, avoid on 6+	8	6	
17 15	+3 Modifier to Fire -3 Movement Points	8 1	5'	Ł
14	Shutdown, avoid on 4+	ŏI	4	
13	+2 Modifier to Fire	Ŏ	3	
10 8	<ul><li>–2 Movement Points</li><li>+1 Modifier to Fire</li></ul>	- 1	2	
_				

### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

Damage Transfer

Diagram

# Right Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
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### **'MECH RECORD SHEET**

## 'MECH DATA

Type: SUPERNOVA

Movement Points: Tonnage: 90 Walking: 3 Tech Base: Clan Running: Succession

Jumping: Wars

Weapons & Equipment Inventory (hexes)

Loc Ht Dmg Min Sht Med Lng Qty Type RA 12 10 [DE] 8 15 25 ER Large Laser ER Large Laser LA 12 10 [DE] 8 15

**BV**: 2,801

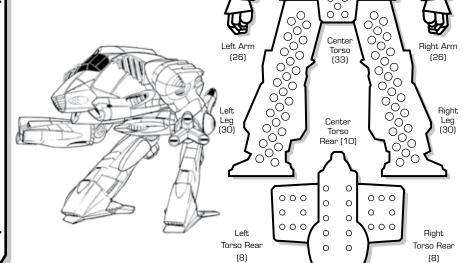
# WARRIOR DATA

Name:

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

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead



#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- Double Heat Sink Double Heat Sink
  - 6. Double Heat Sink
    - Double Heat Sink
  - ER Large Laser
- ER Large Laser 4-6 3. ER Large Laser
- - Roll Again
  - Roll Again

#### Left Torso

- Double Heat Sink Double Heat Sink
- Double Heat Sink
- 1-3 3. Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Double Heat Sink 4-6 <sub>4.</sub>
- Double Heat Sink
  - 5. Jump Jet
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Double Heat Sink 5.
- Double Heat Sink 6.

#### Head

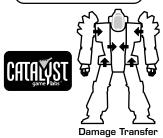
- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- 5. Sensors Life Support

#### **Center Torso**

- **Fusion Engine**
- Fusion Engine 2.
- 1-3 3. **Fusion Engine** Gyro
- - 5. Gyro
  - 6
  - Gyro
  - Gyro

  - Fusion Engine **Fusion Engine**
  - Fusion Engine 4.
  - - Jump Jet
    - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Lower Arm Actuator
  - Double Heat Sink
    - Double Heat Sink 5
    - Double Heat Sink
  - Double Heat Sink
  - ER Large Laser
- 3. ER Large Laser
- 4-6 3. ER Large Laser
  - 5. Roll Again
    - Roll Again

#### Right Torso

- 1. Double Heat Sink
- Double Heat Sink Double Heat Sink
- 1-3<sup>3.</sup> Double Heat Sink Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Double Heat Sink Double Heat Sink 4-6 Double Heat Sink
  - 5. Jump Jet Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Double Heat Sink
- Double Heat Sink 6.

# INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

Head (9)

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Right, Torso (26)

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0 0

0

Heat

Scale

30,

29

28

27

26

25

24

23

22

21

20

19

18\*

17

1

0

Left Torso

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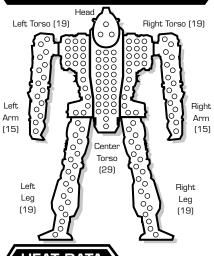
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O.  $\hat{}$  $\hat{}$ 



# DATA

16 15\* Heat Sinks: Heat 14 Effects 26 (52) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 000 -5 Movement Points 10\* +4 Modifier to Fire 9 23 Ammo Exp. avoid on 6+ ŎŎŎ Shutdown, avoid on 8+ 8\* 20 -4 Movement Points ŎŎŎ 7 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 15 4 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 3 13 10 -2 Movement Points 2 8 +1 Modifier to Fire

-1 Movement Points

#### **'MECH RECORD SHEET**

## 'MECH DATA

#### Type: NSR-9J NIGHTSTAR

Movement Points: 95 Tonnage:

Walking: 3 Tech Base: Inner Sphere Running: 5 Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	ER PPC	RT	15	10 [DE]	_	7	14	23
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Med. Pulse Laser	RA	4	6 [P]	_	2	4	6
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Med. Pulse Laser	LA	4	6 [P]	_	2	4	6

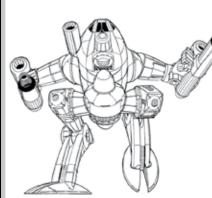
BV: 2,399

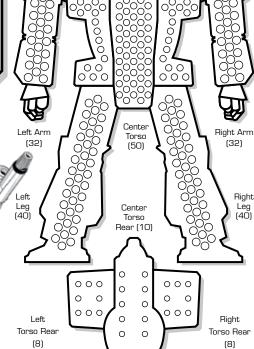
# **WARRIOR DATA**

Name:

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

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





ARMOR DIAGRAM

Head (9)

Left Torso

Right Torso

### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 **Hand Actuator** 
  - Gauss Rifle 5
    - Gauss Rifle 6.
    - Gauss Rifle
    - Gauss Rifle
- Gauss Rifle 3. 4-6
- Gauss Rifle
  - Gauss Rifle
  - Medium Pulse Laser

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine
  - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
  - Double Heat Sink
- 4-6 3. Double Heat Sink
  - 5. Ammo (Gauss) 8
  - Ammo (Gauss) 8

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Small Laser
- 5. Sensors Life Support

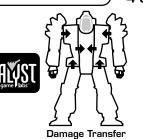
#### **Center Torso**

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

  - Gyro

  - XL Fusion Engine XL Fusion Engine
- XL Fusion Engine 4.
  - Ammo (Gauss) 8
  - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- **Upper Arm Actuator**
- Lower Arm Actuator
- 1-3 3. **Hand Actuator** 
  - Gauss Rifle 5
  - Gauss Rifle 6.
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 4-6 <sup>3.</sup> Gauss Rifle
  - Gauss Rifle

  - Medium Pulse Laser

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink
  - Double Heat Sink

    - Double Heat Sink
    - 1. TER PPC
- ER PPC 2.
- 3. ER PPC 4-6
  - \_\_\_\_\_ Ammo (Gauss) 8 5. Ammo (Gauss) 8
  - Ammo (Gauss) 8

- 1. Hip

- Foot Actuator
- 5. 6.

## INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

29

28

27

26

25\*

24\*

23

22

21

20

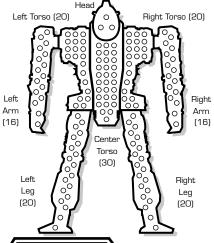
19

18\*

17

16

0



#### HEAT DATA

23

20

18

15

14

13

15\* Heat Sinks: Heat 14 Effects 14 (28) Level\* 13 Shutdown Double 30 12 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ 11 -5 Movement Points 10\* +4 Modifier to Fire 9 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8\* -4 Movement Points 7 Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ 6 +3 Modifier to Fire 5\* -3 Movement Points 4 Shutdown, avoid on 4+ +2 Modifier to Fire 3 10 8 -2 Movement Points 2 +1 Modifier to Fire 1 -1 Movement Points

- Right Leg
- Upper Leg Actuator Lower Leg Actuator
- Roll Again Roll Again
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### **'MECH RECORD SHEET**

## 'MECH DATA

Type: TURKINA PRIME

Movement Points: Tonnage: Walking: 3 Tech Base: Clan

Running: Clan Invasion

Jumping:

Weapons & Equipment Inventory (hexes)

Dmg Min Sht Med Lng Qty Type Loc Ht LRM 15 1/Msl. 14 21 [M,C,S] **LRM 15** 5 1/Msl 14 [M,C,S]

ER PPC RA 15 15 [DE] 14 23 LB 5-X AC 15 24 LA 1 5 8

IDB.C/F/SI

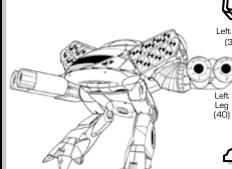
**BV**: 2,944

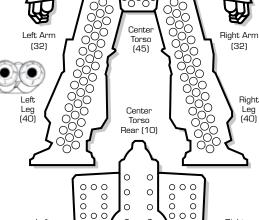
# **WARRIOR DATA**

Name:

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

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





0

Right

Torso Rear

(10)

Heat

Scale

30,

29

28

27

26

25

24

23

22

21

20

19

18\*

17

16

15\*

14

13

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0

0

ARMOR DIAGRAM

Head (9)

Left Torso

000

00

Right Torso

(30)

0

00

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- 1. Shoulder
- Upper Arm Actuator
- LB 5-X AC 1-3 LB 5-X AC
- 5
- LB 5-X AC
  - 6. LB 5-X AC
  - LB 5-X AC 2. LB 5-X AC
  - LB 5-X AC
- 4-6 3. LB 5-X AC
  - Ammo (LB 5-X) 20
  - Ammo (LB 5-X Cluster) 20

## Left Torso (CASE)

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

  - Jump Jet
  - 2. [LRM 15
- LRM 15 4-6

  - 5. Ammo (LRM 15) 8
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Double Heat Sink 5.
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit 3.
- Roll Again 4
- Sensors Life Support

#### **Center Torso**

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

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - Jump Jet

  - Roll Again

# Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O



Diagram

# Right Arm

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

  - **ER PPC**
- 2. ER PPC ER PPC
- 4-6 4. ER PPC
- 5. Roll Again

  - Roll Again

#### Right Torso (CASE)

- 1. XL Fusion Engine XL Fusion Engine
- Double Heat Sink 1-3 3.
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Jump Jet |LRM 15 1
- 2. 3. LRM 15
- 4-6 Ammo (LRM 15) 8
  - 5. Roll Again
  - Roll Again

# Right Leg

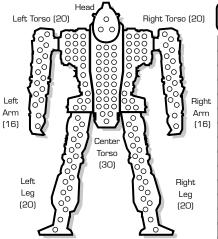
- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Double Heat Sink 6.

# INTERNAL STRUCTURE DIAGRAM

Left:

Torso Rear

(10)



# DATA

Heat Sinks: Heat Effects 19 (38) Level\* Shutdown Double 30 Ammo Exp. avoid on 8+ 28 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ 23 ŏŏ 00 00 Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 15

- 5. Double Heat Sink
- Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 10 -2 Movement Points +1 Modifier to Fire 8 -1 Movement Points

#### **'MECH RECORD SHEET**

## 'MECH DATA

#### Type: DVS-2 DEVASTATOR

Movement Points: 100 Tonnage: Tech Base: Inner Sphere Walking: 3 Running: 5 Succession Jumping: Wars

#### Weapons & Equipment Inventory (hexes)

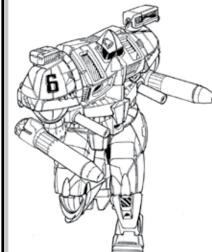
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
1	Medium Laser	CT(R)	3	5 [DE]	_	3	6	9
1	Medium Laser	RT	3	5 [DE]	_	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	_	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

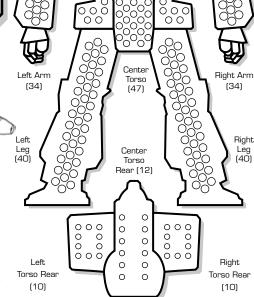
**BV**: 2,481

# **WARRIOR DATA**

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

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





**ARMOR DIAGRAM** 

Head (9)

Right Torso (30)

Left Torso

### CRITICAL HIT

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
- Gauss Rifle Gauss Rifle 5

  - Gauss Rifle 6.
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 4-6 3. Gauss Rifle Ammo (Gauss) 8
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink 6.
    - 1 ГРРС
- PPC 2.
- PPC 4-6
- - 5. Ammo (Gauss) 8
  - Roll Again

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3.
- 4 Medium Laser
- 5. Sensors Life Support

#### **Center Torso**

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

  - Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- XL Fusion Engine 4.
  - Medium Laser (R)
  - Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

## Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Lower Arm Actuator
  - Gauss Rifle
    - Gauss Rifle
    - 6. Gauss Rifle
    - Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 3. Gauss Rifle
- 5. Ammo (Gauss) 8
- - Roll Again

#### Right Torso

- 1. XL Fusion Engine XL Fusion Engine
- 1-3 3. XL Fusion Engine 4. Double Heat Sink
  - Double Heat Sink

  - 6. Double Heat Sink
  - 1. ГРРС PPC 2.
- 3. LPPC
- \_ Medium Laser
  - 5. Ammo (Gauss) 8 Roll Again

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- 6. Roll Again

# Right Torso (21)

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30,

29

28

27

26

25\*

24\*

23

22

21

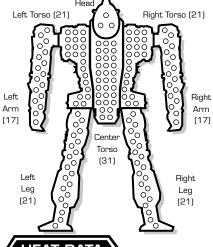
20

19

18\*

17

16



# IEAT DATA

<b>Til</b>	AT DATA		15*
Heat		Heat Sinks:	14*
Level*		14 (28)	13*
30 28	Shutdown Ammo Exp. avoid on 8+	Double	12
26	Shutdown, avoid on 10-		11
25	-5 Movement Points		10*
24 23	+4 Modifier to Fire Ammo Exp. avoid on 6+	88 I	9
22	Shutdown, avoid on 8+	ŏŏ	8*
20	-4 Movement Points	Ŏ I	7
19 18	Ammo Exp. avoid on 4+ Shutdown, avoid on 6+		6
17	+3 Modifier to Fire	Ŏ O	5*
15	-3 Movement Points	Q I	<del>ا</del>
14 13	Shutdown, avoid on 4+ +2 Modifier to Fire	$\otimes$	3
10	-2 Movement Points		
8	+1 Modifier to Fire		2

-1 Movement Points

### **'MECH RECORD SHEET**

### 'MECH DATA

Type: KODIAK

Movement Points: Tonnage: 100 Walking: Tech Base: Clan

Running: Succession Jumping: Wars

#### Weapons & Equipment Inventory (hexes) Loc Ht Oty Type Dma Min Sht Med Ind

GLU	Type	LUC	116	Dillig	141111	JIII	IVICU	Ling
1	ER Large Laser	CT	12	10 [DE]	_	8	15	25
1	Ultra AC/20	RT	7	20/Sht.	_	4	8	12
				[DB,R,C]				
2	Streak SRM 6	LT	4	2/Msl.	_	4	8	12
				[M,C]				
4	ER Medium Laser	RA	5	7 [DE]	_	5	10	15

7 [DE]

**BV**: 2,927

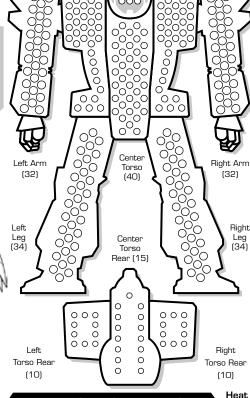
# WARRIOR DATA

Name:

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

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





**ARMOR DIAGRAM** 

Head (9)

Right, Torso (32)

Scale

30,

29

28

27

26

25

24

23

22

21

20

19

18\*

17

16

Left Torso

#### CRITICAL HIT

ER Medium Laser LA 5

#### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- **Hand Actuator** 5
  - **ER Medium Laser** 6. ER Medium Laser

  - ER Medium Laser **ER Medium Laser**
- Endo Steel
- 4-6 <sup>3.</sup> Endo Steel
  - Endo Steel
  - Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine Double Heat Sink
- 1-3 3.
  - Double Heat Sink
    - Double Heat Sink
    - Double Heat Sink
    - Streak SRM 6
    - Streak SRM 6 2. Streak SRM 6
- 4-6 Streak SRM 6
  - 5. Ammo (Streak SRM 6) 15
  - Ammo (Streak SRM 6) 15

### Left Leg

- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink 5.
- Double Heat Sink 6.

#### Head

1. Life Support

5

10 15

- Sensors
- Cockpit 3. Roll Again 4
- 5. Sensors
- Life Support

#### **Center Torso**

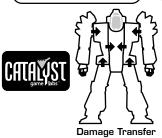
- 1. XL Fusion Engine
- XL Fusion Engine 2.
- XL Fusion Engine 1-3 <sup>3.</sup> Gyro
- - 5. Gyro
  - 6 Gyro

  - Gyro
  - XL Fusion Engine
  - 3. XL Fusion Engine
- 4-6 XL Fusion Engine 4.
  - 5. ER Large Laser
  - 6. Endo Steel

Engine Hits OOO Gyro Hits O O

Sensor Hits O O

Life Support O



Diagram

## Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
  - ER Medium Laser 5
  - 6. **ER Medium Laser**
  - ER Medium Laser
  - 2. ER Medium Laser
- 3. Endo Steel 4-6 3.
  - Endo Steel
    - 5. Endo Steel
    - Roll Again

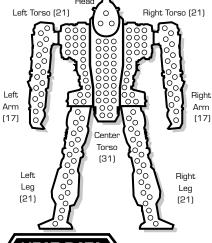
#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20
- 1-3 3. Ultra AC/20
- Ultra AC/20 Ultra AC/20 6.
  - 1 Ultra AC/20
  - Ultra AC/20
- Ultra AC/20
- 4-6 Ultra AC/20
  - 5. Ammo (Ultra AC/20) 5 6. Ammo (Ultra AC/20) 5

### Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator 5. Double Heat Sink
- 6. Double Heat Sink

# INTERNAL STRUCTURE DIAGRAM



_			
قلقل	AT DATA	$\overline{}$	15*
Heat		Heat Sinks:	14*
.evel*	Effects	20 (40)	13*
30 28	Shutdown Ammo Exp. avoid on 8+	Double	12
26	Shutdown, avoid on 10-		11
25	-5 Movement Points		10*
24	+4 Modifier to Fire		9
23 22	Ammo Exp. avoid on 6+ Shutdown, avoid on 8+		8*
20	-4 Movement Points	XX I	
19	Ammo Exp. avoid on 4+	88 1	7
18	Shutdown, avoid on 6+	SS I	6
17 15	+3 Modifier to Fire -3 Movement Points	ŏŏ I	5*
14	Shutdown, avoid on 4+	ŏŏ	4
13	+2 Modifier to Fire	ŎŎ	3
10 8	<ul><li>–2 Movement Points</li><li>+1 Modifier to Fire</li></ul>	- 1	2
5	-1 Movement Points	- 1	1

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### **'MECH RECORD SHEET**

## 'MECH DATA

### Type: PLG-3Z PILLAGER

Movement Points: Tonnage: 100

Walking: 3 Tech Base: Inner Sphere Running: Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
1	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Large Laser	RA	8	8 [DB]	_	5	10	15
2	Medium Laser	LA	3	5 [DE]	_	3	6	9

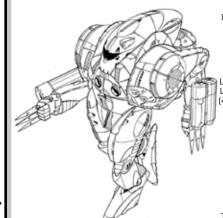
**BV**: 2,697

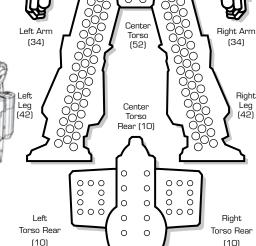
# WARRIOR DATA

Name:

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

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





ARMOR DIAGRAM

Head (9)

Right Torso (32)

00

Heat

Scale

30,

29

28

27

26

25\*

24

23

22

21

20

19

18\*

17

16

15\*

14

13

12

11

10\*

9

8\*

7

6

5\*

4

3

2

1

0

Left Torso

### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **Hand Actuator**
- Double Heat Sink 5
  - 6. Double Heat Sink
  - Double Heat Sink
  - Medium Laser Medium Laser
- 4-6 <sup>3.</sup> Roll Again
- Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle 6.

  - 1 Gauss Rifle
  - 2. Gauss Rifle
- Gauss Rifle 4-6
  - Gauss Rifle
  - 5. Ammo (Gauss) 8
  - Ammo (Gauss) 8

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Jump Jet
- Ammo (Gauss) 8

#### Head

- Life Support
- Sensors
- Cockpit 3.
- 4 Medium Laser
- 5. Sensors Life Support

#### **Center Torso**

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

  - Gyro

  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine 4.
    - Jump Jet
    - Medium Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 <sub>4.</sub> Lower Arm Actuator
- **Hand Actuator** 
  - Double Heat Sink 5

  - Double Heat Sink
  - Double Heat Sink
  - 2. Large Laser
- 4-6 <sup>3.</sup> 3. Large Laser
  - Roll Again
  - 5. Roll Again
  - Roll Again

#### Right Torso

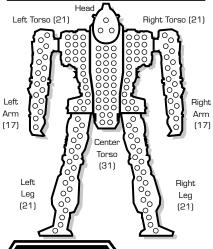
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Gauss Rifle Gauss Rifle
  - Gauss Rifle

  - 1 Gauss Rifle
- Gauss Rifle 2. Gauss Rifle
- 4-6 Gauss Rifle
  - 5. Ammo (Gauss) 8 Ammo (Gauss) 8

# Right Leg

- 1. Hip
- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5.

# INTERNAL STRUCTURE DIAGRAM



#### HEAT DATA

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

- Jump Jet
- Ammo (Gauss) 8 6.

+1 Modifier to Fire

-1 Movement Points

### **'MECH RECORD SHEET**

## 'MECH DATA

### Type: TDK-7X THUNDER HAWK

Movement Points: Tonnage: Walking: 3

Tech Base: Inner Sphere Running: Star League

Jumping:

#### Weapons & Equipment Inventory (hexes)

Qty	Туре	Loc	Ηt	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RA	3	5 [DE]	_	3	6	9
2	Medium Laser	LA	3	5 [DE]	_	3	6	9

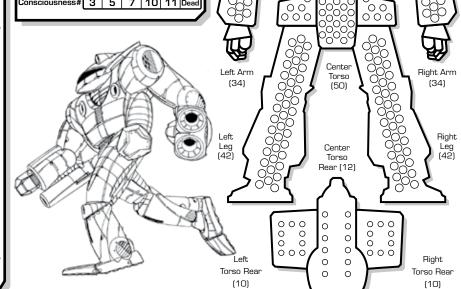
**BV**: 2,577

# **WARRIOR DATA**

Name:

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

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



#### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- **Upper Arm Actuator**
- 1-3 3. Lower Arm Actuator
- **Hand Actuator** 
  - 5 Medium Laser
    - 6. Medium Laser
    - Roll Again
  - 2. Roll Again
- Roll Again 4-6 <sup>3.</sup>
- Roll Again
  - Roll Again
  - Roll Again

## Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle 6.

  - 1 Gauss Rifle
  - Gauss Rifle 2. Gauss Rifle
- 4-6 Gauss Rifle
  - 5. Ammo (Gauss) 8
  - Ammo (Gauss) 8

#### Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 5. Roll Again
- Roll Again 6.

#### Head

- Life Support
- Sensors
- Cockpit 3. 4
- Medium Laser 5. Sensors
- Life Support

#### **Center Torso**

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

  - Gyro
  - XL Fusion Engine
  - 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
  - - Ammo (Gauss) 8
    - Ammo (Gauss) 8

# Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O

Damage Transfer

Diagram

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 4. Lower Arm Actuator
- **Hand Actuator** 
  - Gauss Rifle 5
  - Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 4. Gauss Rifle
  - 5. Gauss Rifle

  - Medium Laser

#### Right Torso

- 1. XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine 1-3 3.
  - Gauss Rifle
  - Gauss Rifle Gauss Rifle

  - 1 Gauss Rifle
- Gauss Rifle 2.
- Gauss Rifle 4-6 Gauss Rifle
  - 5. Ammo (Gauss) 8 Ammo (Gauss) 8

- 1. Hip

- 5. Roll Again

# INTERNAL STRUCTURE DIAGRAM

ARMOR DIAGRAM

Head (9)

Right Torso

 $\bigcirc$ 

Heat

Scale

30,

29

28

27

26

25\*

24\*

23

22

21

20

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18\*

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14

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12

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10

9

8\* 7

6

5\*

4

3

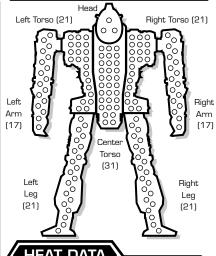
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Left Torso



# IEAT DATA

	AI DAIA	$\overline{}$
eat		Heat Sinks:
vel*	Effects	10
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	_
26	Shutdown, avoid on 10+	
25	<ul><li>–5 Movement Points</li></ul>	$\simeq$
24	+4 Modifier to Fire	000000
23	Ammo Exp. avoid on 6+	Ŏ
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	Ō
19	Ammo Exp. avoid on 4+	ŏ
18	Shutdown, avoid on 6+	$\simeq$
17	+3 Modifier to Fire	Ξ.
15	<ul><li>–3 Movement Points</li></ul>	Q
14	Shutdown, avoid on 4+	Ο

Right Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- 6. Roll Again
- 10 8 +1 Modifier to Fire -1 Movement Points

+2 Modifier to Fire

-2 Movement Points

# Dossiers: Bounty Hunter E-publication

There is a cost to success, and to failure. In the thirty-first century, that price sometimes manifests itself as a bounty. Bounty hunters are reviled and feared throughout the universe. Man-hunters, who seek to drag their prey back to pay the price of their accomplishments—or inadequacies. They are the reason that those with a quilty conscience, and those of great achievement can never truly rest.

Of all these men and women, none are feared more than the man known only as the Bounty Hunter. No matter what the challenge, he never seems to fail. Will his legend endure, or will he finally find a test even he cannot defeat?

Dossiers: Bounty Hunter describes one of BattleTech's legends, as well as several of his trusted companions. It highlights their machines and abilities, both on and off the battlefields of the 31st century. This Lance Pack dossier provides players with the background and descriptions of the Bounty Hunter, four of his companions, and a micro-campaign based on their exploits, complete with character and BattleMech record sheers suitable for play with Total Warfare and A Time of War: The BattleTech RPG.





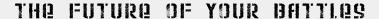
# Bounty Hunter Miniatures

Two releases from Iron Wind Metals are perfect companions for the Dossiers: Bounty Hunter above.

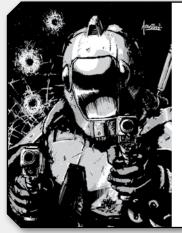
The Bounty Hunter Set (10-050 / \$24.95) includes two BattleMechs piloted by the infamous MechWarrior: Bounty Hunter *Mad Cat S* and Bounty Hunter *Marauder II*, as well as the 25mm scale Bounty Hunter Night Hawk Power Armor.

The Bounty Hunter "Companion" 'Mechs (10-051 / \$39.95) includes: *Phoenix Hawk* -3M, *Cauldron-Born* A, *Javelin* -11D, and SHD-1 Primitive *Shadow Hawk*.

They can be ordered at any local hobby game store, or online at www. ironwindmetals.com.



The following bio is taken from Lance Pack: Bounty Hunter Dossiers and describes one of the most infamous characters of the entire BattleTech universe: the Bounty Hunter. Read the bio below, then use the two noted special piloting abilities, along with the Night Hawk Mk. XXX (Bounty Hunter) record sheet on the following page in any of your games!



# J.HG BOULLA HOULGS

The Bounty Hunter currently goes by the name "Vic Travers". This is most likely an alias, but one he has consistently used as his active identity since 3028. Few pictures of him exist, and none exist of him while donning the trade-mark armor or 'Mechs. Well in to his sixties, he is beginning to show his age.

Travers' approach as the Bounty Hunter appears to be pragmatic. The majority of the jobs we have become aware of have been relatively low-key, relying on subterfuge and clandestine operations to come to fruition. While the Bounty Hunter is routinely well-informed, it appears that Travers relies on intelligence gathering more than most. A lot of this free-lance intel work appears to rely on blackmail as well as connecting to the local organized crime syndicates. This is a bit of a departure from prior Bounty Hunters, although it should be noted that Michi Noketsuna made use of similar means to gain access to his targets. This suggests that Travers was his primary intelligence gatherer, and also indicates that Travers has a connection to organized crime that pre-dates his tenure among Noketsuna's companions.



The following Special Piloting Abilities (PSA) are similar to those found in A Time of War: The BattleTech RPG, but are specifically geared towards battle armor.

#### **Focused Shots**

Exceptional proficiency with a battle armor's weapon systems can allow a trooper to make use of Focused Shots. Against other infantry units (conventional or battle armore), the trooper can pick exactly one trooper to target with all of his suit's weapons. This attack is resolved using the same rules for a targeting computer-assisted Aimed Shot against a vehicle or 'Mech, but at a –1 modifier instead of the normal –3 modifier. All other normal modifiers apply. If successful, all of the suit's weapons will strike the targeted individual, though clustering weapons such

as SRMs still require a Cluster Hits Table check to determine how much arrives on target.

Against 'Mechs, vehicles and battle armor, this ability works as a standard Aimed Shot attack.



Stealthy Movement allows a crew or individual to use his environment to great advantage. By using available obstacles to obscure line of sight, Stealthy Movement allows a unit to move without ending his Hidden Unit status. Stealthy Movement only applies if the unit does not Jump, enters Clear/Paved Terrain, or ends Movement within 1 hex of an enemy unit during the Movement Phase, and does not fire any weapons or engage in physical attacks during subsequent Phases. Stealthy Movement also does not apply if the unit moves through the detection range of an Active Probe. In all such cases, the unit is immediately revealed, and cannot make use of the Hidden Unit rules.







## **BATTLE ARMOR RECORD SHEET**

## **BATTLE ARMOR: SQUAD 1**

Type: NIGHTHAWK MK. XXX (Bounty Hunter)

Era: Succession Wars

Anti-'Mech Skill:

Gunnery Skill: Ground MP: 3

Weapons & Equip. Min Sht Med Lng

None

Armor: Standard

Mechanized:

Swarm: 🔽

Leg: AP:

**4 🗶 0**00

BV: 37/7

**1 🗶 0**00

000

000

**1 💢 0**00

000

#### **BATTLE ARMOR:** SQUAD 2

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Gunnery Skill:

Era: Succession Wars Anti-'Mech Skill:

Ground MP: 3

Weapons & Equip. Min Sht Med Lng

None

Armor: Standard

Mechanized:

Swarm: 🔽

Leg: 🔽

AP: 🕜

# **7 0**00

**BV**: 37/7

**1 💥 0**00

000

**# 0**00

#### **BATTLE ARMOR: SQUAD 3**

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Gunnery Skill:

Era: Succession Wars Anti-'Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

None

Armor: Standard

Mechanized: Swarm:

Leg: 🔽



**BV**: 37/7

**7 0**00

#### **BATTLE ARMOR: SQUAD 4**

Type: NIGHTHAWK MK. XXX (Bounty Hunter)

Era: Succession Wars Gunnery Skill: Anti-'Mech Skill:

Ground MP: 3

Min Sht Med Lng Weapons & Equip. Dma

None

Armor: Standard

Mechanized: Swarm:

Leg: 🔽



BV: 37/7

**1 🗶 0**00

#### BATTLE ARMOR: SQUAD 5

Type: NIGHTHAWK MK. XXX (Bounty Hunter) Gunnery Skill:

Era: Succession Wars Anti-'Mech Skill:

Ground MP: 3

Weapons & Equip. Dmg Min Sht Med Lng

None

Armor: Standard

Mechanized:

Swarm:

Leg: 🔽

AP:

BV: 37/7

### LEG ATTACKS TABLE

<b>BATTLE ARMOR</b>
TROOPERS ACTIVE
4–6

3

2

1

**MODIFIER** 

### SWARM ATTACKS TABLE

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

**BASE TO-HIT** 

 $\cap$ 

+2

+5

+7

4-6 1-3 +2 +5

#### **SWARM ATTACK MODIFIERS TABLE**

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

#### **BATTLE ARMOR EQUIPMENT**

Claws with magnets

SITUATION \*

'Mech prone -2 'Mech or vehicle immobile Vehicle

\*Modifiers are cumulative

#### **SWARM ATTACKS HIT LOCATION TABLE**

2D6	BIPEDAL	FOUR-LEGGED
OLL	LOCATION	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

T		
TROOPER	'MECH	VEHICLE
NUMBER	LOCATION	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	I ARGE SUPPORT	

#### NUMBER **VEHICLE LOCATION\***

Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) Left Side (Unit 1/Unit 2) Rear (Unit 1/Unit 2) Rear (Unit, 1/Unit, 2)



# **BATTLETECH ERAS**

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily "plug in" a given sourcebook—we've divided *BattleTech* into six major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era's title correspond to the maps found in the *Inner Sphere* at a Glance sourcebook.)

#### **STAR LEAGUE (2570)**

lan Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the *Inner Sphere*. It also sees the creation of the most powerful military in human history.

#### **SUCCESSION WARS (3025, 3030, 3040)**

Every last member of First Lord Richard Cameron's family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the *Inner Sphere* collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

#### **CLAN INVASION (3052, 3057)**

A mysterious invading force strikes the coreward region of the *Inner Sphere*. The invaders, called the Clans, are descendants of Kerensky's SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat



will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

#### **CIVIL WAR (3062, 3067)**

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers

its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.

#### JIHAD (3067, CURRENT)

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudoreligious Word of Blake—a splinter group of ComStar, the protectors and controllers of

interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.

#### **DARK AGE (3132+)**

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.

#### **SOURCEBOOKS**

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additionalease of reference, era logos will also appear on product's sell sheet, on-line products page and so on.

Note that if a Catalyst Game Labs *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set, Total Warfare* and so on.