

CLASSIC

BATTLETECH



RECORD SHEETS:



UNIQUE 'MECHS

It has been a long wait.

*When this contest began our enthusiasm got the best of us. As deeply as we were all involved in ushering **Classic BattleTech** through its rebirth, we lost track of the sheer amount of work required to get all that we wanted done. We crumpled under deadlines and pushed ourselves past the breaking point. Projects slipped through the cracks. This was one of them.*

And it was the one we should have completed first.

This book is written entirely by BattleCorps subscribers. It's our gift to you to present it to you in a form that you are familiar with, so that you will see that we have not forgotten you. All of the text, all of the statistics, come not from us, but from your submissions to the contest.

So now you have in your possession both the final project and our apologies for the delay. We hope that you're pleased with how it turned out. The next time we do this, we'll do it better.

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Layout

Jason Schmetzer

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Mass: 35 tons
Chassis: Alshain Class 48 Standard
Power Plant: 245 Magna XL Fusion
Walking Speed: 75.6 km/h
Maximum Speed: 118.8 km/h
Jump Jets: Lexington Ltd. Lifters Standard
Jump Capacity: 150 meters
Armor Type: New Samarkand Royal Ferro-Fibrous with CASE
Armament:
4 Victory 23R Medium Lasers
1 Shigunga LRM-15
Manufacturer: Luthien Armor Works
Location: Luthien
Communications System: Sipher Security Plus
Targeting & Tracking System: Matabushi Sentinel

Samuli Rinne served in the Raider Lance in the Ryuken-Go during Operation Bulldog. His JR7-K *Jenner* was a common sight to other members of the regiment, leading the charge into the rear of the Smoke Jaguar forces. Wreathing the Clan mechs in explosions of SRM missiles and tearing into their backs with the lasers, his attacks broke the resolve of the Jaguar formations on several occasions. During the intense fighting, Samuli Rinne confronted superior Clan forces several times, but through sheer ferocity and skill achieved victory, or at least disrupted the enemy formations enough for his lance to reach the covering support fire of the rest of the unit.

After Operation Bulldog was done with, Samuli Rinne was promoted to officer rank and offered one of the new RTX1-O *Raptor* Omnimechs, but the fresh-minted *Chu-i* declined the offer. His *Jenner* had been awarded to his family seven generations back for 'services rendered' and had high personal value. Instead, the young officer

petitioned for permission to upgrade his mech to "a better weapon in the Dragon's defense."

The original plan for the refurbishment called for the use of double-strength Freezer heat sinks and a lighter engine to make the heat burden from the *Jenner's* distinctive clash-and-lash combat style more bearable. But after they were unable to acquire a sufficient amount of DHS for the conversion, the team of technicians working on the 'Mech began to consider other ways to improve the potential of the design. At this point, a junior engineer asked one fateful question: If the short-range missiles were too hot to handle while jumping and firing the lasers up close, why not go for a set of long-range missiles? At first, the team considered adding a pair of 5-pack launchers, but that would have somewhat limited the available punch. After a careful analysis of the weight saved from the engine change, the master tech in charge of the upgrade had something unique he could provide to the MechWarrior and the Ryuken-Go. The weight savings were sufficient to insert a large Shigunga 15-pack Long-Range Missile launcher into the 'Mech. *Chu-i* Rinne was immediately intrigued, especially after the master tech showed there would be room to expand the CASE-protected missile storage for the SRMs to hold two tons of LRM missiles. While moving the large launcher to the right arm makes the missile feed system slightly more complex to manage, it also improves the weapon's firing arc.

To take full advantage of the expanded ammunition load, *Chu-i* Rinne usually carries one ton of regular munitions and another of Thunder mines. These have proven devastating when applied during flanking moves to the rear of enemy formations, where tactically placed small minefields can disrupt the reinforcement or resupply of enemies who could have gained an edge in combat.

Type: Jenner Samuli
Mass: 35 tons
Technology Base: Inner Sphere
Battle Value: 774

Equipment		Mass
Internal Structure:		3.5
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	5	
Heat Sinks:	10	
Gyro:		3
Cockpit:		3
Armor Factor:	63	3.5
	Internal Structure	Armor Value
Head	3	7
Center Torso	11	9
Center Torso (rear)		3
R/L Torso	8	8
R/L Torso (rear)		4
R/L Arm	6	4
R/L Leg	8	6

Weapons and Equipment	Location	Critical	Tonnage
2 Medium Lasers	RA	2	2
LRM-15	RA	3	7
AMMO (LRM) 16	RT	2	2
CASE	RT	1	.5
2 Medium Lasers	LA	2	2
2 Jump Jets	RT	2	1
2 Jump Jets	LT	2	1
Jump Jet	CT	1	.5

Peter "peterlescasse" La Casse

Mass: 40 tons
Chassis: Maltex 40 Endo Steel
Power Plant: 280 VOX Light Fusion
Walking Speed: 75.6 km/h
Maximum Speed: 118.8 km/h
Jump Jets: 100AFVTA Standard Jump Jets
Jump Capacity: 210 meters
Armor Type: Ferro-Fibrous
Armament:
 4 ER Medium Lasers
 1 Guardian ECM
 1 Beagle Active Probe
 1 C³ Slave Unit
Manufacturer: Defiance Industries
Location: Furillo
Communications System: Garret T-15B
Targeting & Tracking System: Garret 500S

Alice Humpterderby's destiny with the Lyran armed forces was sealed on the day that Clan Wolf burned her family estate to the ground.

As a teenager, Alice cared little for the ways of war. The wealth of her father, one of Tamar's most prominent industrialists, met her every need, but Clan Wolf's brutal attack changed everything. Her father's influence got her aboard one of the Drop-Ships evacuating the 26th Lyran Guards; sympathetic officers from that unit got her into a Mech-Warrior academy. The rest was up to her.

Alice became an excellent MechWarrior. After graduation, she spent the last of her family fortune on an ASN-21 *Assassin*, and the Commonwealth granted her request to serve with the 26th Lyran Guards, to whom she felt a deep debt of gratitude. In the years since, that debt has been repaid, with interest.

In 3066, Alice distinguished herself during the bitter fighting on the planet Dalkeith. Though her *Assassin* was destroyed during the "avalanche drop" assault that devastated the Fourth Deneb

Light Cavalry, a grateful Lyran Alliance replaced it with a brand-new ASN-30 model from Defiance BattleMechs of Furillo. In the subsequent attack on the Fourth Davion Guards, her *Assassin* was again severely damaged, losing its entire right torso and most of its armor protection.

Though Alice was impressed with some aspects of her new *Assassin's* performance, the 'Mech's shortcomings continued to trouble her. Despite its advanced technology, it still possessed severe deficiencies in armor, firepower and electronic warfare equipment. While her 'Mech sat in a warehouse waiting to be rebuilt, Alice was assigned to inventory the salvage taken from the remains of the Fourth Davion Guards, and it was while performing this duty that inspiration struck. Among the captured enemy war machines was a cored-out JVN-11D *Javelin*: a 'Mech that combined speed, firepower and advanced electronics in one compact package. Much of it was ruined, but it is the thought that counts, and Alice knew that this thought was a good one.

Alice immediately lay claim to the advanced targeting computer from the ruined *Javelin*. Though previous attempts to refit captured Clan targeting computers into 'Mechs of the 26th had been unsuccessful, this Davion model had been designed to interface with Inner Sphere targeting and tracking systems. Other salvaged 'Mechs provided more electronic gear and additional extended range medium lasers (of the same type as her 'Mech's original; she chuckled at the thought that they must have all been imported from the same Free Worlds League factory.) Finally, a new skin of advanced ferro-fibrous armor replaced her 'Mech's battered, blistered and broken armor protection.

All of these new toys had cost her 'Mech the use of its advanced autocannon, but Alice recognized the beauty and the potential of the machine that her technical staff had assembled for her.

This, she said to herself, is a 'Mech worthy of the crest of the 26th Lyran Guards.

Type: *Assassin Alice*
Mass: 40 tons
Technology Base: Inner Sphere
Battle Value: 1,301 (+108 C³)

Equipment		Mass
Internal Structure:		2
Engine:	280 Light	12
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	
Gyro:		3
Cockpit:		3
Armor Factor:	134	7.5
	<i>Internal Structure Value</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	20

Weapons and Equipment	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Medium Laser	RT	1	1
Guardian ECM Suite	RT	2	1.5
ER Medium Laser	LT	1	1
Beagle Active Probe	LT	2	1.5
C³ Slave	HD	1	1
Targeting Computer	CT	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
Jump Jet	CT	1	.5

Jon "Darkaria" Frideres

Mass: 45 tons

Chassis: Type 56-45C Modified Standard

Power Plant: 225 RFUM Fusion

Walking Speed: 54.6 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Armor Type: CerPlate Mod 2F

Armament:

1 Large Pulse Laser

1 ER Large Laser

2 ER Medium Lasers

2 ER Small Lasers

Manufacturer: Cudahy Assembly Plant Delta

Location: Circe

Communications System: Block 7 TRACONM

Targeting & Tracking System: TRTTS-X Mk. I

In 3062, a band of pirates supported by a mixed company of light 'Mechs and vehicles landed on the world of Rockland and quickly gained control of the planet's only spaceport. This was an easy feat as Rockland had always maintained minimal defensive forces and not even that much since the liberation of their world three years earlier.

Busying themselves with extorting what they could from the local population the pirates were taken by surprise when a lone 'Mech—a *Great Wyrms*—appeared out of nowhere and attacked. In a battle that lasted only twenty-five minutes, the pirates had lost three light 'Mechs and four vehicles. Unable to match their opponent's skill or range advantage, the remaining pirates retreated to their DropShip and left planet with what they already had onboard. Afterwards, the *Great Wyrms* faded back into the Rockland's wilderness.

When news of this event reached the DCMS high command, they dispatched a team to ascertain the origins and intentions of this mysterious individual. One of the team members was a Clan

warrior who himself had been made bondsman to the Combine. Through him, the investigative team was able to discover that the *Great Wyrms*' MechWarrior was an aging Smoke Jaguar named Aemelia.

In the wake of Operation: Bulldog, MechWarrior Aemelia of the Tenth Garrison Cluster found herself alone on the world of Rockland on the edge of Combine space. Like many of the oldest Jaguar warriors on Rockland, she had been given the honor to delay the attacking Inner Sphere units while the rest of the cluster retreated off world. It was a duty that she gladly performed until her 'Mech was destroyed in the fighting against the Eleventh Legion of Vega. Evading capture, she made her way back to one of several Smoke Jaguar supply caches hidden in the wilderness of that world. There she waited for word of her Clan's return, but after two years of waiting and monitoring local communications, she realized that such a return would never occur.

Denied the warrior's death that she desired, but still unwilling to cast aside her heritage by becoming a bandit, she brought a 'Mech out of storage and began bringing it back online. She refitted the 'Mech—a *Great Wyrms*—for the long term, replacing any ammunition-based weapon with energy-based ones. This modification meant removing the Ultra-class autocannon. In their place a large pulse laser and an extended range large laser can now be found. This change and the removal of the long-range missile system allowed the addition of two double-strength heat sinks and over two tons of standard armor. It was then that she began patrolling the sparsely-populated wilderness of Rockland.

Today, locals pay little attention to the mysterious BattleMech that can be seen from time to time on the fringes of civilized areas. Never approaching even the smallest village and avoiding the few attempts at contact made by the brav-

est of the populace, Aemelia continues her lonely wandering of the world.

Type: **Great Wyrms Aemelia**

Mass: 45 tons

Technology Base: Clan

Battle Value: 1,394

Equipment		Mass
Internal Structure:		4.5
Engine:	225	10
Walking MP:	5	
Running MP:	8	
Jumping MP:		
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Equipment	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
ER Large Laser	RA	1	4
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
ER Medium Laser	LT	1	1
ER Small Laser	LT	1	.5

Spencer "Free_Skye" McIlvaine

Mass: 45 tons
Chassis: Ceresplex IV Standard
Power Plant: 225 VOX XL Fusion
Walking Speed: 54.6 km/h
Maximum Speed: 86.4 km/h
Jump Jets: Anderson Propulsion 30 Standard
Jump Capacity: 150 meters
Armor Type: Starshield CASE
Armament:
 2 ER Large Lasers
 3 Hovertec Streak SRM-2
Manufacturer: Ceres Metals Industries
Location: Capella
Communications
 System: CeresCom Model 21-RS
Targeting &
 Tracking System: Dwyerson Mark XII

Alexi Danisov of the Thirtieth Marik Militia pilots one of the first *Snakes* to come off the assembly line. The *Snake* was marketed by the Capellans as an answer to battle armor, and Alexi and his lancemates were assigned to test the effectiveness of the design against its intended target and report on the results.

Unfortunately, the battle armor came up a little short. In fact, Alexi's lance spent the better part of 3055 and 3056 shooting at remotely piloted drones on a test range. As battle armor fears subsided, Alexi was quietly forgotten.

It wasn't until Operation Guerrero in 3057 that he finally got a chance to prove himself and his 'Mech. However, Alexi did not face a single battle armor unit throughout the entire war. In fact, Alexi did not face much opposition at all. This was fortunate, as in almost every engagement he fought in he ran out of ammunition.

With the exception of Alexi's lance, most of the Thirtieth Marik Militia was still using older equipment at the time. The Thirtieth Militia was supplied

with insufficient quantities of LBX autocannon and Streak ammunition, as the FWLM was unable or unwilling to allocate the valuable supplies to a second-rate unit. Alexi's lance alone chewed up about half of the regiment's allotted stockpile of those ammo types. Within a week of fighting, during Guerrero, Alexi's lance was already restricted to half-capacity reloads.

Realizing that his 'Mech was failing not only in its original purpose, but also in the basic purpose of all 'Mechs—to destroy the enemy—Alexi approached his tech and explained the situation. The tech responded with the answer Free Worlds techs have for every problem—the large laser. A popular refit for all 'Mechs throughout the Free Worlds League, the regiment's Quartermaster happily shared one from his always-on-hand surplus of the weapon. When he found out the laser was for Alexi's ammunition hog, he insisted on giving two.

Although technically a downgrade, the endurance of Alexi's 'Mech dramatically improved with the refit. Replacing the autocannon with a double-barreled large laser configuration with no ammunition limitations meant that he could effectively stay in the field indefinitely without re-supply. The Streak missiles, already comparably ammo efficient, lasted longer due to increased reliance on the lasers.

Due to his glowing reviews after Guerrero, Alexi went on to receive a promotion to command of his own lance within the regiment, which he presently retains. Even though the Thirtieth is better supplied these days and an LBX autocannon is no longer the handicap that it once was, Alexi insists on keeping his large laser configuration. However, he has taken advantage of the better supply situation to upgrade his 'Mech's lasers to extended range models.

To this day Alexi has never faced a battle armor suit in combat. Although the factory model configuration of the *Snake* fared reasonably well

shooting up drones on a firing range, Alexi has far more confidence in his own battle-proven configuration against real opponents on a real battlefield.

Type: **Snake Alexi**
 Mass: 45 tons
 Technology Base: Inner Sphere
 Battle Value: 1,170

Equipment		Mass
Internal Structure:		4.5
Engine:	225 XL	5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	144	9
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		5
R/L Arm	7	13
R/L Leg	11	20

Weapons and Equipment	Location	Critical	Tonnage
2 ER Large Lasers	RA	4	10
3 Streak SRM-2	LT	3	4.5
AMMO (SRM) 50	RT	1	1
CASE	RT	1	.5
Jump Jet	CT	1	.5
2 Jump Jet	RL	2	1
2 Jump Jet	LL	2	1

Buster "Banshee" McCall

Mass: 45 tons

Chassis: GM Stealth Endo Steel

Power Plant: 315 GM XL Fusion

Walking Speed: 75.6 km/h

Maximum Speed: 118.8 km/h

Jump Jets: 100AFVTA Standard Jump Jets

Jump Capacity: 210 meters

Armor Type: Durallex Medium

Armament:

2 Medium Pulse Lasers

4 Medium Lasers

1 Beagle Active Probe

Manufacturer: General Motors

Location: Kathil

Communications System: Dalban Micronics

Targeting & Tracking System: Dalban HiRez

Captain Anna Ramirez is a rare find in the Davion Assault Guards. From the cockpit of a *Stealth*, she commands one of the unit's few companies composed entirely of fast medium and heavy 'Mechs. Continuing a long family tradition, she graduated with honors from the Sakhara Academy in 3056, then went on to pilot her family *Assassin* at the academy's training battalion. There, she displayed an uncommon fearlessness when opposing heavier 'Mechs.

This trait attracted the attention of the Davion Assault Guards Chief of Personnel, a fellow Sakhara alumnus. Anna was assigned to the Assault Guards and given command of a medium 'Mech lance. She proved herself during Operation Bulldog. In the Topside Woods on Jeronimo, Anna's lightning-fast pack attacks slowed a Smoke Jaguar counter attack. Her bravery stalled the Jaguar spearhead long enough to allow the Guards to drive the Jaguars into the open.

Considering the weight class of opponents the Assault Guards routinely fought, her battalion commander wanted Anna in a 'Mech with more

weight, armor, and firepower than her *Assassin* carried. Anna was ordered to retire her old 'Mech and was issued a factory-new *Stealth*. With performance characteristics similar to her *Assassin*, Anna soon grew to appreciate her new ride, believing the *Stealth* was just about the closest thing to perfection she could find.

The brutal fighting during the Federated Commonwealth Civil War changed those beliefs. Although well supplied during the early fighting on Tikonov, she found herself returning to base for reloads far too often. The near constant fighting kept her from addressing the problem, but on Addicks she finally got the opportunity to refit her 'Mech.

After the Guards chased the DCMS task force off Addicks in early 3065, Anna claimed two medium pulse lasers from battlefield salvage. She then acquired two standard medium lasers from unit supply. Technicians removed her SRM-6 and replaced it with the two medium lasers. They then swapped out her Streak SRM-2 for a medium pulse laser. With the leftover space, they were able to add a second medium pulse laser and round out the upgrade with an additional half-ton of armor. Anna ordered her lance to perform similar refits, minimizing ties to supply depots.

The upgrades proved decisive during the Combine's return to Addicks in late 3065. By severing ties to supply, Anna was able to sustain her lance in the field long enough to help deliver the hammer blow that cut the DCMS force in two. In later fighting on New Avalon, her lance, with greater staying power, halted the Tenth Deneb Light Cavalry long enough for the remnants of the badly-mauled Assault Guards to fall back to more defensible positions. Her actions on New Avalon earned her promotion to Captain. Now one of the most decorated officers in the Assault Guards, Captain Ramirez personally indoctrinates every new member of the Assault Guard medium and heavy companies. She

intends to make sure these new recruits, pouring in to rebuild the unit, learn enough to keep themselves and the Guards alive.

Type: **Stealth Anna**

Mass: 45 tons

Technology Base: Inner Sphere

Battle Value: 1,240

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	315 XL	11
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		6
R/L Torso	11	17
R/L Torso (rear)		5
R/L Arm	7	14
R/L Leg	11	22

Weapons and Equipment	Location	Critical	Tonnage
Medium Pulse Laser	RT	1	2
2 Medium Lasers	RT	2	2
Beagle Active Probe	RT	2	1.5
Medium Pulse Laser	LT	1	2
2 Medium Lasers	LT	2	2
Jump Jet	CT	1	.5
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5

Jack "Jackmc" Mc Crary

Mass: 45 tons

Chassis: Alshain Class 580 Endo Steel

Power Plant: 270 Hermes XL Fusion

Walking Speed: 64.8 km/h

Maximum Speed: 97.2 km/h

Jump Jets:

Armor Type: Durallex Super Medium with CASE

Armament:

1 Kinslaughter H-Class ER PPC

2 Victory 23R Medium Lasers

1 Cyclops-Beagle Sensory Probe

1 Improved C³ CPU

1 Shigunga LRM 10

Manufacturer: Luthien Armor Works

Location: Luthien

Communications System: Sipher Security Plus

Targeting &

Tracking System: Eagle Eye 410 XX

As executive officer of the Fourth An Ting Legion, *Tai-sa* Daitama Muraki, pulled off one of the more impressive feats in modern military history. After a disastrous engagement with the Smoke Jaguars led to the death of his commander, Muraki managed to evacuate the remnants of the Fourth into the mountains of Itabaiana. For nearly a decade, Muraki kept the unit one step ahead of Jaguar, and later, Nova Cat forces. Such a feat would have surely made Muraki a hero, except for one thing.

In 3059, elements of the Fifth Sun Zhang Cadre, led by *Sho-sa* Matthew Dillahunty, challenged the Nova Cats for possession of Itabaiana. Upon hearing of the Combine victory, Muraki led his battered forces out of the mountains. Less than pleased to see the Fourth, Dillahunty made more than a few disparaging remarks to Muraki. The result was an honor duel in which Muraki thoroughly humiliated Dillahunty before eviscerating him. Outraged by Muraki's actions; the Fifth tore into the Fourth. When the battle was over, more than

one hundred Combine soldiers lay dead. For inciting the massacre, Muraki was awarded the Honor of the Wakizashi.

Muraki responded with a simple note to the Coordinator. In it, Muraki pointed out that he had been listed as killed in action for years. Since it was impossible for a man to die twice, Muraki refused *seppuku*. Claiming that only his service to the Dragon lived on, Muraki instead requested the chance for an honorable end against the Combine's enemies.

The Coordinator honored the request, though he stripped Muraki of his rank, noting that "spirits" had no use for such banalities. Unwilling to place him in any unit, the DCMS shipped Muraki to the SLDF. As a parting shot, he was assigned a gutted *Wolf Trap*.

Thus it came to pass that Muraki, having neither rating nor rank and being effectively dispossessed, found himself assigned to the First Royal BattleMech Regiment. Pleased to receive such an experienced officer, the First placed Muraki as a brevet captain in the third battalion.

With no help coming from the Combine, Muraki was forced to rebuild his crippled 'Mech with supplies from ComStar. Using a *Hussar* refit kit, ComStar technicians were able to replace his 'Mech's shattered reactor and autocannon.

The new reactor sported the more efficient "freezers" while a Kinslaughter H-Class particle gun replaced the autocannon. The weight reduction from the Kinslaughter allowed for installation of the kit's final item, a C3i computer.

Muraki's years in the mountains had impressed upon him the virtues of caution and hardiness, so he finished the rebuild by requisitioning a Cyclops-Beagle Sensory Probe and an additional two tons of armor.

Muraki uses the *Yamaki* (Mountain Spirit), to lead his fire support company. The Kuritan tendency to lead from the front meshes well with the

C3i system, and Muraki's company is consistently rated as one of the best in the regiment. With the DCMS unlikely to ask Muraki to return, his position seems assured for the foreseeable future.

Type: **Wolf Trap Daitama**

Mass: 45 tons

Technology Base: Inner Sphere

Battle Value: 1,019

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	11
Walking MP:	6	
Running MP:	9	
Jumping MP:		
Heat Sinks:	10 [20]	
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure Value	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Equipment	Location	Critical	Tonnage
ER PPC	RA	3	7
2 Medium Lasers	LT	2	2
Beagle Active Probe	LT	2	1.5
C³ Computer	LT	2	2.5
LRM-10	CT	2	5
AMMO (LRM) 12	RT	1	1
CASE	RT	1	.5

Jason "five_corparty" Hansa

Mass: 60 tons

Chassis: Alshain Type 56-60H

Power Plant: 300 Vlar

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets:

Armor Type: Starshield

Armament:

1 Autocannon/5

1 SRM 6

1 Medium Laser

1 LRM 5

Manufacturer: Luthien Armor Works

Location: Luthien

Communications System: Sipher CommSys 3

Targeting &

Tracking System: Eagle Eye SY10-10

Professor Douglas Running-Elk is a scholar, a gentleman, and an oddity: as the sole member of the NAIS staff born on Earth, he has a peculiarly balanced outlook on the rest of the Inner Sphere. A millennium baby, he left his hometown of Barrow, Alaska, to seek his fame and fortune off-world with a mercenary unit. Serving as a coolant truck operator in Team Banzai gave him a unique view of battle: coolant trucks were generally considered neutral, and so Douglas would sit and analyse battles raging around—but not involving—him and his crew.

Near the end of the battle of Northwind during the Fourth Succession War, when Kuritan forces were apparently about to crush the mercenary unit, an enemy *Grand Dragon* slowly shambled up to the coolant truck. It stopped moving once it was within the truck's "sphere of influence." Figuring something was wrong, Douglas clambered up the 'Mech to find a severely injured MechWarrior passed out at the controls. Douglas performed first aid on the pilot, and marched the 'Mech off

the battlefield to the Battalion MASH. For his courage in "capturing" the Kuritian mech, Douglas was promoted to MechWarrior and allowed to keep his prize.

Within weeks of the battle, Douglas had the PPC stripped off and the LRM system downgraded in order to install a much cooler-running Autocannon. Claiming that high heat would make his Alaskan brain "melt," he also replaced the forward-firing lasers with a SRM rack. Though these modifications severely downgraded his long-range capabilities, Douglas was much more effective fighting in his "comfortably chilly" 'Mech.

But it was his actions after the war that got Douglas noticed outside the unit. Serving as an intern for Dr. Banzai when he wrote his well-received Fourth Succession War series, Douglas became known as a researcher with an astute grasp of both battlefield tactics and logistics. He quickly rose in prominence within the both the battalion and the academic community, and his proudest moment was when—after releasing a critically praised thesis investigating the logistical reasons for the failure of Anton Marik's revolt—he was asked to join the teaching staff at the NAIS on the eve of the War of 3039.

Since then, Professor Running-Elk has become a legend among the graduates of the NAIS. Known for his in-depth lectures, gruelling exams, and near-limitless knowledge of historical data, only the truly brilliant succeed in his classes. However, those who do excel are nearly guaranteed a prestigious career as they become closely watched and groomed for success by the AFFS.

Now pushing seventy, Professor Running-Elk is looking for a successor. With none of his family interested in either teaching or inheriting a "pre-historic" 'Mech, Douglas is scouring the NAIS for a soul he feels is worthy enough to take up his mantle in both academics and piloting. Long retired from active service, Douglas pilots his ancient *Grand*

Dragon—lovingly maintained by teaching assistants—in NAIS Cadre parades and displays with a degree of skill surprisingly acute for his age.

Type: **Grand Dragon Douglas**

Mass: 60 tons

Technology Base: Inner Sphere

Battle Value: 909

Equipment		Mass
Internal Structure:		6
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:		
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	27
Center Torso (rear)		12
R/L Torso	11	16
R/L Torso (rear)		8
R/L Arm	7	14
R/L Leg	11	18

Weapons and Equipment	Location	Critical	Tonnage
Autocannon/5	RA	4	8
SRM-6	LA	2	4
AMMO (AC) 20	RT	1	1
AMMO (SRM) 15	LT	1	1
LRM-5	CT	1	2
AMMO (LRM) 24	CT	1	1
Medium Laser	LT(R)	1	1

Adam "Loose" Neff

Mass: 60 tons

Chassis: Heavy Star QAT-4

Power Plant: 240 Pitban

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: Pitban LFT-50

Jump Capacity: 120 meters

Armor Type: Longanecker PlastiSteel

Armament:

2 Medium Lasers

1 Large Laser

1 SRM 4

Manufacturer: Mountain Wolf BattleMechs

Location: Alpheratz

Communications System: Magestrix Alpha

Targeting &

Tracking System: Magestrix Gamma

Born to a working class family on Armington in 3043, Porter Romero spent the majority of the FedCom Civil War servicing exoskeletons and LoaderMechs for the local spaceport. Fascinated by the feats of engineering that went into BattleMechs, he pored over every manual and schematic he could find, often carrying the books with him wherever he went.

One morning Porter awoke to the sound of klaxons blaring, alerting the port of an unidentified incoming DropShip. Belonging to bandits out of Pirate's Haven, the ship landed on the highlands close to the city and the local militia forces rushed to meet them. After several hours of fighting, the pirates broke and ran, falling back to their DropShip and hard burning out of the system. Calling in a big favor from his supervisor, Porter was able to borrow a company LoaderMech and, taking some long overdue vacation time, headed off to the battlefield in search of salvage.

By the time he arrived, a number of locals had already begun to pick over sections of the

blasted landscape, looking for any valuable trinkets or materials left scattered about. Moving to the farthest edges of the battlefield, Porter noticed a ragged hole in the thick forest ringing the site. Several hundred meters deep in the woods, he discovered the scarred chassis of a bandit MLN-1B *Merlin*, lying on its side, pinning a trackless militia Bulldog tank to the ground.

Camping near the wreckage, Porter spent the next several days surveying the damage to both machines. The ruined Bulldog's primary weapon systems remained operational, but it was the *Merlin* that was the true prize. A small breach the size of a man's fist had sent shrapnel ricocheting through the cockpit, killing the pilot, but other than that the machine was mostly operational. Inspection of the torso revealed a ruined PPC and flamer, and the LRM-5 hatches had been melted shut. A diagnostic check showed that both medium lasers in the arms were functional and there was no other serious internal damage. Stuck by a moment of inspiration, Porter, using the LoaderMech, spent the next week and a half removing the shattered remains of the PPC, flamer, and LRM launcher. With his technical expertise and a little blind luck, Porter successfully transplanted the large laser and one of the SRM 4 packs from the Bulldog to the *Merlin*. Just when his supplies had begun to get low, he bypassed the Mech's security protocols, wiped the neurohelmet interface, and reset the wave patterns to match his own. Early on a Friday morning, nearly three weeks after he had left the city, Porter Romero fired the *Merlin's* fusion engine to life.

Although public opinion was mixed about having a privately owned BattleMech on Armington, Porter was greeted back at the spaceport with open arms. Now finding himself in an unusual entrepreneurial position, Porter offered security services to the port, in the event that

bandits would again return.

He and his 'Mech stand guard there to this day.

Type: **Merlin Porter**

Mass: 60 tons

Technology Base: Inner Sphere

Battle Value: 909

Equipment		Mass
Internal Structure:		6
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	21
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	14	28

Weapons and Equipment	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Large Laser	RT	2	5
SRM-4	LT	2	2
AMMO (SRM) 25	RT	1	1
2 Jump Jets	RL	2	2
2 Jump Jets	LL	2	2

Jason "five_corparty" Hansa

Mass: 70 tons

Chassis: Luthien DAI Endo Steel

Power Plant: 350 Hermes XL

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Armor Type: Starshield A with CASE

Armament:

2 Mydron Excel 5SG LB 5-X AC

1 Clan ER PPC

1 LongFire V LRM-5

1 Diverse Optics Type 20 Medium Laser

Manufacturer: Luthien Armor Works

Location: Luthien

Communications System: Sipher Security Plus

Targeting &

Tracking System: Matabushi Sentinel

A mercenary brat born and raised, MechWarrior Tabitha McBane is a MechWarrior known more for her activities outside her 'Mech than in it. Born 5 April 3043 to parents both serving in the mercenary unit Lindon's Battalion, Tabitha was a handful even at a young age. Always hanging out in the barracks with the MechWarriors, much to her parents' chagrin, Tabitha learned some of their shadier habits. Tabitha was a card and billiards shark by twelve, and, having somehow acquired a fake ID, she became a fully licensed bartender by the age of sixteen. She quit bartending regularly on her eighteenth birthday, the day Colonel Lindon certified her to pilot a DAI-01 *Daikyu* sold to the unit by the Draconis Combine.

The same analytical mind that served her so well in cards and on a billiards green quickly established her a reputation as a lethally accurate artillery spotter, but it was the night she was spotted by a talent scout while moonlighting at a local saloon and offered a modelling contract on

the spot that she began her rise to fame. Modeling led to photo shoots, which led to advertisements shown across the Inner Sphere, which led to her beginning to act in holovids. Tabitha continued to pilot her *Daikyu* in the unit the entire time; while limiting the roles she could take as either supporting actress or guest star, it had the side effect of increasing the span of her fan base.

When she realized she rarely used the rapid-fire setting of her autocannons and decided to swap them for LB-X models, Mydron donated them to her in exchange for her starring in their advertisements. But it wasn't until she was offered a slot in a Holovids-star Celebrity Poker Match that she won her big prize. Bluffing, gambling, and just plain getting lucky, Tabitha scratched her way to the final table. In that widely broadcast, nail-biting event, Tabitha combined a combination of skill and pure miracles to win—she walked away with a media-granted nickname of "The River Guide" and a huge purse containing what she was actually playing for: a Clan ER PPC.

Having Tabitha in the unit has been a huge advantage for Colonel Lindon. She has talked Tabitha into serving part-time alongside the unit's Public Affairs officer, and having the unit's crest prominently displayed on Tabitha's 'Mech in publications and ads across the Inner Sphere has led to a surge in the unit's recruiting. Widely known for her stunning attractiveness and her gambling skills, most opponents underestimate Tabitha in the cockpit. Her bubbly public persona gives way in the cockpit to her extremely methodical personality. Only average in her gunnery skills, she uses the long range capabilities of her weapons to whittle the armor off enemy mechs while blasting them into scrap by calling in supernaturally accurate artillery fire.

Tabitha's 'Mech is in perfect working order,

and displays far more kill markers than most realize.

Type: **Daikyu Tabitha**

Mass: 70 tons

Technology Base: Mixed

Battle Value: 1,532

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	32
Center Torso (rear)		11
R/L Torso	15	21
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	29

Weapons and Equipment	Location	Critical	Tonnage
LB-5X AC	RA	5	8
LB-5X AC	LA	5	8
ER PPC (C)	LA	2	6
LRM-5	LT	2	2
Medium Laser	LT	1	1
AMMO (LRM) 24	RT	2	2
AMMO (LBX) 80	RT	4	4
CASE	RT	1	.5

Paul "Valendrigian" Weatherly

Mass: 70 tons

Chassis: Corbine 1

Power Plant: 350 Ford XL

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Armor Type: Pribak 9000 w. CASE

Armament:

1 ER PPC

2 Medium Lasers

1 Guardian ECM

1 LB 20-X AC

Manufacturer: (Unknown)

Location: (Unknown)

Communications System: Faulk 203 Comset

Targeting &

Tracking System: KBC Starsight Model QTA1

The Smoke Jaguar Clan perished in 3060; yet in death, the Jaguars' shadow looms larger than ever across the Periphery. With each passing year, the volume of tales recounting the activities of renegade Jaguars increases geometrically. From the Hanseatic League to the Hyades Rim, from Astrokaszy to Antallos—the Smoke Jaguar has become the Periphery's new bogeyman. Few of these accounts have ever been confirmed; many that which have proved to be nothing more than common bandits masquerading as Jaguars to enhance the terror they inspire in their victims. However, mingled amongst these copy-cats, there are indeed legitimate Jaguar rogues, and the thankless task of investigating these sightings has fallen upon the much-dwindled remains of ComStar's Explorer Corps.

With the discovery of the Exodus Road, most Explorer Corps units had been diverted to SLDF Fury teams. However in recent years, the attention of the remainder has become riveted upon the activities of one highly exotic Jaguar trinary due to its association with sightings of the *Osis' Pride*, a Jaguar warship still at large seven years

after the Clan's downfall. The MechWarrior leading this trinary, for lack of positive identification, has been codenamed Cernunnos.

From the helm of his modified *Excalibur*, Cernunnos serves as the veritable pack-master for a trinary otherwise composed exclusively of *Roc* class ProtoMechs. When Cernunnos appears, his target is always a bandit party known to either count renegade Jaguar warriors within its ranks or to have posed under Jaguar colors at some point in the past. Cernunnos always strikes at night, often in the midst of a storm. He offers no batchall, no zellbrigen, no mercy. His ProtoMechs serve as foot soldiers, swarming over the bandit stronghold, killing many bandits before they ever reach their BattleMechs.

Cernunnos directs the assault from his *Excalibur*, providing heavy firepower against stiff points of resistance. Cernunnos takes no bondsmen; any bandits unfortunate enough to survive the assault are crucified as examples to all those who would sully the Jaguar's honor. The slaves often kept by bandits are left unharmed, and are the witnesses from which all accounts of Cernunnos' activities have been derived.

The *Excalibur* Cernunnos pilots is most likely a relic from Kerensky's Exodus. It was retrofitted to better suit the Jaguars' favored duelling tactics, though Cernunnos rarely engages in duels. An extended range particle cannon replaces the *Excalibur's* gauss rifle, while an LB-20X Auto-cannon protrudes from the left shoulder in place of the stock LRM rack. Cernunnos' *Excalibur* also features enhanced armor protection, electronic countermeasures, and a pair of medium lasers mounted on its left forearm. All of these components are on par with systems currently available in the Inner Sphere, but fall well short of modern Clan specifications.

Cernunnos has only been seen outside of his BattleMech on one occasion. Based on this sighting, Explorer Corps analysts believe that Cernunnos was once a ProtoMech pilot, as he

exhibits the classic genetic traits of a trueborn fighter pilot and the tell-tale azure tattoos of enhanced imaging implants. Several have noted that this Jaguar huntsman is cleaning up the Periphery better than many of the mercenaries that are paid to hunt bandits.

Type: **Excalibur Cernunnos**

Mass: 70 tons

Technology Base: Inner Sphere

Battle Value: 1,420

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	36
Center Torso (rear)		7
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	20
R/L Leg	15	20

Weapons and Equipment	Location	Critical	Tonnage
ER PPC	RA	3	7
2 Medium Lasers	LA	2	2
Guardian ECM Suite	RT	2	1.5
LB-20X AC	LT/CT	11	14
AMMO (LBX) 15	RT	3	3
CASE	RT	1	.5

Jason "five_corparty" Hansa

Mass: 70 tons

Chassis: Northrup-502

Power Plant: 350 Magna XL

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Armor Type: Aldis Heavy Ferro-Fibrous

Armament:

2 Medium Lasers

2 Medium Pulse Lasers

1 LB 20-X AC

2 Small Pulse Lasers

1 Anti-Missile System

Manufacturer: Kali Yama/Alphard Trading Corp.,

Kali Yama Weapons Industries

Location: Kendall, Kalidasa

Communications System: Irian Orator-5K

Targeting & Tracking System: Irian 511

Born 15 March 2999 on Coventry, young Julius Walker decided to become a MechWarrior during the House Marik raid of 3006. Graduating from the Coventry Academy in 3022, he was assigned a HBK-4G and stationed along the Draconis Combine border. There he matured and married, and saw service in both the Fourth Succession War and War of 3039.

Walker, a crack shot with his *Hunchback*, "Amy's Pride," became known for ambushing Kuritan 'Mechs and stripping entire limbs or torsos off with uncanny accuracy. Steadily improving, by the time of the Clan invasion Walker's amazingly accurate gunnery allowed him to ambush and destroy Jade Falcon 'Mechs with well-placed headshots, an ability that saved his life on more than one occasion. His wife, however, was killed in the Clan onslaught. The invasion over, a mourning Julius decided to head home to Coventry, where he became the planetary militia's training officer. Militiamen on exercises would find that "Amy's Pride" had suddenly appeared behind them and then be "killed" with one shot.

Walker would then calmly explain over an open frequency what they had done wrong.

Newly remarried, Julius' second honeymoon was cut short by the Jade Falcon attack of 3058. Unbeknownst to Julius, many of his earlier Falcon kills coincidentally happened to be Warden-leaning MechWarriors, resulting in a Falcon belief that Julius somehow "sensed" the presence of and slew those with "hearts not pure in spirit." For months, the Falcons would specifically attack the company to which Walker had been temporarily assigned; believing that surviving an encounter with "Amy's Pride" was certification of their Crusader beliefs, they threw themselves continuously against his lines. Despite Walker killing Stars' worth of Falcons, the Militia was all but crushed.

The dead buried, the surviving militiamen began to rebuild. For 40 years of faithful service, "Amy's Pride" was upgraded in 3062 to HBK-5S standard. With five children and 13 grandkids, Walker began to look towards retirement.

The FedCom civil war intervened, however, quickly drawing in and crushing the Coventry CPM. Out of ammo while engaged in close combat against Kristen's Krushers, Walker desperately charged the mercenaries. His charge took him and a *Hercules* off a cliff and tumbling down a ravine, killing his opponent and leaving Julius himself in a coma. When he awoke, Walker's battered heart finally shattered. Her weapons stripped and placed on the *Hercules* to make it battle-ready and all other usable components salvaged, the twisted, skeletal remains of "Amy's Pride" lay where they fell—ripped in half and destroyed.

Julius is a man feeling both his age and acute "Survivor's Guilt." Now the senior Hauptmann in the unit, Julius is helping rebuild the militia for the second time. Piloting the *Hercules*, he has continued his "teaching ambushes," but his heart is no longer in it. He has named the *Hercules* "Brutus," certain he will die in its cockpit. After burying one wife, one son, and three

granddaughters because of war, and without his faithful "Amy's Pride" to protect him, Julius is certain the next time he goes into battle will be the last.

Type: **Hercules Julius**

Mass: 70 tons

Technology Base: Inner Sphere

Battle Value: 1,4316

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	215	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		11
R/L Torso	15	21
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	30

Weapons and Equipment	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Pulse Laser	RA	1	2
Medium Laser	LA	1	1
Medium Pulse Laser	LA	1	2
LB 20-X AC	RT/CT	11	14
Small Pulse Laser	RT(R)	1	1
AMMO (LBX) 15	LT	3	3
Small Pulse Laser	LT	1	1
Anti-Missile System	CT	1	1.5
AMMO (AMS) 12	LT	1	.5
CASE	LT	1	.5

Jon "Darkaria" Frideres

Mass: 75 tons

Chassis: Bander Custom 1 Endo Steel

Power Plant: 300 Hermes XL

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Armor Type: Valiant Chainmail

Armament:

2 Autocannon/20s

2 Medium Lasers

1 ER Large Laser

Manufacturer: Bander BattleMechs

Location: Terra Firma

Communications

System: Winston Mega Boozee Mark IX

Targeting &

Tracking System: Winston Sidewinder

The ex-Nova Cat warrior called Horus has always been known for his strong sense of intuition and the vision that he would so often experience during his life. The earliest documented case of this vision was when he was six years old in which he saw, "A star-filled sky slowly overtaken by darkness until only one star remained. But that one star grew brighter—stronger—until it began to push back the encroaching darkness."

This image stayed with Horus throughout the years. When the invasion of the Inner Sphere began in 3049, he thought that perhaps the star in his vision represented Terra and the Star League reborn. This possibility grew in potential when the Nova Cats finally joined the invasion of the Inner Sphere. He fought on Luthien with Alpha Galaxy, but after facing the Combine and mercenary forces his initial assumption seemed to ring false in his mind.

When the battle for possession of Terra took place on Tukayyid, Horus fought with a ferocity

worthy of the Remembrance. Surely, he thought, this is where my vision leads me. Though the imagery of a single star seemingly engulfed by darkness yet becoming even stronger did not bode well for his Clan he could not fathom any other interpretation. When the smoke cleared and the battle was done, Horus was frustrated by the still unresolved vision. He sought guidance from his Clan's Oathmaster. The Oathmaster, despite his misgivings, bade Horus to follow his own path even if that path was not that of the Clan.

Little is known of where he traveled after leaving the Nova Cats, but he resurfaced in the New Colony region of the Periphery almost nine years later piloting a *Bandersnatch* and wearing the silver star of a Colonial Marshal. Inquiries have revealed that Horus was quite successful as a bounty hunter before joining the Marshals.

The bounties and pay that he had received prior to his time in the New Colony region have all gone into extensively modifying his *Bandersnatch*. It has been almost completely rebuilt to his specifications. All of the modifications were made as a result of "what felt right"—with the exception of the EndoSteel chassis, which was a necessity for the engineers to meet Horus' desires. It is therefore rather ironic that the only weapons remaining of the original armament are the rear-firing medium lasers, which have been repositioned to the side torsos and now fire forward.

Today, Horus has become one of the more easily recognized members of the Colonial Marshals. Greatly respected for his fair judgement and feared for his deadliness in battle—both in and out of the cockpit—he is very much the ideal Marshal. But more importantly, he himself has found a sense of peace that he has searched for all his life. It has been a long road that Horus has traveled, but he has found his true place in

the universe. At last he has found his star.

Type: **Bandersnatch Horus**

Mass: 75 tons

Technology Base: Inner Sphere

Battle Value: 1,216

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	231	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	32

Weapons and Equipment	Location	Critical	Tonnage
Autocannon/20	RA	10	14
Autocannon/20	LA	10	14
Medium Laser	RT	1	1
AMMO (AC) 10	RT	2	2
CASE	RT	1	.5
Medium Laser	LT	1	1
AMMO (AC) 10	LT	2	2
CASE	LT	1	.5
ER Large Laser	CT	2	5

Jon "Darkaria" Frideres

Mass: 75 tons

Chassis: StarFrame Heavy Endo Steel

Power Plant: 375 PlasmaStar Extra Light

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: Audi-Fokker Mark IV

Jump Capacity: 150 meters

Armor Type: Durallex Heavy

Armament:

9 BFE Type 2 Rocket Launcher 10 (OS)

1 Defiance Model 6 ER Large Laser

1 RAMTECH 800P Medium Pulse Laser

2 RAMTECH 1500Z ER Medium Lasers

1 Garret/Guardian Interface Guardian ECM

1 SDGs Medium Pulse Laser

Manufacturer: StarCorps Industries

Location: Crofton, Loburg

Communications

System: Garret T-60 FastScan with C3

and Guardian ECM modules

Targeting &

Tracking System: Garret F-22C

(Deluxe Custom)

MechWarrior Felix Grimstead has always been known for his ability to find trouble. Having a deep love for gambling, drinking and women Felix has often found himself in the wrong place at the wrong time, usually doing the wrong thing with the wrong person.

Having spent most of his life bouncing from one mercenary unit to another and—more often than not—acting as an independent contractor or with a small group of associates, it is difficult to follow his career thus far with any clarity. But as Felix himself will cheerfully tell you, not even he is really sure of all the places he has been. His charm and skill are undeniable, but his luck can swing like a pendulum in a tornado. After spending several years in the Periphery, he returned to the Inner Sphere in early 3062 at

which time he acquired his *Thanatos* BattleMech. While he waited for his next job, he sank nearly all of his funds into the *Thanatos* as well as obtaining an advanced targeting computer. When word reached him of a lucrative contract on the fringe of Davion space he and his partners jumped at the chance.

Which is how he came to find himself on the world of Swartklip on the fringe of Lyran space. How exactly this turn of events occurred is unknown, but Grimstead freely admits to "drinking a little" before setting out for his new assignment. Unable to pay for transport back across the Inner Sphere, Grimstead was stranded. He was appalled to discover that the only DropShip that visited Swartklip with any regularity was the same DropShip that had delivered him and his BattleMech and that it would not return for another year.

During the next year he became friendly with the small local militia. In 3063, when a group of raiders landed on planet, Grimstead worked with the militia to drive them off planet. Having expended his medium-range missiles and no way to replace them, he looked into alternatives. To his dismay, only a single medium pulse laser and a plethora of rocket launchers salvaged from the pirates were available. Grateful for his assistance the militia offered them to Grimstead. While not overjoyed, the price was right and he accepted the offer graciously. Besides, having the most sophisticated rocket-launcher armed BattleMech in the universe was too tempting to pass up.

After spending a year on Swartklip, the local populace had grown fond of Felix and he of them. So, when the time came for him to leave it was a bittersweet time. Throwing him a huge party, the locals wished him well and said their good-byes. When he recovered from "drinking a little" he found that the DropShip had come - and went - without him.

It wouldn't have been so bad if this hap-

pened only once. But as of 3067, the Annual Felix Grimstead Farewell Party (We'll See You In The Morning) has become a local holiday.

Type: **Thanatos Felix**

Mass: 75 tons

Technology Base: Inner Sphere

Battle Value: 1,532

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	32
Center Torso (rear)		11
R/L Torso	16	22
R/L Torso (rear)		8
R/L Arm	12	22
R/L Leg	16	30

Weapons and Equipment	Location	Critical	Tonnage
9 RL/10 (OS)	RA	9	4.5
ER Large Laser	LA	2	5
Medium Pulse Laser	LA	2	2
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Guardian ECM Suite	LT	2	1.5
Medium Pulse Laser	CT	1	2
Targeting Computer	LT	3	3
Jump Jet	CT	1	1
2 Jump Jets	RL	2	2
2 Jump Jets	LL	2	2

Michael "Lobo" Ramirez

Mass: 85 tons

Chassis: Star League XT

Power Plant: 255 Strand XL

Walking Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: None

Armor Type: Kevlar 5000

Armament:

2 Coventry Star Fire LRM 15s

4 Guided Technologies 2nd Gen Streak SRM-4

4 Defiance B3M Medium Lasers

1 Norse Guardian Guardian ECM

1 Wunderland Beagle Beagle Active Probe

1 Defiance A5L Small Laser

2 Defiance P5M Medium Pulse Lasers

Manufacturer: Defiance Industries,

Independence Weaponry

Location: Hesperus II, Quentin

Communications System: Nashan Quartet ComSy
with Guardian ECM

Targeting & Tracking System: Nashan Diana
Mark II Targeting Computer

Leutnant Jared Killian's career within the LAAF has been far from what many would consider average. In fact, most outsiders would consider him to be quite lucky, though whether Jared himself would agree to that statement is another matter.

Jared's "luck" made its first appearance when a clerical error caused him to be sent to join the elite Fifteenth Lyran Guards instead of one of the Lyran Regular regiments. None of his superiors questioned the move, distracted with the ongoing Civil War. Embarrassed and not wanting to suffer the humiliation of being sent packing just after he arrived, Jared did not seek to correct the mistake.

His second stroke of "luck" came the day after his arrival, where he met a striking young civilian woman named Sandra who seemed to also take interest in him. Innocent flirting turned into

a whirlwind romance that saw them both feel like they had found their true love. There were only two problems with their relationship, which Jared discovered to his horror. The first was that Sandra was in fact the daughter of Leutnant-General Gina Ciampa, commanding officer of the entire Fifteenth Lyran Guards. If that was not enough, there was something that would draw the wrath of the General even more than just his steamy relationship with her daughter.

Sandra was pregnant.

When General Ciampa discovered Jared and Sandra's affair, and the impending grandchild, she took things remarkably well—at least on the outside. She quickly transferred Jared to her personal command company and even assigned him a *Gunslinger* that was undergoing a major overhaul. While it seemed Ciampa was protecting her future son-in-law (Jared had proposed as soon as he had learned of the pregnancy), the General had other ideas. In the next combat her unit engaged in, she would send Jared into the heaviest fighting she could find, hoping that he would find a warrior's death; her daughter would then be free to marry someone more befitting of her status.

To this end, the general requisitioned the right arms, including the LRMs, of two recently decommissioned *Zeuses* as well as four 4-tube SRM Streak systems. She had them mounted in place of the *Gunslinger's* arms. While this loadout greatly increased the raw damage the design could unleash, the several tons of volatile ammunition the 'Mech now carried presented a significant risk of explosion.

As it turned out, Jared's "luck" held through some of the fiercest fighting during the Fifteenth Battle of Hesperus. Though he suffered enormous damage throughout the campaign, not once were his ammo bins breached - at least not when there was any ammunition still in them. His battlefield exploits seem to have gained the grudging respect of his mother-in-law, and Jared's newborn daughter, who is also named Gina, may have softened Ciampa's heart towards her son-in-law. Despite this, Jared Ciampa has still not been transferred out of "Bowslinger", nor removed from his normal vanguard duties.

Type: **Gunslinger Jared**

Mass: 85 tons

Technology Base: Inner Sphere

Battle Value: 1,496

Equipment		Mass
Internal Structure:		8.5
Engine:	255 XL	6.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	263	16.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	35
Center Torso (rear)		19
R/L Torso	18	25
R/L Torso (rear)		11
R/L Arm	14	28
R/L Leg	18	36

Weapons and Equipment	Location	Critical	Tonnage
LRM-15	RA	3	7
2 Streak SRM-4	RA	2	6
AMMO (Streak) 50	RA	2	2
LRM-15	LA	3	7
AMMO (Streak) 50	LA	2	2
2 Streak SRM-4	LA	2	6
2 Medium Lasers	RT	2	2
Guardian ECM Suite	RT	2	1.5
AMMO (LRM) 16	RT	2	2
AMMO (LRM) 8	LT	2	2
Beagle Active Probe	CT	2	1.5
Small Laser	HD	1	.5
Medium Pulse Laser	RL(R)	1	2
Medium Pulse Laser	LL(R)	1	2

Brian "Weazel" Kittrick

Mass: 90 tons

Chassis: Titan Super TZ-7EA

Power Plant: 270 PlasmaStar XL

Walking Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: Prentiss-III A

Jump Capacity: 90 meters

Armor Type: ArcShield VII Mk 5

Armament:

1 EMRG "Captain" Series Gauss Rifle (C)

1 Magna Mk III Large Laser

1 Imperator Code Red LB 10-X AC

1 Defiance 1001 ER PPC

Manufacturer: StarCorps Industries

Location: Son Hoa

Communications System: Telestar Model XTD-67A1

Targeting &

Tracking System: Starlight Seeker LX-4K

During his time as a Seeker, then-MechWarrior Nerran of Clan Goliath Scorpion searched through many Brian Caches full of mothballed BattleMechs, looking for relics of the Old Star League. After months of little success, he took a massive dose of deadly *necrosia* in hopes of a vision to guide him. The venomous drug nearly killed him, but after six months in a Roche hospital, he was ready to search again. And he had had a vision. It was nothing more than the designation code for an old Brian cache, but he tracked it down and journeyed to the site, on Dagda.

After two days of searching through what seemed to be a fairly standard armory and supply dump, he made a startling discovery: an old EMP-6A *Emperor*, with the ID code E6A-0001. He realized that he had found the first *Emperor* ever produced at the StarCorps plant on Son Hoa so many centuries ago. After reviewing the 'Mech's records, saved in an ancient inventory computer

for centuries, he found that the mech had been piloted by Major Allen Webster of the Fourth Royal BattleMech Division. Webster and his 'Mech had fought in no battles worth recording, but the 'Mech's significance as the original *Emperor* marked its discovery as a major find.

Nerran took it upon himself to restore the important relic. Sadly, the 'Mech was in poor repair. Not knowing the significance of the 'Mech, technicians had pulled most of its weapons for spare parts centuries ago. The jump jets were missing, and only the right-arm autocannon and laser remained of the original armament. Many of the 'Mech's armor plates had been removed. Nerran used what few resources he had. He added the Gauss Rifle and jump jets from a wrecked *Highlander IIC* found in the cache. The particle cannon from an old *Lynx* was installed in the right breast, where a large amount of armor had been removed and the guts of the mech were easily accessible. Two extra heat sinks, scavenged from a mothballed *Lancelot*, were added to counter the massive heat from the PPC.

Nerran then showed the ancient 'Mech to his superiors. As a reward, he was allowed to fight for the rank of Star Commander. When he bested his opponent's *Summoner* in the refurbished *Emperor*, he knew the 'Mech was his.

Although he has since moved into the prestigious Eighth Scorpion Dragoons, Nerran has time and again refused offers to pilot an OmniMech. For Nerran, the honor of piloting a BattleMech with such a glorious history is reward enough.

Type: **Emperor Nerran**

Mass: 90 tons

Technology Base: Mixed

Battle Value: 2,071

Equipment		Mass
Internal Structure:		9
Engine:	270 XL	7.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	14 [28]	3
Gyro:		3
Cockpit:		3
Armor Factor:	263	16.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	48
Center Torso (rear)		10
R/L Torso	19	30
R/L Torso (rear)		8
R/L Arm	15	30
R/L Leg	19	38

Weapons and Equipment	Location	Critical	Tonnage
Gauss Rifle (C)	RA	6	12
Large Laser	LA	2	5
LB 10-X AC	LA	6	11
ER PPC	RT	3	7
AMMO (Gauss) 16	RT	2	2
CASE	RT	1	.5
AMMO (LBX) 20	LT	2	2
CASE	LT	1	.5
Jump Jet	CT	1	2
Jump Jet	RL	1	2
Jump Jet	LL	1	2

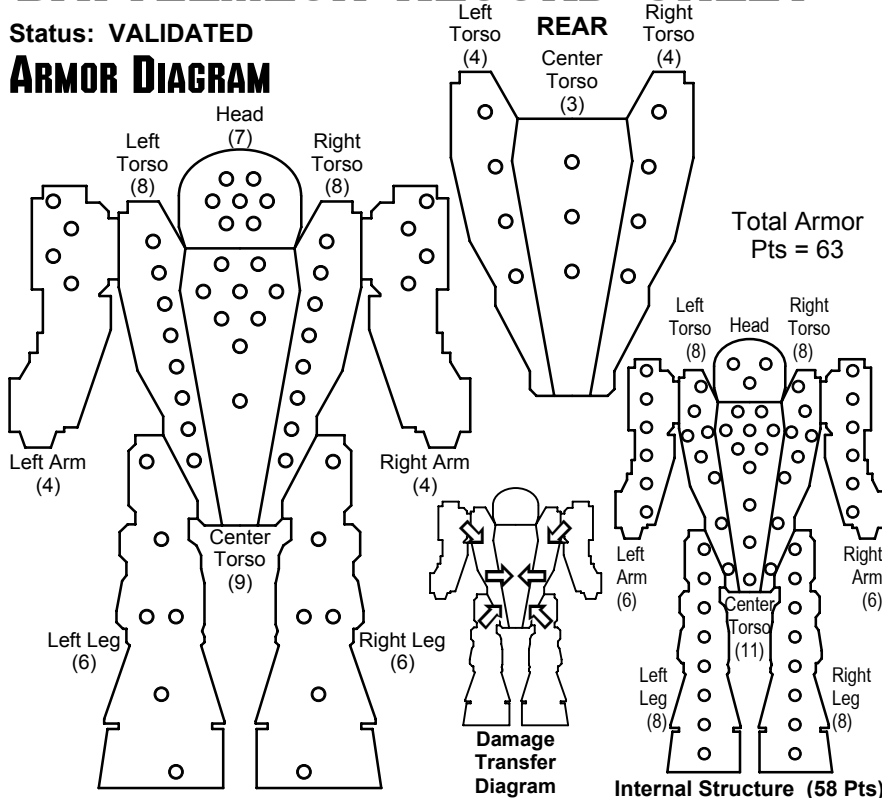


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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Ferro-Fibrous

1. Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

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

Center Torso

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

1. Gyro

2. XL Engine

3. XL Engine

4. XL Engine

5. Jump Jet

6. Single Heat Sink

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

Battle Value: 774

Weapon Value: 340 / 340

Cost, C-Bills: 5,821,425

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. LRM 15
6. LRM 15

1. LRM 15

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. CASE
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. Jump Jet

2. Jump Jet

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

'MECH DATA

Type: **Jenner Samuli**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **5**

Inner Sphere

Biped 'Mech

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	RA	5	1/hit	6	7	14	21
2	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: LRM 15
Rounds: 16
BV: 83

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: **Chu-I Samuli Rinne**

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

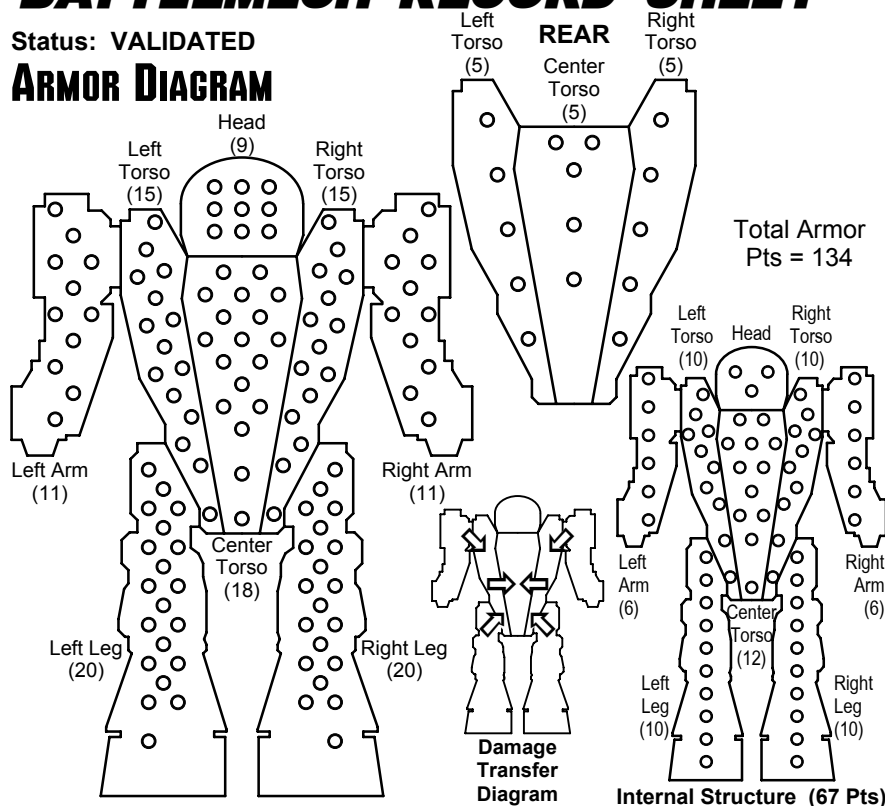
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Beagle Active Probe
2. Beagle Active Probe
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Targeting Computer

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

Battle Value: **1,301**
Add for C³: **& 108**
Weapon Value: **879 / 879**
Cost, C-Bills: **7,332,080**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Guardian ECM
2. Guardian ECM
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

'MECH DATA

Type: **Assassin Alice**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **7**

Inner Sphere

Biped 'Mech

Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Guardian ECM	RT	0	-	-	-	-	6
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	C³ Slave Unit	HD	0	-	-	-	-	-
1	Targeting Computer							

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(20)

WARRIOR DATA

Name: **Hauptmann Alice Humpsterderby**

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

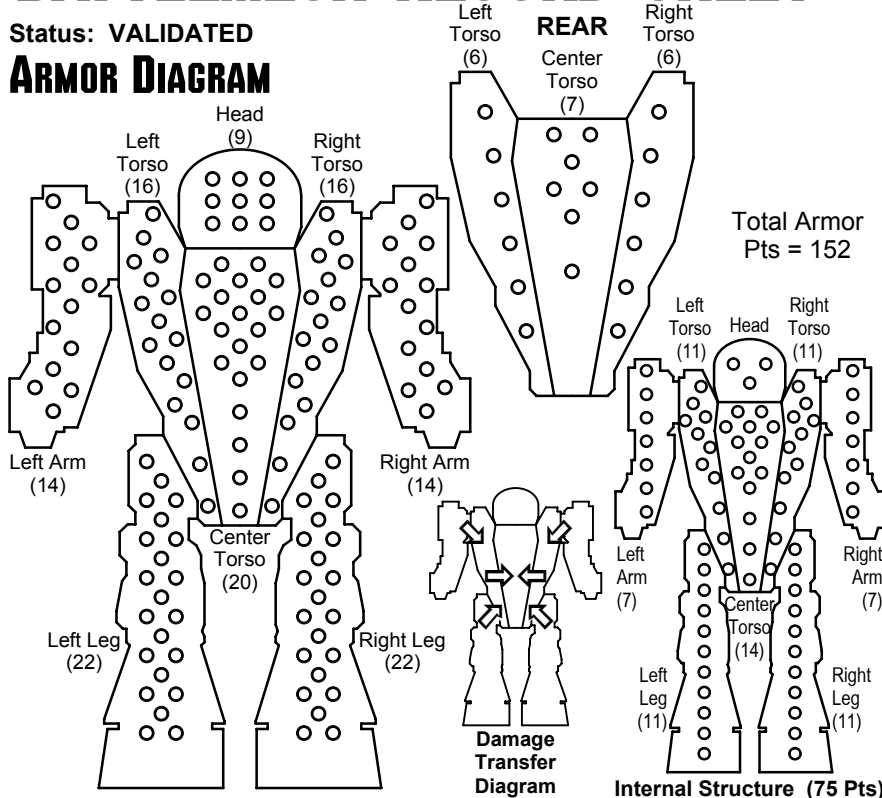
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

Armor Diagram



'MECH DATA

Type: **Great Wurm Aemelia**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Clan
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	LT	2	5	-	2	4	6

Total Heat Sinks: **12 Double (24)**
 ○○○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled
 Weapon Heat: **(36)**

WARRIOR DATA

Name: **Aemelia**
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

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CRITICAL HIT TABLE

Left Arm

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

1-3

Left Torso

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Small Laser

1-3

Left Leg

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

1-3

Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support

1-3

Center Torso

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

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- ER Large Laser

1-3

Right Torso

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Small Laser

1-3

Right Leg

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

1-3

Damage Transfer Diagram

Internal Structure (75 Pts)

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

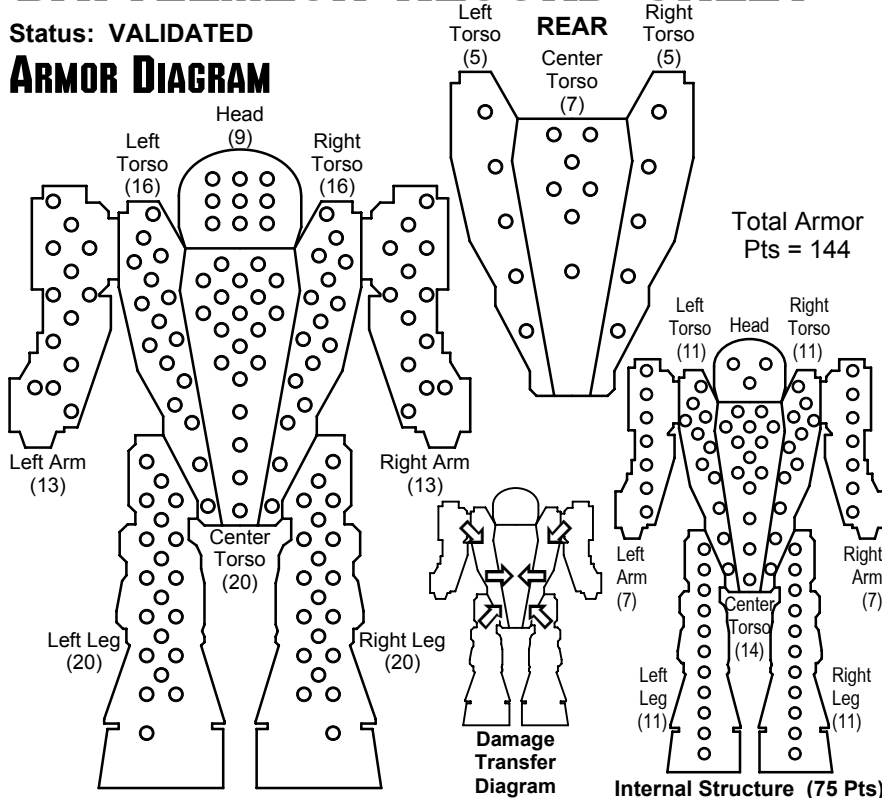
Battle Value: **1,394**
 Weapon Value: **1,600 / 1,600**
 Cost, C-Bills: **4,051,083**

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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

1-3

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Streak SRM 2
5. Streak SRM 2
6. Streak SRM 2

1-3

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

4-6

5

6

Head

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

Center Torso

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

1-3

4-6

5

6

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Jump Jet

4-6

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

Battle Value: 1,170

Weapon Value: 879 / 820

Cost, C-Bills: 7,297,270

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

1-3

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6

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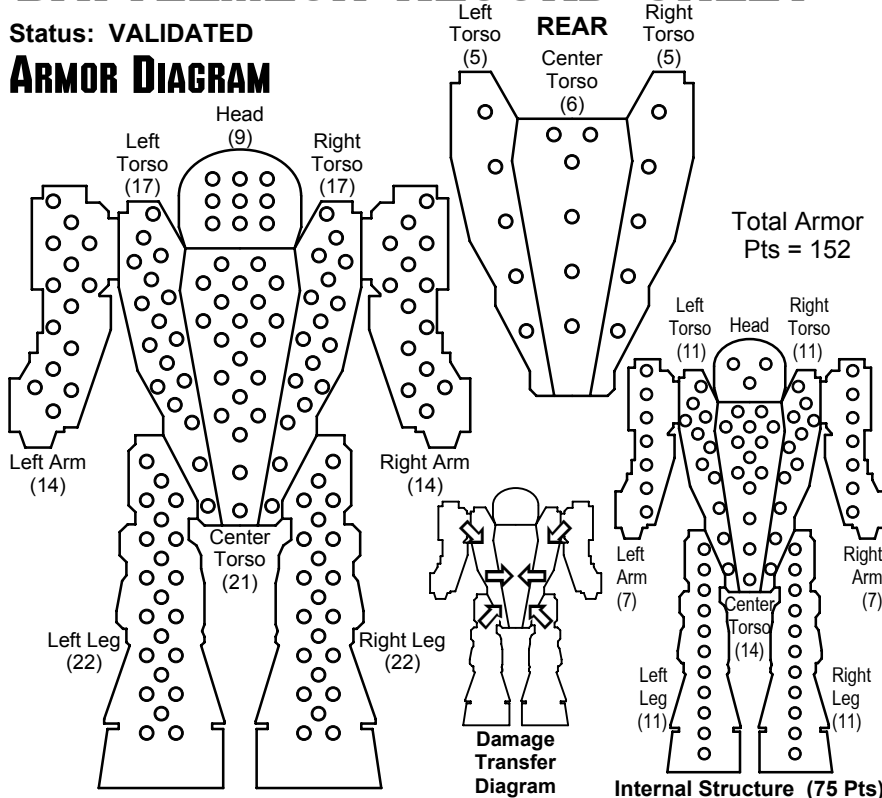
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Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

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

1. Endo Steel
2. Endo Steel

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Medium Pulse Laser
2. Medium Laser
3. Medium Laser
4. MASC
5. MASC
- 6.

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Endo Steel

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

Battle Value: 1,240

Weapon Value: 1,040 / 1,040

Cost, C-Bills: 10,498,290

Right Arm

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

1. Endo Steel
2. Endo Steel

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Medium Pulse Laser
2. Medium Laser
3. Medium Laser
4. Beagle Active Probe
5. Beagle Active Probe
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Stealth Anna**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** [14] Biped 'Mech

Jumping: **7** Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6	-	2	4	6
2	Medium Laser	RT	3	5	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Laser	LT	3	5	-	3	6	9

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(20)

WARRIOR DATA

Name: **Captain Anna Ramirez**

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1 2 3 4 5 6

Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

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

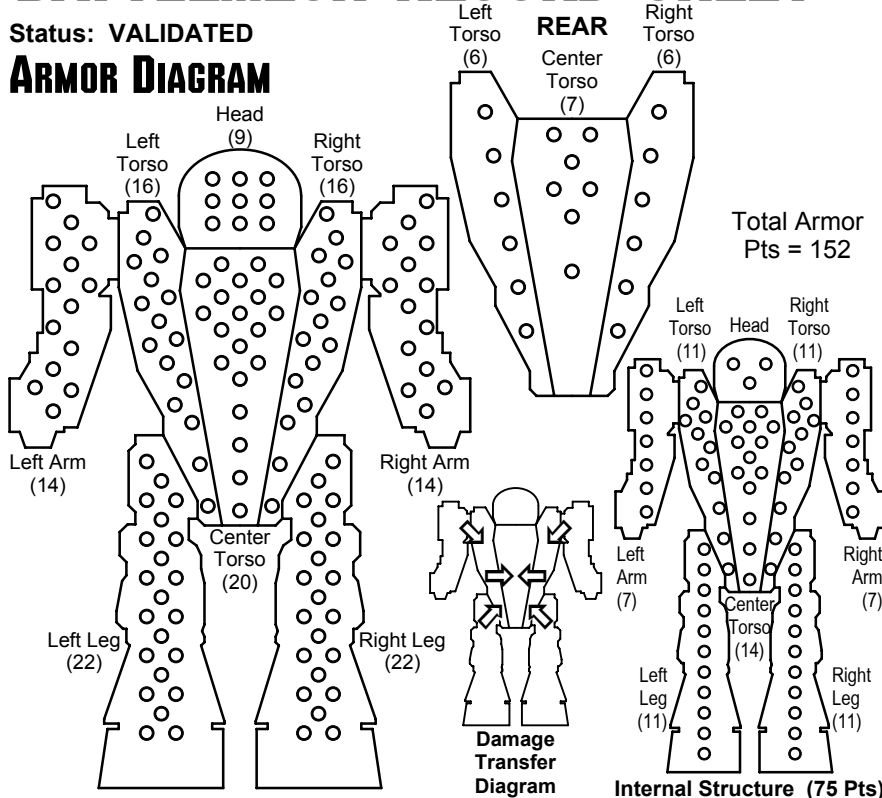
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Armor Diagram



Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

1. Endo Steel

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Laser
5. Medium Laser
6. Beagle Active Probe

1. Beagle Active Probe
2. Improved C³ CPU
3. Improved C³ CPU
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. LRM 10
6. LRM 10

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

Battle Value: 1,019

Add for C³: & 147

Weapon Value: 1,111 / 1,111

Cost, C-Bills: 9,212,358

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Endo Steel

1. Endo Steel

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. CASE
5. Ammo (LRM 10) 12
6. Endo Steel

1. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: Wolf Trap Daitama

Mass: 45 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Running: 9

Jumping: 0

Inner Sphere

Biped 'Mech

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	LT	3	5	-	3	6	9
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: LRM 10
Rounds: 12
BV: 16

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(25)

WARRIOR DATA

Name: Daitama Muraki

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

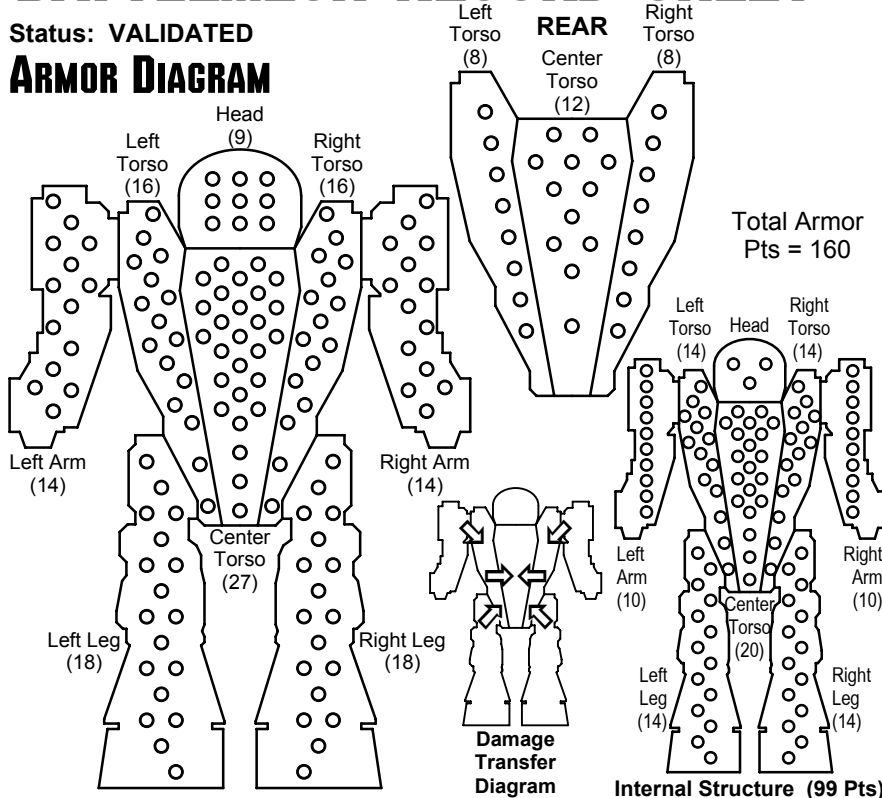
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Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. SRM 6
5. SRM 6
- 6.

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

Left Torso

1. Ammo (SRM 6) 15
2. Medium Laser (R)
- 3.
- 1-3 4.
- 5.
- 6.

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- 5.
- 6.

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
- 4-6 1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 5
6. Ammo (LRM 5) 24

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

Battle Value: 909
Weapon Value: 779 / 779
Cost, C-Bills: 4,983,200

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

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

Right Torso

1. Ammo (AC/5) 20
- 2.
- 3.
- 1-3 4.
- 5.
- 6.

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- 5.
- 6.

'MECH DATA

Type: Grand Dragon Douglas

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Running: 8

Jumping: 0

Inner Sphere

Biped 'Mech

Level 1 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	LRM 5	CT	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

Autocannon/5	20	12
SRM 6	15	10
LRM 5	24	8

Total Heat Sinks: 12 Single

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(10)

WARRIOR DATA

Name: Professor Douglas Running-Elk

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

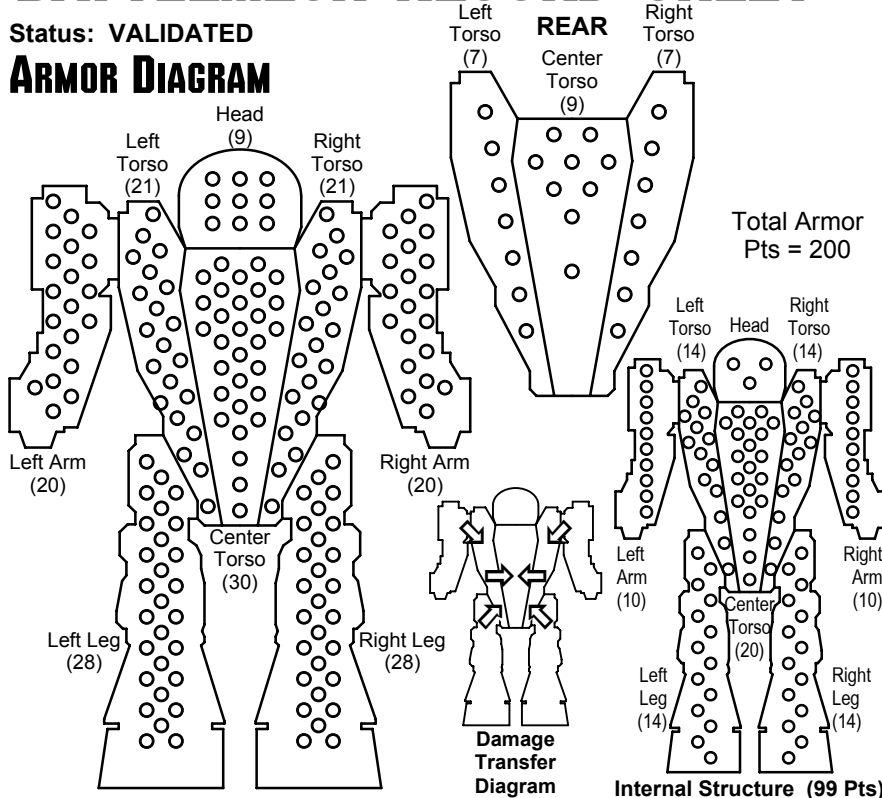
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Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser

1-3

4-6

Left Torso

1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. SRM 4

1-3

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

Center Torso

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

1-3

4-6

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser

1-3

4-6

Right Torso

1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Large Laser
6. Large Laser

1-3

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Battle Value: 1,114

Weapon Value: 1,093 / 1,093

Cost, C-Bills: 4,860,800

'MECH DATA

Type: **Merlin Porter**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped 'Mech

Level 1 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: SRM 4

Rounds: 25

BV: 8

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: **Porter Romero**

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

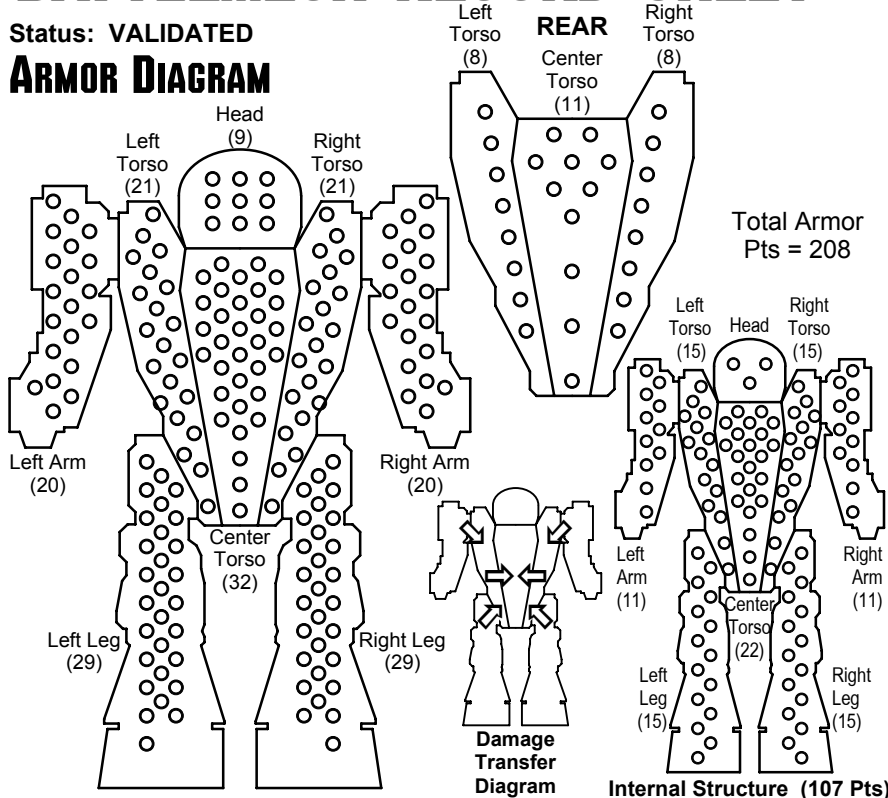
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Armor Diagram



Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. LB 5-X AC (IS)
6. LB 5-X AC (IS)
1. LB 5-X AC (IS)
2. LB 5-X AC (IS)
3. LB 5-X AC (IS)
- 4-6 4. ER PPC (C)
5. ER PPC (C)
6. Endo Steel (IS)

Left Torso

1. XL Engine (IS)
2. XL Engine (IS)
3. XL Engine (IS)
- 1-3 4. LRM 5 (IS)
5. Medium Laser (IS)
6. Endo Steel (IS)
1. Endo Steel (IS)
- 2.
- 3.
- 4-6 4.
- 5.
- 6.

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel (IS)
6. Endo Steel (IS)

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel (IS)
5. Sensors
6. Life Support

Center Torso

1. XL Engine (IS)
2. XL Engine (IS)
3. XL Engine (IS)
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine (IS)
3. XL Engine (IS)
- 4-6 4. XL Engine (IS)
5. Endo Steel (IS)
6. Endo Steel (IS)

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. LB 5-X AC (IS)
6. LB 5-X AC (IS)
1. LB 5-X AC (IS)
2. LB 5-X AC (IS)
3. LB 5-X AC (IS)
- 4-6 4. Endo Steel (IS)
5. Endo Steel (IS)
- 6.

Right Torso

1. XL Engine (IS)
2. XL Engine (IS)
3. XL Engine (IS)
- 1-3 4. Ammo (LRM 5) 24
5. Ammo (LB 5-X) 20
6. Ammo (LB 5-X) 20
1. Ammo (LB 5-X) 20
2. Ammo (LB 5-X) 20
3. CASE (IS)
- 4-6 4. Endo Steel (IS)
5. Endo Steel (IS)
- 6.

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel (IS)
6. Endo Steel (IS)

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

Battle Value: **1,532**
Weapon Value: **2,197 / 2,197**
Cost, C-Bills: **16,385,506**

'MECH DATA

Type: **Daikyu Tabitha**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Mixed (I.S. Base)
Running: **8** Biped 'Mech
Jumping: **0** Level 3 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC (IS)	RA	1	5	3	7	14	21
1	LB 5-X AC (IS)	LA	1	5	3	7	14	21
1	ER PPC (C)	LA	15	15	-	7	14	23
1	LRM 5 (IS)	LT	2	1/hit	6	7	14	21
1	Medium Laser (IS)	LT	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LB 5-X AC	80	55
LRM 5	24	8

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (22)

WARRIOR DATA

Name: **MechWarrior Tabitha McBane**

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

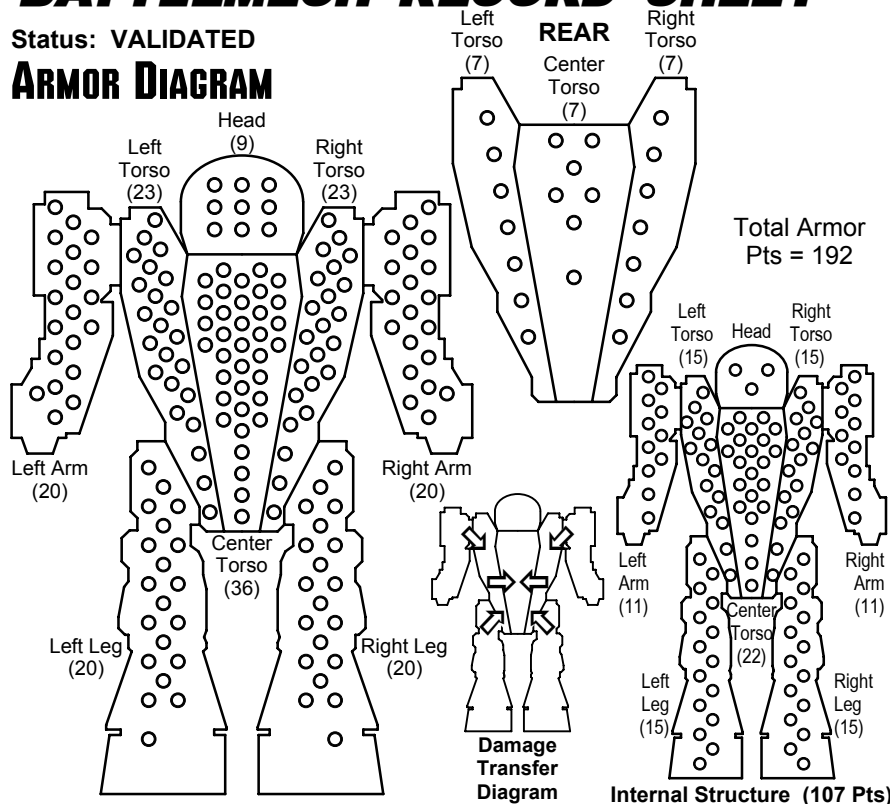
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Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- 5.
- 6.

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. LB 20-X AC (Cont)
6. LB 20-X AC (Cont)

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

Battle Value: 1,420

Weapon Value: 1,625 / 1,625

Cost, C-Bills: 16,732,986

Right Arm

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

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Guardian ECM
5. Guardian ECM
6. Ammo (LB 20-X) 5

1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X) 5
3. CASE
- 4.
- 5.
- 6.

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- 5.
- 6.

'MECH DATA

Type: **Excaltibur Cernunnos**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	LA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	LB 20-X AC	LT	6	20	-	4	8	12

Ammo Type: LB 20-X AC Rounds: 15 BV: 111

Total Heat Sinks: 11 Double (22)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (27)

WARRIOR DATA

Name: **Cernunnos**

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

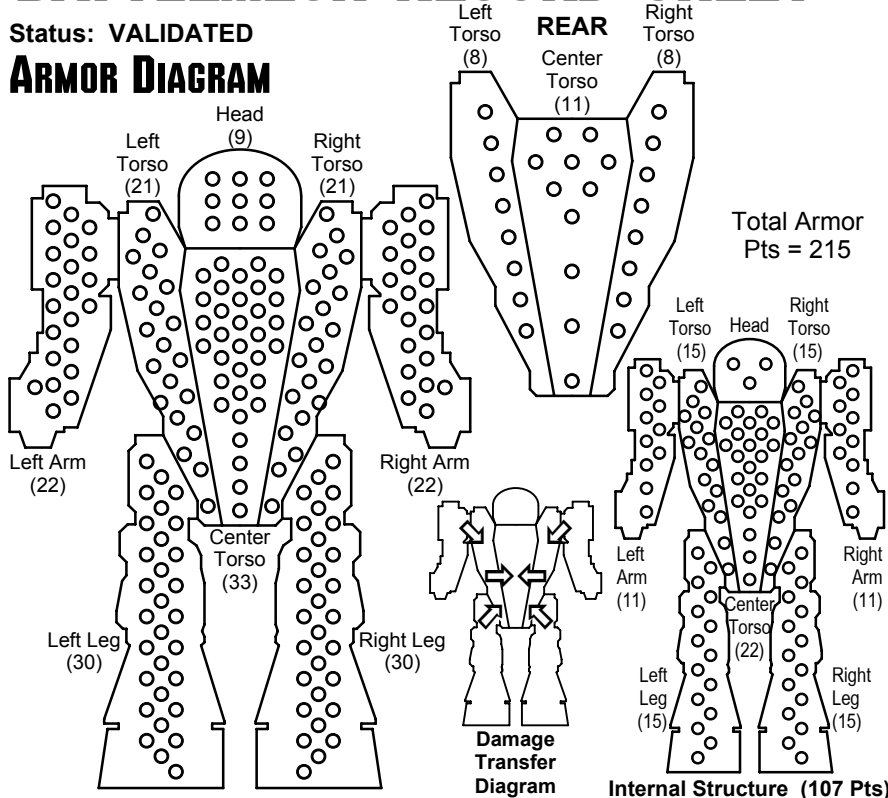
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Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Pulse Laser

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Small Pulse Laser (R)
5. Ammo (AMS) 12
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous

3. Ammo (LB 20-X) 5
4. Ammo (LB 20-X) 5
5. Ammo (LB 20-X) 5
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Anti-Missile System
6. Ferro-Fibrous

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

Battle Value: 1,416

Weapon Value: 1,853 / 1,853

Cost, C-Bills: 16,528,986

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LB 20-X AC (Cont)
5. LB 20-X AC (Cont)
6. LB 20-X AC (Cont)

1. LB 20-X AC (Cont)
2. Medium Laser
3. Medium Pulse Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
- 6.

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. Small Pulse Laser (R)
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

'MECH DATA

Type: **Hercules Walker**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 20-X AC	RT	6	20	-	4	8	12
1	Small Pulse Laser	RT(R)	2	3	-	1	2	3
1	Small Pulse Laser	LT(R)	2	3	-	1	2	3
1	Anti-Missile System	CT	1	1d6	-	-	-	-

Ammo Type:	Rounds:	BV:
LB 20-X AC	15	111
Anti-Missile System	12	14

Total Heat Sinks: **12 Double (24)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(25)**

WARRIOR DATA

Name: **Hauptmann Julius Walker**

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

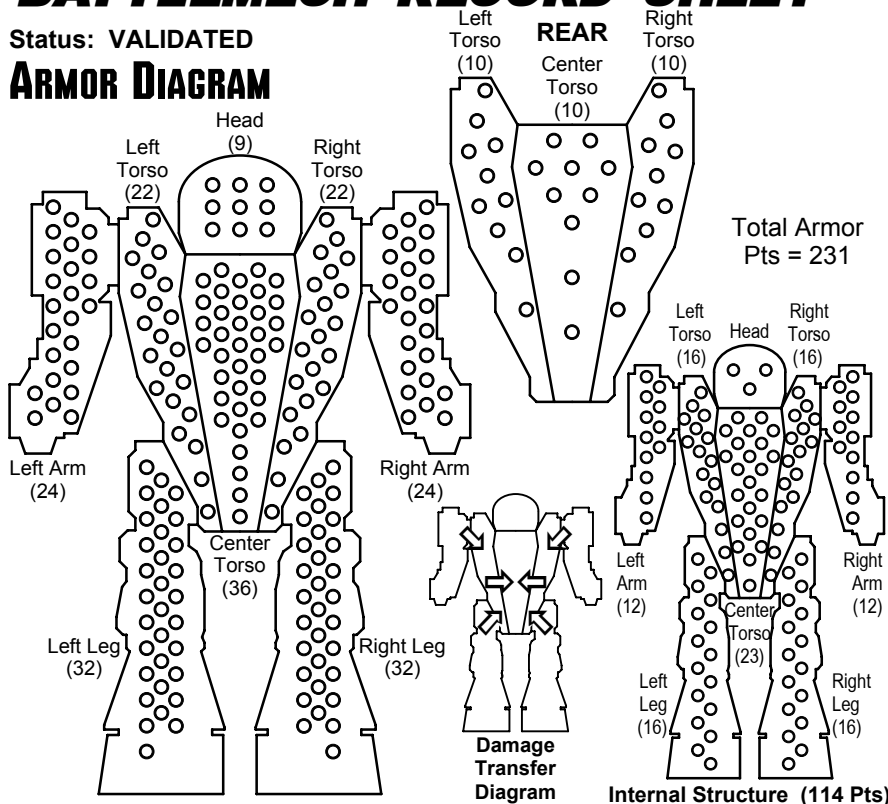
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Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1. Autocannon/20
2. Autocannon/20
- 4-6 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Medium Laser

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Large Laser
- 4-6 6. ER Large Laser

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

Battle Value: 1,216

Weapon Value: 1,885 / 1,885

Cost, C-Bills: 15,519,875

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1. Autocannon/20
2. Autocannon/20
- 4-6 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Medium Laser

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Bandersnatch Horus**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	Autocannon/20	LA	7	20	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	ER Large Laser	CT	12	8	-	7	14	19

Ammo Type: Autocannon/20
Rounds: 20
BV: 90

Total Heat Sinks: 11 Double (22)

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(32)

WARRIOR DATA

Name: **Marshal Horus**

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

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

HEAT SCALE

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

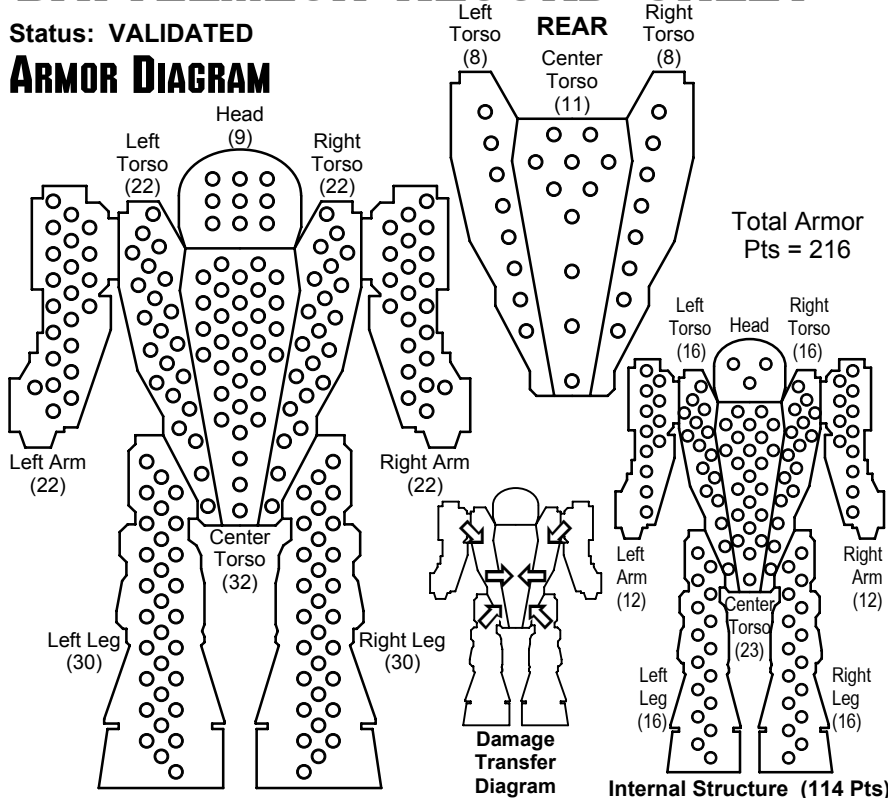
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Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. ER Large Laser
5. ER Large Laser
6. Medium Pulse Laser

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. ER Medium Laser
5. Guardian ECM
6. Guardian ECM

1. Targeting Computer
2. Targeting Computer
- 4-6 3. Targeting Computer
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Medium Pulse Laser

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

Battle Value: 2,032

Weapon Value: 3,025 / 3,025

Cost, C-Bills: 19,068,000

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Rocket Launcher 10 (OS)
5. Rocket Launcher 10 (OS)
6. Rocket Launcher 10 (OS)

1. Rocket Launcher 10 (OS)
2. Rocket Launcher 10 (OS)
- 4-6 3. Rocket Launcher 10 (OS)
4. Rocket Launcher 10 (OS)
5. Rocket Launcher 10 (OS)
6. Rocket Launcher 10 (OS)

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. ER Medium Laser
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Thanatos Felix**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
9	Rocket Launcher 10 (OS)	RA	3	1/hit	-	5	11	18
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Targeting Computer							

Total Heat Sinks: 16 Double (32)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (30)

WARRIOR DATA

Name: **MechWarrior Felix Grimstead**

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

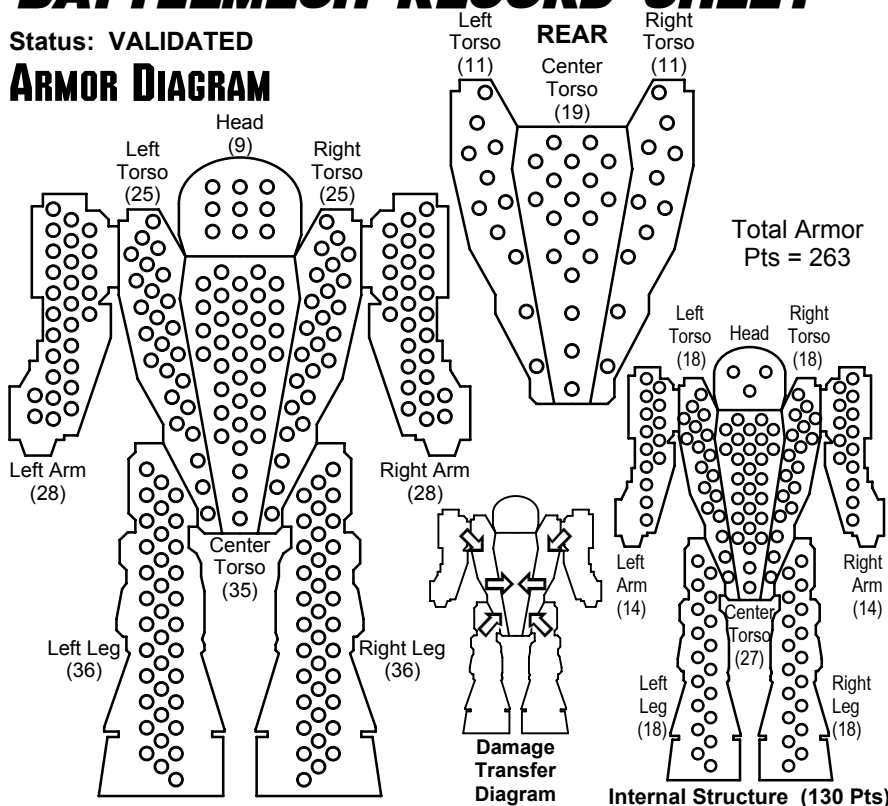
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Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 15
5. LRM 15
6. LRM 15

1. Streak SRM 4
2. Streak SRM 4
- 4-6 3. Ammo (Streak 4) 25
4. Ammo (Streak 4) 25
- 5.
- 6.

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Medium Laser
5. Medium Laser
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
- 4-6 5. Double Heat Sink
6. Ammo (LRM 15) 8

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- 5.
6. Medium Pulse Laser (R)

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
- 4-6 5. Beagle Active Probe
6. Beagle Active Probe

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

Battle Value: **1,496**

Weapon Value: **2,384 / 2,105**

Cost, C-Bills: **17,277,612**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 15
5. LRM 15
6. LRM 15

1. Streak SRM 4
2. Streak SRM 4
- 4-6 3. Ammo (Streak 4) 25
4. Ammo (Streak 4) 25
- 5.
- 6.

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Medium Laser
5. Medium Laser
6. Guardian ECM

1. Guardian ECM
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
- 4-6 5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- 5.
6. Medium Pulse Laser (R)

'MECH DATA

Type: **Gunslinger Jared**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
2	Streak SRM 4	RA	3	2/hit	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
2	Streak SRM 4	LA	3	2/hit	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
2	Medium Laser	LT	3	5	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Small Laser	HD	1	3	-	1	2	3
1	Medium Pulse Laser	LL(R)	4	6	-	2	4	6
1	Medium Pulse Laser	RL(R)	4	6	-	2	4	6

Ammo Type: LRM 15
Streak SRM 4

Rounds: 24
100

BV: 51
28

Total Heat Sinks: **13 Double (26)**

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(43)

WARRIOR DATA

Name: **Leutnant Jared Killian**

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
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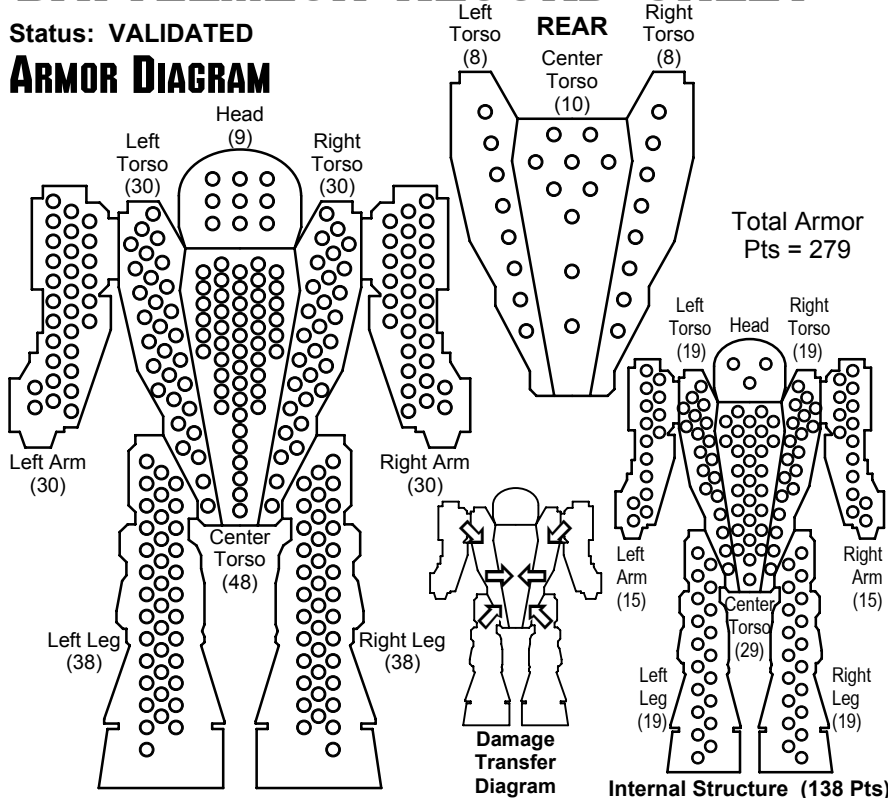
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Status: **VALIDATED**

Armor Diagram



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser (IS)
- Large Laser (IS)
- LB 10-X AC (IS)

- LB 10-X AC (IS)
- LB 10-X AC (IS)
- LB 10-X AC (IS)
- LB 10-X AC (IS)
- LB 10-X AC (IS)
- LB 10-X AC (IS)

Left Torso

- XL Engine (IS)
- XL Engine (IS)
- XL Engine (IS)
- 1-3 CASE (IS)
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10

- Double Heat Sink (IS)
- Double Heat Sink (IS)
- Double Heat Sink (IS)
- 4-6 Double Heat Sink (IS)
- Double Heat Sink (IS)
- Double Heat Sink (IS)

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- 4.
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine (IS)
- XL Engine (IS)
- XL Engine (IS)
- Gyro
- Gyro
- Gyro
1. Gyro
2. XL Engine (IS)
3. XL Engine (IS)
4. XL Engine (IS)
5. Jump Jet
- 6.

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

Battle Value: 2,071

Weapon Value: 3,048 / 3,048

Cost, C-Bills: 18,621,900

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)

- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- 4-6 Double Heat Sink (IS)
- Double Heat Sink (IS)
- Double Heat Sink (IS)

Right Torso

- XL Engine (IS)
- XL Engine (IS)
- XL Engine (IS)
- 1-3 CASE (IS)
- ER PPC (IS)
- ER PPC (IS)

- ER PPC (IS)
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- 4-6 Double Heat Sink (IS)
- Double Heat Sink (IS)
- Double Heat Sink (IS)

Right Leg

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

'MECH DATA

Type: **Emperor Nerran**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Mixed (I.S. Base)

Running: **5** Biped 'Mech

Jumping: **3** Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (C)	RA	1	15	2	7	15	22
1	Large Laser (IS)	LA	8	8	-	5	10	15
1	LB 10-X AC (IS)	LA	2	10	-	6	12	18
1	ER PPC (IS)	RT	15	10	-	7	14	23

Ammo Type: Rounds: BV:

Gauss Rifle (C) 16 90

LB 10-X AC 20 52

Total Heat Sinks: 14 Double (28)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (26)

WARRIOR DATA

Name: **Star Commander Nerran**

Gunnery Skill: Piloting Skill:

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

HEAT SCALE

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

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