

BATTLETECH



EXPERIMENTAL™
TECHNICAL
READOUT:

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REPUBLIC
VOLUME III

INTRODUCTION

INCOMING
MESSAGE

SEND

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CANCEL

DELETE

TO: Paladin Janella Lakewood
FROM: Ghost Knight Richard Martinez
Date: 28 January 3150

With the Fortress walls coming down, militaries are in active readiness everywhere. Per your request, my team has continued collating technical information, specifically examining any new and experimental units that were not covered by the recent 3145 and 3150 readouts.

If I may be candid, I believe the RISC experiments were a mistake.

Covertly testing such equipment in the field so quickly might have seemed like a good idea in theory. But in practice I fear it has caused far more harm than good. At best, it has prompted those powers who managed to salvage RISC equipment to waste their time, resources, and efforts to progress the technologies. At worst, it has leaked some of our most recent technological advances—no matter how limited they are—to our nearest enemies.

Thankfully, no one was ever able to completely ascertain the true source of the RISC gear; one of the few successes of the program. Regardless, the damage is done. I have included a number of reports on some of the equipment's performance and appended a brief overview of its construction data.

Of greater concern are reports coming in from the Clans, although it is difficult to be completely certain of their veracity. Never ones to stand still while the maelstrom of war swirls around them, the Clans have clearly been making advancements of their own. Some indications we have received even suggest a shocking link between Word of Blake and Clan technology that may have started long ago. Meanwhile, the first new WarShip hull since the Jihad appears to be nearing completion as we speak. While we hope that the full extent of the Clans' experimental projects shown here is not just the tip of a new technological nightmare, the imminent prospect of facing upgraded Clan WarShips is far more immediate. Assuming these reports are accurate, our own fleet reserve would be hard pressed to survive against even one upgraded ship, let alone revitalized and expanded Clan navies.

Still, forewarned is fore-armed. As our walls come down, may our forces burst forth fully informed of the dangers they may face, from any of our potential enemies.

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, battle armor and aerospace craft described in *Experimental Technical Readout: Republic III* provide players with a sampling of the current developments of the Republic and her enemies. The designs featured in this book reflect production units, prototypes and "one-off" refts.

The rules for using 'Mechs, vehicles, battle armor and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*, *Jihad: Final Reckoning* and a number of special rules that will appear in the upcoming *Interstellar Operations* rulebook. As a result, while their use is entirely appropriate to the nature of 3145-era games, few of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged.

[Editor's Note: The final version of *Interstellar Operations* is not yet available at the time of this writing, but players eager to use the advanced Dark Age-era gear featured in the units within these pages may purchase a special, reduced-price Beta version of IO wherever BattleTech digital products are sold!]

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Dedicated to: Herb Beas, with Happy Birthday wishes from us all! May this serve as a reminder of your influence and importance. This book is filled with gadgets and units that—if not directly out of the MW DA game—all interconnect in some way with the stories and visions you have given us.



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CAT35XT026

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



Field Testing Summation: Production Wheeled QuadVee Chassis

Producer/Site: Csesztreg Industriplex Alpha Annex, Csesztreg

Supervising Technician: Technician Factor Matthew

Project Start Date: 3145

Non-Production or Recently Introduced Equipment Analysis:

Wheeled QuadVee

Overview

If nothing else, the *Notos* underscores that Clan Hell's Horses has not yet abandoned the QuadVee concept they began working on just over fifteen years ago. Once more this machine is the brainchild of the Horses' Technician Factor Matthew, whose first QuadVee prototype, the *Boreas*, ushered in a line of these hybrid 'Mech-tanks to mixed reviews.

In a society best known for rewarding only the best, it often boggles the mind to see how lackluster units manage to survive, especially now that war has again returned to the Inner Sphere on every front. But not only has the QuadVee survived, the *Notos* demonstrates that the concept is fast evolving into something that could be more than just a gimmick used to trick unsuspecting opponents.

Named for the Greek god of the south wind—following the Clan custom of naming combat vehicles after various mythological deities—the *Notos* is a unique departure among the QuadVees seen to date. Built from the ground up as a final production machine, it has a sleeker, more "finished" look than the others of its kin, and is as reconfigurable as any OmniMech. But it excels in its vehicular mode, where it actually gains mobility over its quad 'Mech form by using wheels in place of track units.

MechWarriors who fail to appreciate the nuances of vehicle combat would be surprised to face a *Notos* in battle. Its 'Mech-mode speed is typical of most Clan heavyweights, but after a quick transformation the *Notos* becomes twenty percent faster and gains the ability to dart behind lower cover. If the firefight is happening on pavement—such as inside an urban environment or on the tarmac of a spaceport—the *Notos* becomes even faster, matching speeds typically found in hovercraft and scout 'Mechs.

This speed-boosting feature has already secured the *Notos* a place in several of the Horses' Ranger and Cavalry Clusters, though we estimate that only twenty or so of these machines have actually rolled off the Horses' factory lines.

Type: **Notos**

Technology Base: Clan (Advanced)

Tonnage: 60

Battle Value: 2,335

Equipment

Internal Structure:	Endo Steel	Mass	3
QuadVee Conversion Eqpt:			6
Engine:	300 XL		9.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9		
Heat Sinks (Laser):	10 [20]		0
Gyro:			3
Cockpit:			4
Armor Factor:	200		12.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3		8
Center Torso	20		30
Center Torso (rear)			10
R/L Torso	14		21
R/L Torso (rear)			7
R/L Front Legs	14		24
R/L Rear Legs	14		24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	QuadVee Cockpit	0
Center Torso	None	2
Right Torso	2 Engine	6
	4 Endo Steel	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Front Leg	Wheels	0
	Conversion Equipment	
Left Front Leg	Wheels	0
	Conversion Equipment	
Right Rear Leg	Wheels	0
	Conversion Equipment	
Left Rear Leg	Wheels	0
	Conversion Equipment	

Notes: *Wheels take up 1 critical slot in each leg. Features the following Design Quirks: No Ejection System, Non-Standard Parts.

Fixed Equipment	Location	Critical	Tonnage
Wheels	*	4	9

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

2 Medium Pulse Lasers	RT	2	4
Supercharger	RT	1	1
Medium Pulse Laser	CT	1	2
2 Medium Pulse Lasers	LT	2	4
Targeting Computer	LT	2	2

Alternate Configuration A

HAG 20	RT	6	10
Ammo (HAG) 12	CT	2	2
2 ER Small Lasers	LT	2	1
Battle Value: 1,528			

Alternate Configuration B

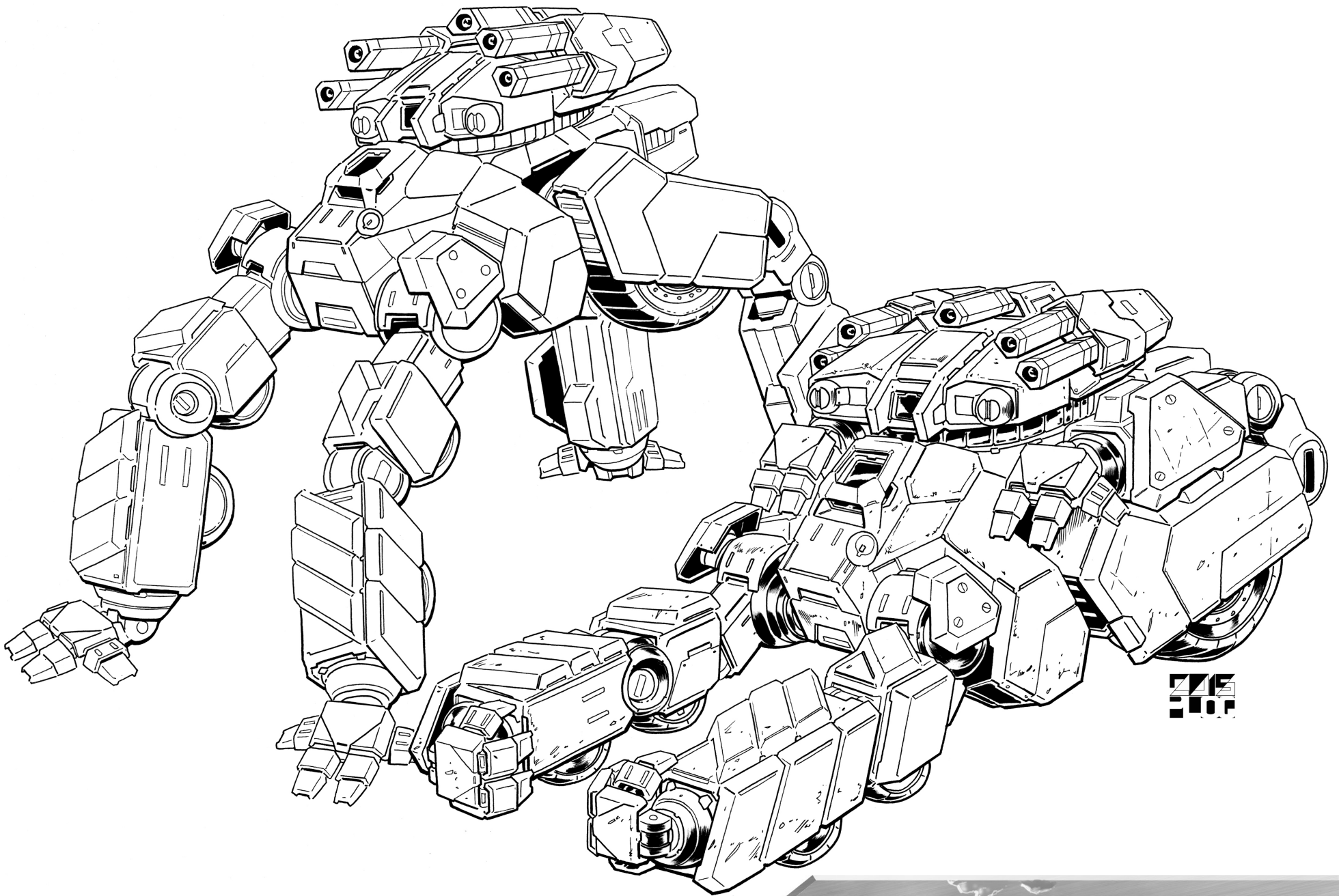
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
2 ER Medium Lasers	CT	2	2
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	3.5
Battle Value: 1,877			

Alternate Configuration C

Imp. Heavy Medium Laser	RT	2	1
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
Anti-Personnel Gauss Rifle	RT	1	.5
ECM Suite	RT	1	1
SRM 6	CT	1	1.5
Ammo (AP Gauss) 40	CT	1	1
Imp. Heavy Medium Laser	LT	2	1
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
Anti-Personnel Gauss Rifle	LT	1	.5
Active Probe	LT	1	1
Light TAG	LT	1	.5
Battle Value: 1,632			

Alternate Configuration D

2 Laser Heat Sinks	RT	4	2
2 ER Large Lasers	CT	2	8
Targeting Computer	LT	2	2
Laser Heat Sink	LT	2	1
Battle Value: 1,865			



PARASH 3

Field Testing Summation: Production *Parash* Hybrid Refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: ca. 3083

Non-Production or Recently Introduced Equipment Analysis:

Interface Cockpit

Overview

[The appearance of the Ryoken III—later in this report—thoroughly shocked me. How could any tie exist between the Word, gone for more than sixty years, and the Wolves? I researched older reports in an effort to find some clues, and stumbled upon a lead in Hoft's 3085 readout. Johnson cross-checked Crow's findings and supplied the following.—RM]

Investigation of combat data on the *Parash* suggests that the secret to the Clan interface cockpit has been hidden in plain sight for decades. It seems that there was a good reason why the Hell's Horses fielded a scout 'Mech that looked so much like a ProtoMech.

As early as 3086, a holovid of a skirmish on Hermagor between the 888th Mechanized Assault Cluster and the Dominion's Eighteenth Battle Cluster clearly showed a *Parash* with a different head assembly from the basic model. This machine moved extraordinarily smoothly, projecting the organic fluidity usually associated with ProtoMechs, thus contributing to some of the early misidentifications. But, evidently, the *Parash* was tailor-made to support the radical new piloting option from the beginning. [This would be a feasible explanation for the Horses designing yet another light 'Mech, despite already producing new Vixens and Locust IICs at the time.—RM]

The vid footage also supported the hypothesis that the *Parash* was an EI-driven 'Mech. When hit in the torso by autocannon fire, the *Parash*'s left hand clutched at the impact area—as a human might instinctively do for a physical wound. The 'Mech then quickly rebalanced, jettisoned its main weapon and fled, in truly atypical Clan behavior. The amalgamation of machine and pilot could have created a drive for self-preservation, which may be the reason why no salvage—and with it, further intel reports—was ever recovered in all these years.

Of course, the non-confrontational use of the machine may have been entirely conducive to its role as scout. Another incidental report of a successful anti-pirate action—this one on Nyserta in 3094—showed a *Parash* easily discovering a lurking SRM carrier that was blocking sensor data with its ECM, and tagging it for quick destruction by artillery. Given that the 'Mech appeared otherwise unmodified, the mass saved by removal of its three-ton gyroscope could have enabled the inclusion of an updated sensor package.

[These snippets give us a very strong sense of the "when"; the "how" of a Word project's sudden adaptation by a distanced Clan remains unsolved.—RM]

Type: **Parash 3**

Technology Base: Mixed Clan (Experimental)

Tonnage: 35

Battle Value: 1,753

Equipment

Internal Structure:

Engine:

245 XL

Walking MP:

7

Running MP:

11

Jumping MP:

7

Heat Sinks:

10 [20]

Gyro (None):

Cockpit (Interface, IS):

Armor Factor:

112

Internal
Structure

Armor
Value

Head

3

Center Torso

11

Center Torso (rear)

5

R/L Torso

8

R/L Torso (rear)

3

R/L Arm

6

R/L Leg

8

Mass

3.5

6

0

0

4

7

Weapons and Ammo

Location

Critical

Tonnage

Large Pulse Laser

RA

2

6

Angel ECM Suite

CT

2

2

Bloodhound Active Probe (IS)

CT

3

2

TAG

LA

1

1

Jump Jets

RL

2

1

Jump Jet

RT

1

.5

Jump Jet

CT

1

.5

Jump Jet

LT

1

.5

Jump Jets

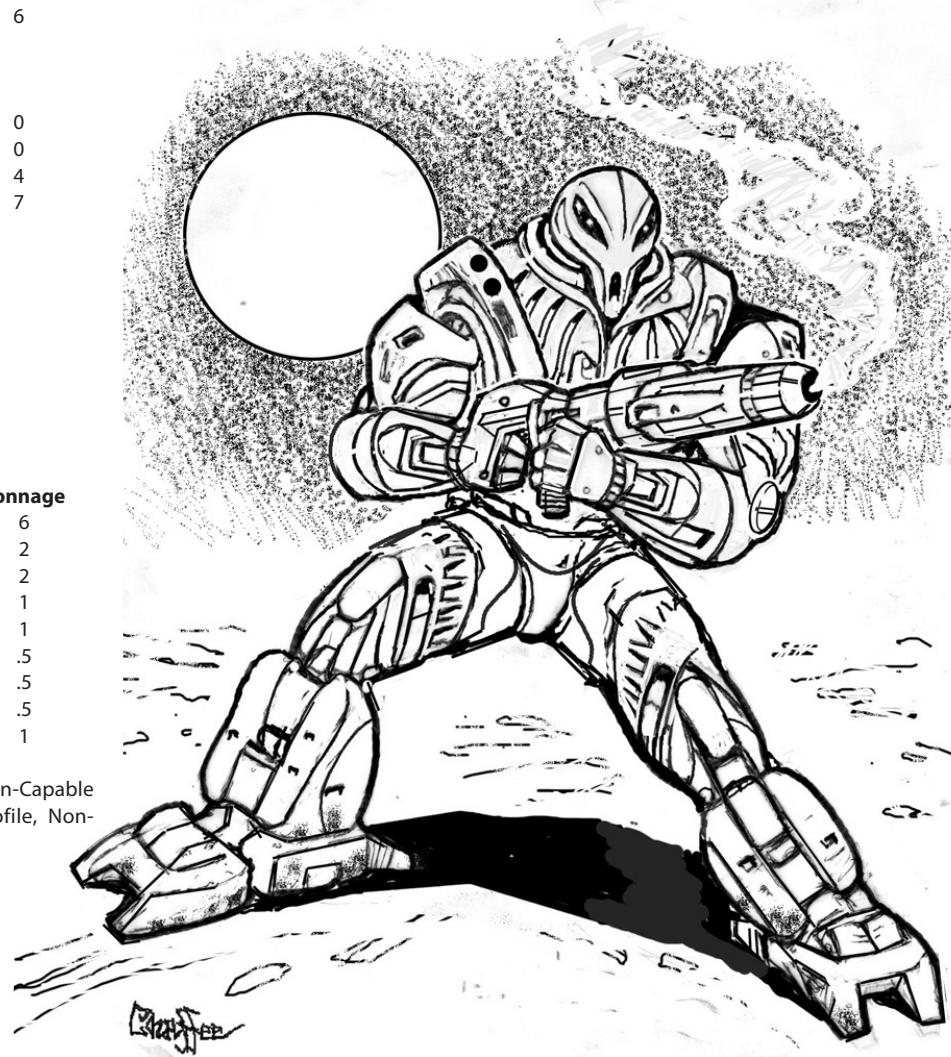
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Notes: Features the following Design Quirks: Jettison-Capable

Weapon (Large Pulse Laser), Narrow/Low Profile, Non-Standard Parts.



EXPERIMENTAL

GOSHAWK II RISC

Field Testing Summation: Customized *Goshawk II* Hybrid Refit

Producer/Site: Republic Institute of Strategic Combat Proving Ground
Egalité / Sandhurst, Terra

Supervising Technician: Harold 'Harvey' Nova Cat

Project Start Date: 3136

Non-Production or Recently Introduced Equipment Analysis:

RISC Emergency Coolant System
XXL Engine

Overview

The operational shortcomings of the *Goshawk II 4* led RISC engineers to utilize the 'Mech as a test chassis for their new emergency coolant system. Developed shortly after Clan Sea Fox won the production rights and began to market the *Goshawk II* Sphere-wide, the model was rapidly purchased by RAF procurement officers. By the time MechWarriors in the field determined it suffered from potentially crippling heat problems, the first full shipment of *Goshawk II 4*s had already been paid for and issued to units throughout the Republic. Reassigned to veterans serving on the Capellan front, the 'Mech has proven an effective raider in hands steady enough to avoid redlining its temperamental cooling systems.

RISC technicians immediately ran into trouble installing the ECS in the first test unit. When redesigning the *Goshawk II* to accept an XXL fusion engine, Sea Fox scientists had stripped out the existing coolant system for an advanced proprietary design intended to more evenly distribute the increased heat output from the bulky new reactor. Several months passed before RISC was able to get the special computer controlling the *Goshawk's* heat exchangers to properly interface with the emergency coolant release systems.

The removal of one of the 'Mech's heat sinks, along with a ton of plasma ammo, to make room for the new system actually exacerbated heat problems, but the tight confines of the *Goshawk II's* interior left engineers with no other options save gutting the unit and rebuilding it from scratch.

RISC converted four *Goshawk IIs* in 3136, which were immediately issued to strike teams for field testing outside the Fortress. While the ECS had performed well in controlled testing, live fire trials proved disastrous. Three of the test units were destroyed within three months, two from catastrophic failure of their own coolant system. After-action reports revealed that normally cautious pilots became cocky as the ECS initially countered massive heat-spikes with relative ease. Encouraged to stay in the thick of the fighting by low temperature readouts, the MechWarriors were caught unaware when the increased strain on the *Goshawk's* sinks resulted in explosive rupturing of the 'Mech's coolant lines. RISC shelved further development of the emergency coolant system shortly after. Thanks to the use of Sea Fox component codes stamped on the ECS, the remains of a destroyed test unit uncovered by the media were assumed to be prototype developed by the 'Mech's original manufacturer and were never traced back to the RAF.

Type: **Goshawk II RISC**

Technology Base: Mixed Clan (Experimental)

Tonnage: 45

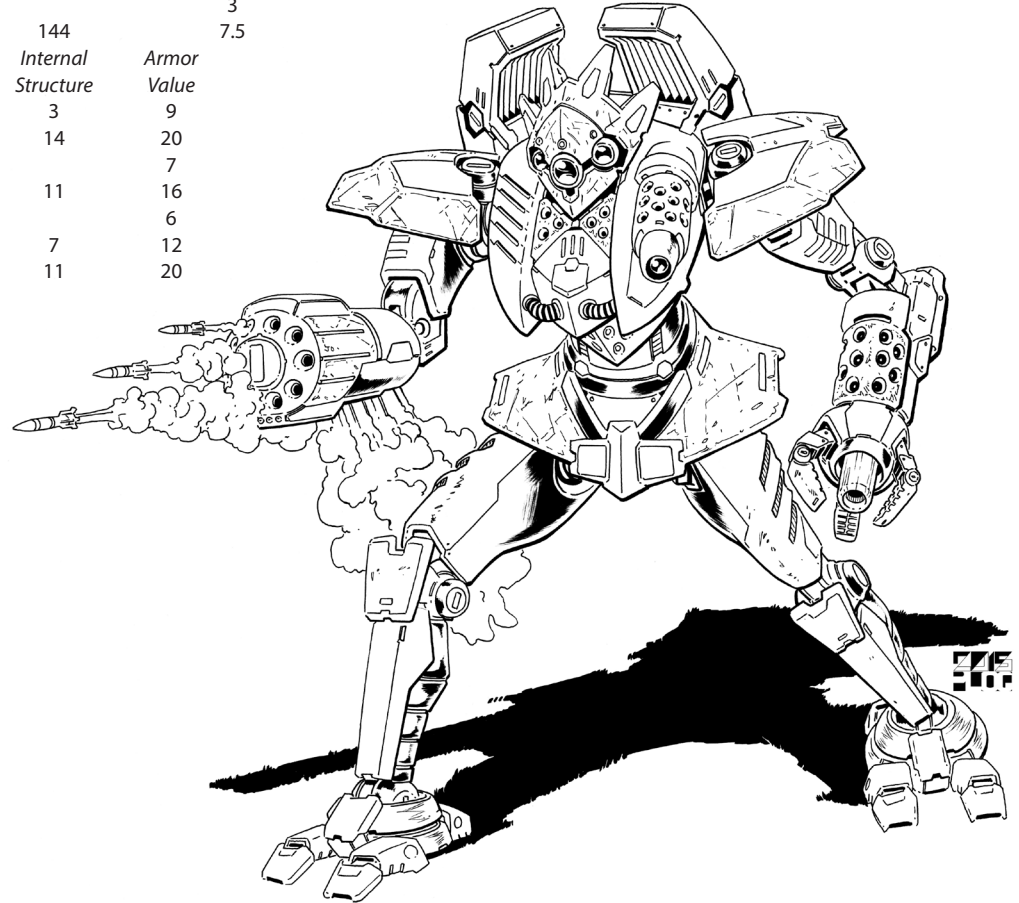
Battle Value: 1,886

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	315 XXL	7.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	144	7.5
	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	12
R/L Leg	11	20

Weapons and Ammo	Location	Critical	Tonnage
Streak LRM 10	RA	2	5
Ammo (Streak) 12	RA	1	1
Emergency Coolant System (IS)	CT	1	2
Improved Heavy Large Laser	LT	3	4
Plasma Cannon	LA	1	3
Ammo (Plasma) 10	LA	1	1
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Combat Computer, Cooling System Flaws, Prototype.



EXPERIMENTAL

OSP-36 OSPREY

Field Testing Summation: Production *Osprey* Refit

Producer/Site: Skobel MechWorks, Terra

Supervising Technician: Joely Wallis

Project Start Date: 3139

Non-Production or Recently Introduced Equipment Analysis:

Advanced Point Defense System

Radical Heat Sink System

Overview

The deployment of the Advanced Point Defense System (APDS) to the RAF army has been atypical in that it took a relatively long to be installed on a line BattleMech. Instead, the Aegis battle armor has been protecting the *Ares* tripod since its introduction, and soon afterward, the Padilla Anti-Missile Tank was deployed in battle support of the late-3130s false flag raids. But a concurrent *Jackalope* test bed never gained production readiness. [How several specimens were then deployed on the mercenary circuit in former Republic prefectures remains a mystery. VCI feigned innocence when queried and the identified units' destruction ranked high among objectives of covert operations outside of the Fortress walls.—RM]

The RAF only finally introduced an APDS-equipped BattleMech into their lines at the start of the last decade, choosing to accept the *Osprey* for adaptation as such a bodyguard unit. With its robust arsenal, it was deemed combat-effective even when almost fifteen percent of its total mass was devoted to dual advanced point defense systems. The needed mass was gained by replacing its Gauss rifle with an ER PPC and a radical heat sink system. The astounding success of this variant is only marred by a flaw in the tertiary weaponry. Moving the ER medium lasers to the arm tips, in order to free the physical space for the underwing APDS, should have been a cosmetic technicality, especially when the OSP-15/25 refits already did so without a hitch. It is possible that the heavier defense systems are overtaxing the wing mounts, as the medium lasers seem to aim off-target from time to time. Since the OSP-36's main role is a defensive one, this glitch has not yet been followed up on and techs are left to reset the O/P 1078 in the hope that the problem will fix itself.

In RAF ranks, APDS-equipped *Ospreys* have only seen action on Epsilon Eridani. Outside of the former Fortress walls, they were deployed only with Stone's Covenant in significant numbers and got a chance to shine on Acamar. When the forces tasked with taking the city of Huss broke through the Osz Forest, they ran into a retreating company of Canopian Lancers. Accepting their doom, the defending BattleMechs sought to sell themselves dearly, deliberately targeting lance leaders. At one stage, the Covenant battalion commander's *Gallant* ran into a *Shen Yi* that unloaded its MRMs. Two close and alert *Ospreys* immediately engaged an accurate APDS crossfire—the last missile detonated harmlessly mere meters from a very alarmed commander's canopy.

When lifting off from Ningpo, the Covenant relayed back their praise for Skobel's newest creation.

Type: **Osprey**

Technology Base: Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 1,450

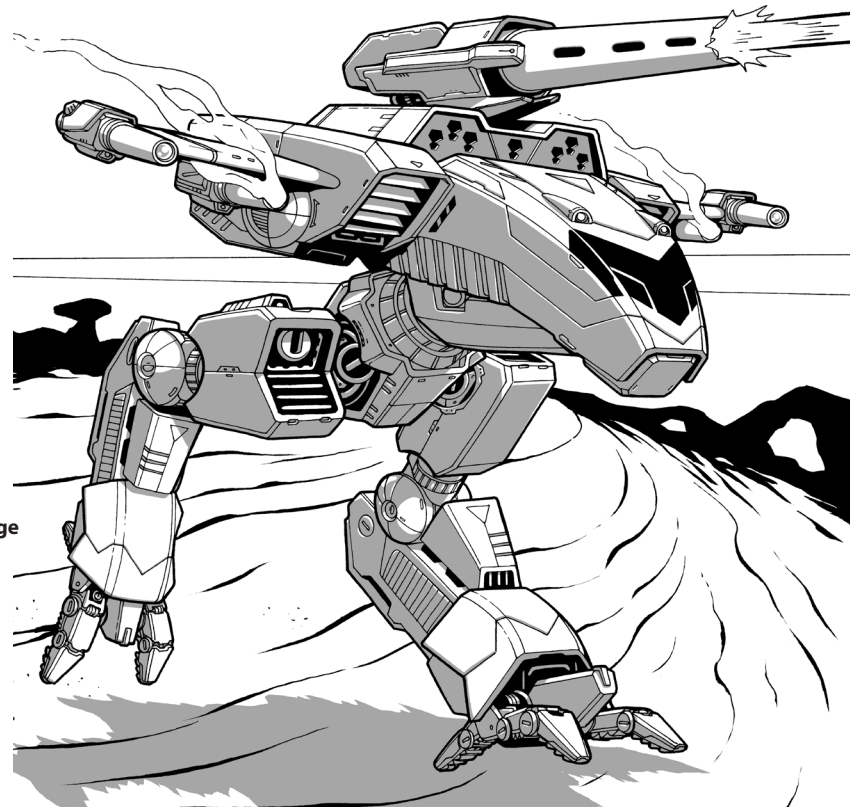
Equipment

	Endo Steel	Mass
Internal Structure:		3
Engine:	220 XL	5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	176	11
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	30
Center Torso (rear)		5
R/L Torso	13	22
R/L Torso (rear)		4
R/L Arm	9	16
R/L Leg	13	24

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
APDS	RA	2	3
Ammo (APDS) 12	RA	1	1
ER PPC	RT	3	7
Radical Heat Sink System	RT	3	4
MML 7	LT	4	4.5
Ammo (MML) 34/28	LT	2	2
CASE	LT	1	.5
ER Medium Laser	LA	1	1
APDS	LA	2	3
Ammo (APDS) 12	LA	1	1
Jump Jet	RT	1	.5
Jump Jets	CT	2	1
Jump Jet	LT	1	.5

Notes: Features the following Design Quirks: Inaccurate Weapon (ER Medium Lasers), No/Minimal Arms.



EXPERIMENTAL

RYOKEN III-XP (SKINWALKER)

Field Testing Summation: Prototype Hybrid Chassis

Producer/Site: Kali-Yama Weapon Industries / Kalidasa (presumed)

Supervising Technician: Unknown

Project Start Date: ca. early 3140s

Non-Production or Recently Introduced Equipment Analysis:

Interface Cockpit

Overview

This OmniMech is a warning of what may come. As the Fortress walls have dropped, our enemies now train their sights on our gates. We have two, possibly three, hostile Clans at our door, and they have not been idle.

With the success of the latest generation of *Mad Cats* and *Vultures*, it's only logical that other beloved OmniMechs get their due. Dubbed the *Ryoken III*, this beast seems an odd choice for the Wolves over one of their homegrown designs, and suggests a possible Snow Raven link. [One Clan fielding it is bad enough; two I don't want to think about.—RM]

The Wolves are breaking a lot of rules with this upgrade. The Clans have avoided triple strength myomers for a century, but it seems Khan Ward is embracing his Spheroid side. Physical combat is still frowned upon among the Clan, but the speed benefits of heated TSM have caught on. This new *Ryoken III* can run down all but the fastest scouts, while shredding larger foes almost as an afterthought.

Only a few prototypes have been encountered to date, in multiple configurations—suggesting the Wolves are still experimenting. Most configurations mimic traditional *Ryoken* payloads, using proven equipment to ease MechWarriors into their new ride, but a headhunter variant mounting TSEMP was spotted on Wyatt. Another radical variant pairs a bombast laser and Clan rotary autocannon with a 'Mech-sized lance, making full use of its myomers. We suspect, however, that hardliners within the Clan will prevail upon their kin to remove such "wasteful" weaponry from whatever production versions of this machine may follow.

The most distressing report comes from Kalidasa, where a raid by Remnant troops to test the Wolves' state of readiness first encountered the *Ryoken III-XP* in 3148. The new 'Mech's speed and Ferro-Lamellor armor gave Captain Gyles fits, until a lucky shot from his *Marauder's* PPC crippled the *Ryoken's* engine. The 'Mech's cockpit disgorged not a half-naked, cooling jacket-clad MechWarrior, but an armored trooper who immediately opened fire with AP weapons before fading into the smoke. Examination of Gyles' battleROM confirmed a terrifying prospect: these OmniMechs are using an interface cockpit similar to the "Machina Domini" system deployed by the Word of Blake at the end of their Jihad.

[Devlin Stone himself has demanded to know where the Wolves got this technology. The Parash theory only yields tentative answers, and Republic intelligence has made capturing an intact *Ryoken III-XP* a high priority.—RM]

Type: **Skinwalker**

Inner Sphere Designation: **Ryoken III-XP**

Technology Base: Mixed Clan (Experimental)

Tonnage: 55

Battle Value: 3,013

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (None):		0
Cockpit (Interface):		4
Armor Factor (Lamellor):	161	11.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	24
Center Torso (rear)		6
R/L Torso	13	21
R/L Torso (rear)		5
R/L Arm	9	16
R/L Leg	13	19

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Interface Cockpit	0
Center Torso	3 Triple-Strength Myomer	3
Right Torso	2 XL Engine	4
	6 Ferro-Lamellor	
Left Torso	2 XL Engine	3
	7 Endo Steel	
Right Arm	3 Triple-Strength Myomer	5
Left Arm	2 Ferro-Lamellor	6
Right Leg	2 Ferro-Lamellor	0
Left Leg	2 Ferro-Lamellor	0

Notes: Features the following Design Quirks: Non-Standard Parts.

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

ER Large Pulse Laser	RA	3	6
ER Medium Pulse Laser	RA	2	2
SRM 6	RT	1	1.5
Double Heat Sink	RT	2	1
Ammo (SRM) 30	CT	2	2
SRM 6	LT	1	1.5
Double Heat Sink	LT	2	1
ER Large Pulse Laser	LA	3	6
ER Medium Pulse Laser	LA	2	2

Alternate Configuration A

ER Large Laser	RA	1	4
2 ER Medium Lasers	RA	2	2
Double Heat Sink	RA	2	1
3 ER Small Lasers	RT	3	1.5
Radical Heat Sink System	CT	3	4
3 ER Small Lasers	LT	3	1.5
ER Large Laser	LA	1	4
2 ER Medium Lasers	LA	2	2
Targeting Computer	LA	3	3
Battle Value: 3,777			

Alternate Configuration B

3 Imp. Heavy Medium Lasers	RA	6	3
Ammo (Ultra) 15	RT	3	3
CASE II	RT	1	.5
Imp. Heavy Medium Laser	CT	2	1
ECM Suite	CT	1	1
Imp. Heavy Medium Laser	LT	2	1
Supercharger	LT	1	1.5
Ultra AC/20	LA	8	12
Battle Value: 3,613			

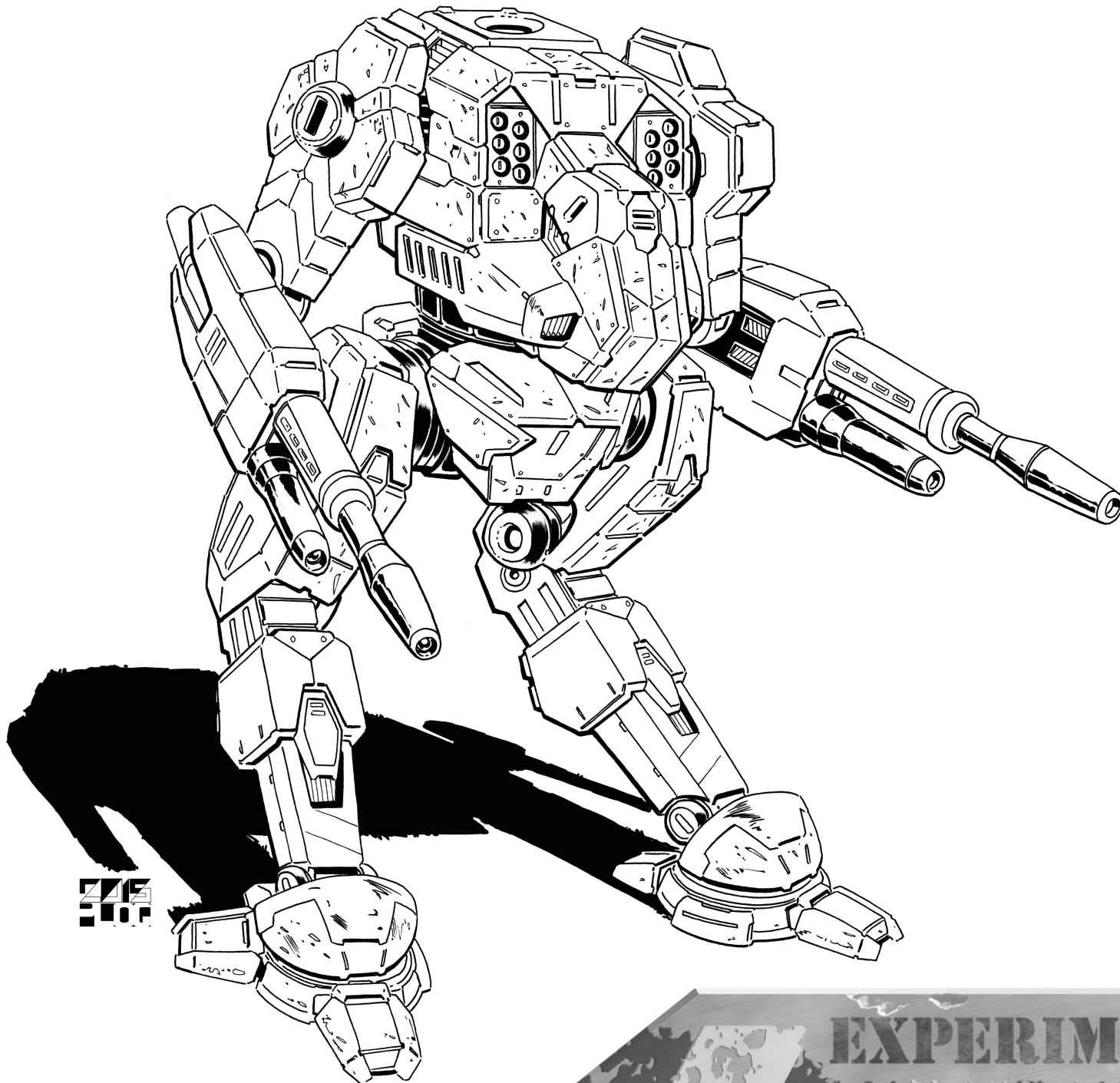
Alternate Configuration C

TSEMP Cannon (IS)	RA	5	6
3 ER Medium Lasers	RT	3	3
Targeting Computer	CT	3	3
3 ER Medium Lasers	LT	3	3
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
Battle Value: 4,387			

Alternate Configuration D

ER Medium Laser	RA	1	1
Lance (IS)	RA	3	3
Bombast Laser (IS)	RT	3	7
2 ER Micro Lasers	CT	2	.5
2 ER Small Lasers	LT	2	1
Rotary AC/2	LA	4	8
Ammo (RAC) 90	LA	2	2
CASE II	LA	1	.5
Battle Value: 2,483			

RYOKEN III-XP (SKINWALKER)



LMT-2D LAMENT

Field Testing Summation: Production *Lament* Variant

Producer/Site: Skobel MechWorks, Terra

Supervising Technician: Charles Potts

Project Start Date: 3147

Non-Production or Recently Introduced Equipment Analysis:

Drone Command Console

Radical Heat Sink System

Overview

Solaris VII's arenas have been the Inner Sphere's technological proving ground for nearly a century, and neither HPG failures nor Clan Wolf's occupation have done much to change this. Even though the RISC program ultimately proved a failure, the RAF continued to see the merit of clandestinely testing cutting edge gear in live-fire actions beyond the Wall. The plan was audacious; through front companies, bribes, and the judicious use of Ghost Knights as combatants, the Republic surreptitiously maintains complete control of any of its proprietary equipment.

The latest project's test case, the Drone Command Console, surpassed all expectations. In 3146, it was tested in an off-circuit tag team tournament, both by utilizing an Andurien front company and Ghosts posing as "free agents". Both of the test units—a modified *Phoenix Hawk* and a similarly modified *Watchman*—performed extremely well, directing their connected drone 'Mechs to reckless attacks that shocked their opponents. In due time, the Drone Command Console was deemed ready for production. Skobel was quick to seize the opportunity to integrate the system into the most prevalent model of the *Lament*.

In order to install the new electronics, including the ostensibly requisite Angel ECM suite, Skobel's engineers had to make difficult choices. The least odious compromise called for most of the weight savings to come at the expense of heat sinks, though this necessitated a greater reliance on the Radical Heat Sink System. Tests demonstrated a failure rate comparable to the LMT-2R, which was deemed "acceptable enough." MechWarriors are still actively discouraged from "button mashing" outside of the direst of circumstances.

Drawbacks aside, Colonel Kogara's interest in this 'Mech's unique capabilities led Stone's Fury to requisition the bulk of the initial production run. Training scenarios have been based on the Solaris VII experiences and are geared toward the LMT-2D bringing small drones like the *Celerity* into a close support role for accompanying conventional forces. For the most part, these scenarios have shown promise, though battle armor troops are balking at using the OmniMech drone for rapid, targeted deployment, with "suicidal" still being a common remark.

The tightened restrictions on already-limited drone deployment outside of the Prefecture in the early 3140s have meant that this newest *Lament* has not seen action beyond the Wall as of yet. This is likely to change in the near future.

Type: **Lament**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

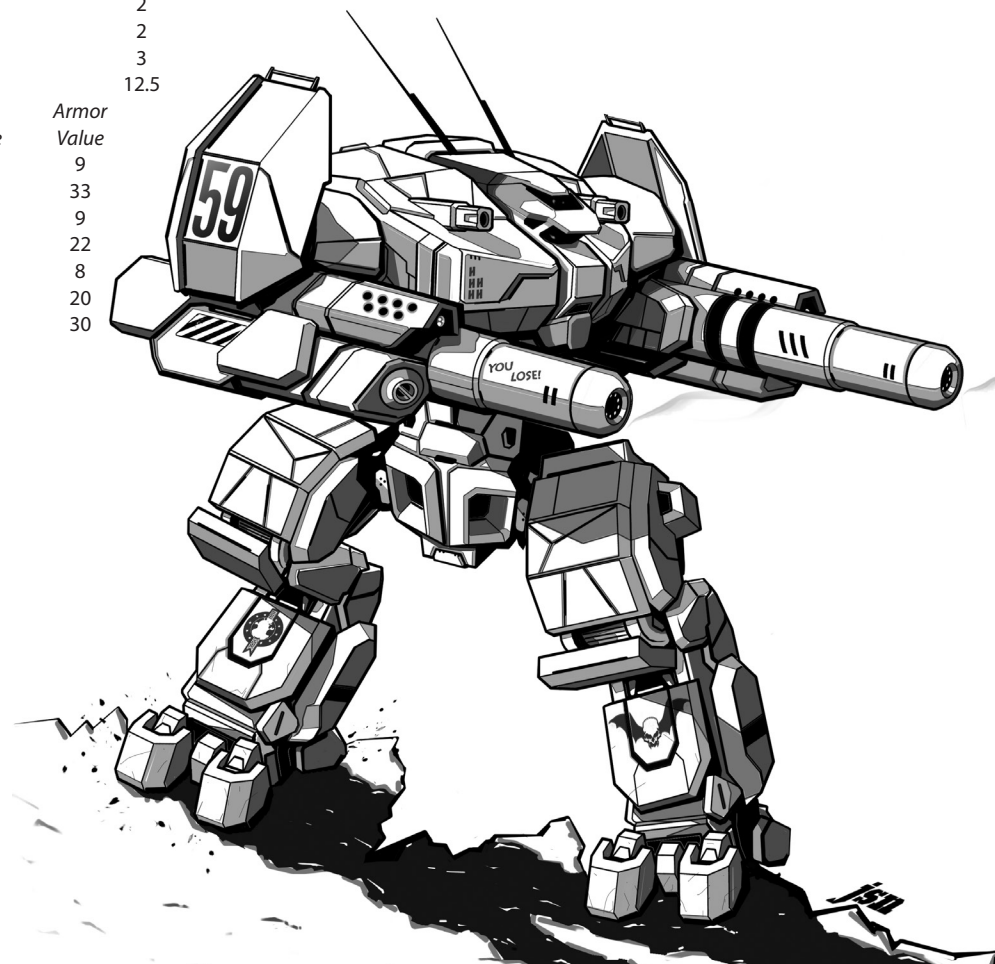
Battle Value: 2,044

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:	XL	2
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	33
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
ER Medium Laser	RT	1	1
Radical Heat Sink System	RT	3	4
Drone Command Console	H	1	2
ER Medium Laser	LT	1	1
Angel ECM Suite	LT	2	2
Heavy PPC	LA	4	10

Notes: Features the following Design Quirks: Multi-Track, Protected Actuators, Difficult to Maintain, Non-Standard Parts.



EXPERIMENTAL

TRK-4V TRISKELION

Field Testing Summation: Prototype Hybrid Tripod Chassis

Producer/Site: Rhodes Foundry / Devil's Rock

Supervising Technician: Liza Viertel

Project Start Date: 3146

Non-Production or Recently Introduced Equipment Analysis:
Tripod

Overview

Successful raids across the Wall have proven the value of the *Ares* and *Poseidon* and their three-legged locomotion to RAF. The bizarre configuration lends a surprising level of maneuverability to these otherwise plodding behemoths. It was only a matter of time before our commanders were salivating at the concept of a comparatively smaller, faster Tripod. After a brief series of meetings, RAF Procurement returned to Terra anticipating a ground-breaking new machine. The Rhodes Foundry team left the meetings with parameters for the first heavy Tripod BattleMech and carte blanche selecting construction materials and armament.

[This is exactly the kind of thing that I was talking about before! Even with the best efforts at misdirection at our disposal, testing enhanced equipment in what amounts to a cesspool of Inner Sphere intrigue now operating under Clan control—even if it's only in the off-circuit Games—just boggles my mind. I can't believe such a project was approved, let alone got this far! –RM]

Not surprisingly the project's greatest hurdle proved to be the specialized chassis. Engineers had enormous difficulty synching the unnatural limb arrangement to a more nimble gait. Field testing revealed numerous flaws in the prototypes: some simply proved too ungainly on uneven terrain. On at least one occasion, the prototype tripped on its own legs as the test pilots attempted to bring it up to full speed. A stable configuration was developed only after appreciable delays and numerous injuries.

Now that the major gremlins have been purged from the Republic's newest Tripod, the first handmade *Triskelions* are moving off Devil's Rock. Lacking a dedicated line of its own, plans are being drawn up to add on to the Rhodes Foundry Mars facility. Given that this new manufacturing center hasn't even broken ground, it will be some time before production meets satisfactory levels. Even then the *Triskelion's* superheavy brethren may take priority.

The small number of available *Triskelions* have been assigned to the Sixteenth Hastati Sentinels for training and final field trials. As of this report, they've only been on one foray beyond the Wall, first taking hostile fire as part of a larger force raiding Ruchbah in late 3148. The new 'Mechs performed admirably, each claiming several destroyed or disabled 'Mechs and combat vehicles of the First Liao Guards. The only consistent complaint from the crews was spotty functionality of the Artemis V FCS. Rhode's techs are already working to diagnose the issue before more examples enter

service. Equally satisfying to the *Triskelion's* performance was the intercepted chatter from the raid. More than a few Capellans reported an oddly configured 'Mech "dancing with unnerving grace" across the battlefield. We can only hope that all our foes are just as rattled by these unique machines.

Type: **Triskelion**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,837

Equipment

Internal Structure: Endo-Composite

Engine: 375 XL (C)

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks (C): 15 [30]

Gyro:

Cockpit:

Armor Factor (Ferro, C): 259

	Internal Structure	Armor Value
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Head	3	9
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Center Torso	23	35
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Center Torso (rear)		10
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R/L Torso	16	24
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R/L Torso (rear)		8
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R/L Arm	12	24
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R/C/L Leg	16	31
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Weapons and Ammo	Location	Critical	Tonnage
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2 ER Medium Lasers (C)	RA	2	2
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LRM 15 (C)	RT	2	3.5
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Artemis V FCS (C)	RT	2	1.5
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Ammo (LRM) 16	RT	2	2
---------------	----	---	---

CASE II	RT	1	1
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Targeting Computer	H	1	1
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Guardian ECM Suite	CT	2	1.5
--------------------	----	---	-----

LRM 15 (C)	LT	2	3.5
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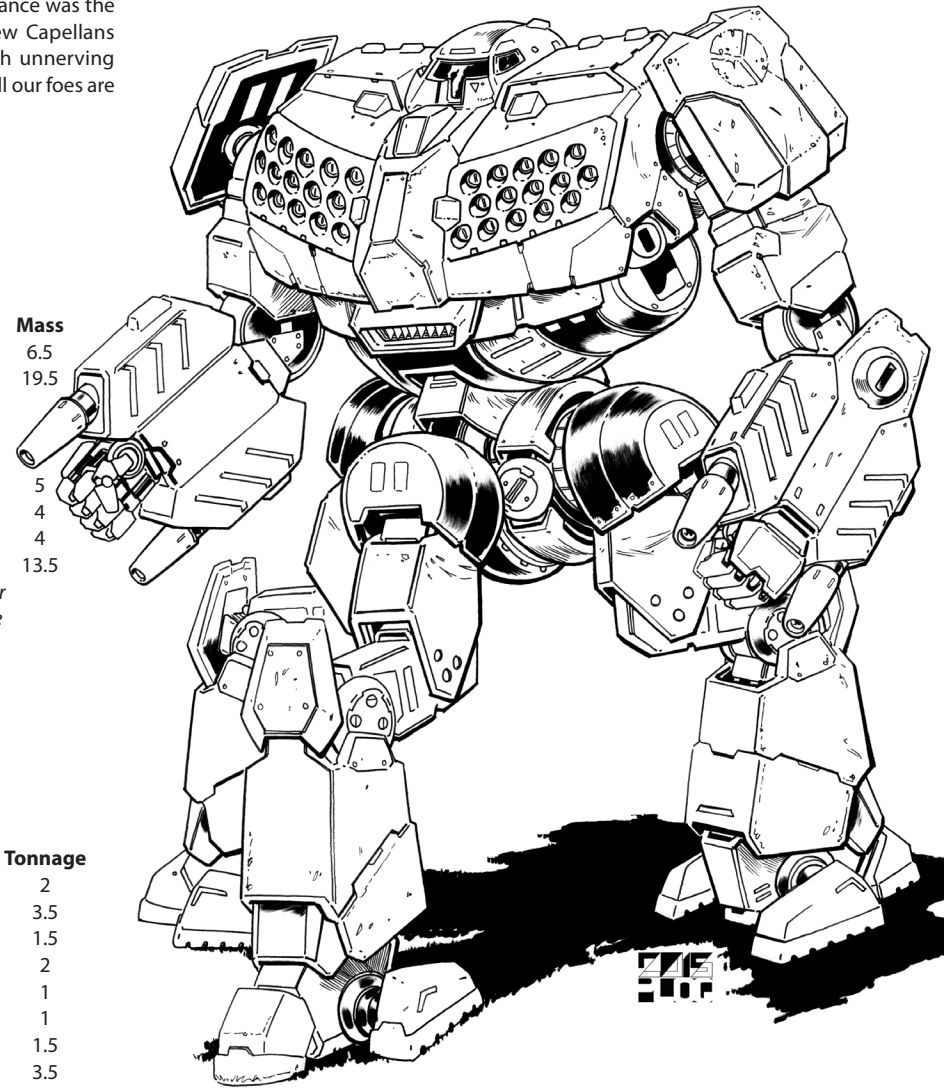
Artemis V FCS (C)	LT	2	1.5
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Ammo (LRM) 16	LT	2	2
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CASE II	LT	1	1
---------	----	---	---

2 ER Medium Lasers (C)	LA	2	2
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Notes: Features the following Design Quirks: Distracting, Difficult Ejection, Prototype.



EXPERIMENTAL

UABM-2R LICH

Field Testing Summation: Production Hybrid Chassis

Producer/Site: RAF Manufacturing Center Providence / Terra

Supervising Technician: Dr. Christopher Chapman

Project Start Date: 3140

Non-Production or Recently Introduced Equipment Analysis:

HarJel II Repair Systems

Overview

Running increasingly low on qualified MechWarriors, the Word of Blake turned to robotic drone BattleMechs to boost ground defenses in the Terran system. While the *Revenant* was the most common of the drones encountered during the fighting for Terra, Luna and Mars, the heavyweight *Lich* was deployed in limited numbers alongside it. Where the lighter *Revenant* was designed to counter enemy infantry, the *Lich* was built to counter 'Mechs. After the enactment of the Fortress protocols, and the successful redevelopment and deployment of the *Revenant*, the Providence facilities adapted the *Lich* for Republic use.

Acting like the *Revenant*'s bigger, meaner brother, the new *Lich* has several advantages over its original incarnation. Despite the newly-produced drone *Revenants* being less susceptible to hostile countermeasures, they can occasionally be immobilized by newer ECM. As such, the *Lich* builds on the lessons learned with the Zephyr, and mounts an Angel ECM to counter enemy suites. CASE II systems in each torso redirect damage from exploding Gauss capacitor banks away from the delicate XL engine shielding, while extra armor makes it slightly more resilient than its predecessor. HarJel II repair systems in all three torso segments further adds to this resiliency, quickly "healing" the damage from lighter hits, and lessening the impact of larger ones. Unfortunately, the extended up-time in the field is offset by increased maintenance difficulty when off it.

Theorists have postulated that it would be possible to regenerate the *Lich*'s armor by subjecting it to many low caliber hits, which would trigger the HarJel systems to repair more armor than was damaged. However, given the need to withdraw the unit from combat, the difficulty in targeting specific areas without damaging others, and the time required, these claims have been dismissed.

These refinements are not without detriments. Material requirements mean the *Lich* costs nearly eight times as much as the *Revenant*. Given that one function of the drones was to be a cheap replacement for manned units, the project has failed in that regard. Scarce Clan-spec components could hinder the project further, but the usage of modular mounting systems mitigates this problem by allowing for quicker-than-normal replacement or exchange of equipment and facilitating field refits if Clan weapons are unavailable.

Type: **Lich**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 90

Battle Value: 1,719

Equipment

Internal Structure: Endo-Composite

Engine: 270 XL

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit (Small, Drone): 2

Armor Factor: 272

Internal Structure

Armor Value

Head 3 9

Center Torso 29 41

Center Torso (rear) 12

R/L Torso 19 29

R/L Torso (rear) 8

R/L Front Leg 19 34

R/L Rear Leg 19 34

Mass

7

7.5

0

3

2

17

Weapons and Ammo

Location

Critical

Tonnage

ER Large Laser (C) RT 1 4

Light Gauss Rifle RT 5 12

CASE II RT 1 1

HarJel II Repair System (C) RT 1 2

Angel ECM Suite H 2 2

Drone Operating System CT 1 9.5

HarJel II Repair System (C) CT 1 2

ER Large Laser (C) LT 1 4

Light Gauss Rifle LT 5 12

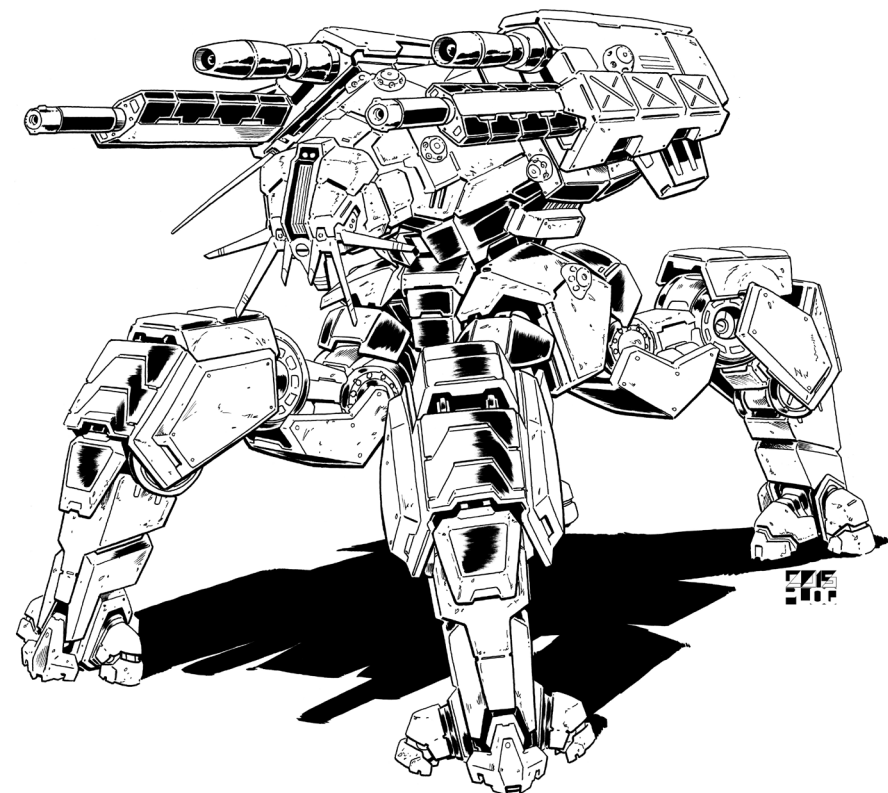
CASE II LT 1 1

HarJel II Repair System (C) LT 1 2

Ammo (Light Gauss) 16 RFL 1 1

Ammo (Light Gauss) 16 LFL 1 1

Notes: Features the following Design Quirks: Modular Weapons, Difficult to Maintain.



EXPERIMENTAL

PADILLA ANTI-MISSILE TANK

Field Testing Summation: Production Padilla Refit

Producer/Site: Aldis Industries / Terra

Supervising Technician: Captain Roderick Smith

Project Start Date: 3134

Non-Production or Recently Introduced Equipment Analysis:

Advanced Point Defense System

Overview

With the Aegis battle armor proving the utility of the Advanced Point Defense System, RAF High Command wanted to move ahead with the original RISC version meant for use on vehicles and BattleMechs. RISC's development of the system was greatly facilitated by research feedback from the battle armor APDS mounted on the Aegis suit, and thus was deemed production-ready in record time. RAF officers overseeing the project encouraged a joint venture of the Republic's manufacturers for development and production of a vehicle yielding better performance than the Aegis while also offering defensive fire support.

Aldis Industries on Terra got the nod with its modified Padilla Tube Artillery Tank. An AMS-equipped variant of the Thumper Padilla sported above-average success rates with its point defense system, and it was hoped that performance could be duplicated via the advanced version. The missiles and traditional MainFire Point Defense AMS were thus removed in favor of two McArthur III APDS mounts, now manufactured by Blankenburg. The early part of the collaboration was smooth and uneventful, until a member of the design team offhandedly remarked, "It wouldn't be hard to tweak the Padilla like the Betelgeuse folks did with the Regulator II." Aldis engineers quickly seized on the idea of an entirely new tank offering direct fire support, as the new defensive system would stipulate deployment on the front lines.

Using the Regulator II as a template, the AMS Padilla's Thumper artillery piece was pulled for a more direct M-7 Gauss rifle, mated to an enhanced targeting system. While radically altering the combat profile, this change required little actual modification to the turret. The underlying idea that sparked this new developmental trajectory was the replacement of the Padilla's standard armor with stealth material, powered by the existing Guardian ECM suite. The tank's level of protection was not improved, but Aldis was confident that deployment alongside high-profile targets would, along with the stealth armor, keep the tank out of hostile crosshairs.

Thin armor concerns aside, the performance of the advanced point defense system and the Padilla Anti-Missile Tank as a whole was sufficiently impressive in the eyes of RAF higher-ups to approve production in 3136. After first being tested in false flag operations, Princes Guard armor companies pounced on the chance to field the advanced vehicle, often running fire support lances consisting of paired Padillas and JES III Missile Carriers.

Type: **Padilla**

Technology Base: Inner Sphere (Advanced)

Movement Type: Wheeled

Tonnage: 55

Battle Value: 1,155

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Stealth):

Front

Front R/L Side

Rear

Turret

145

Light Fusion

3

5

10

Mass

5.5

6

0

3

0

0

2.5

7.5

Armor

Value

28

25/25

20

22

Weapons and Ammo

Gauss Rifle

Ammo (Gauss) 16

Targeting Computer

2 APDS

Ammo (APDS) 24

Guardian ECM Suite

Location

Turret

Body

Body

Turret

Body

Body

Tonnage

15

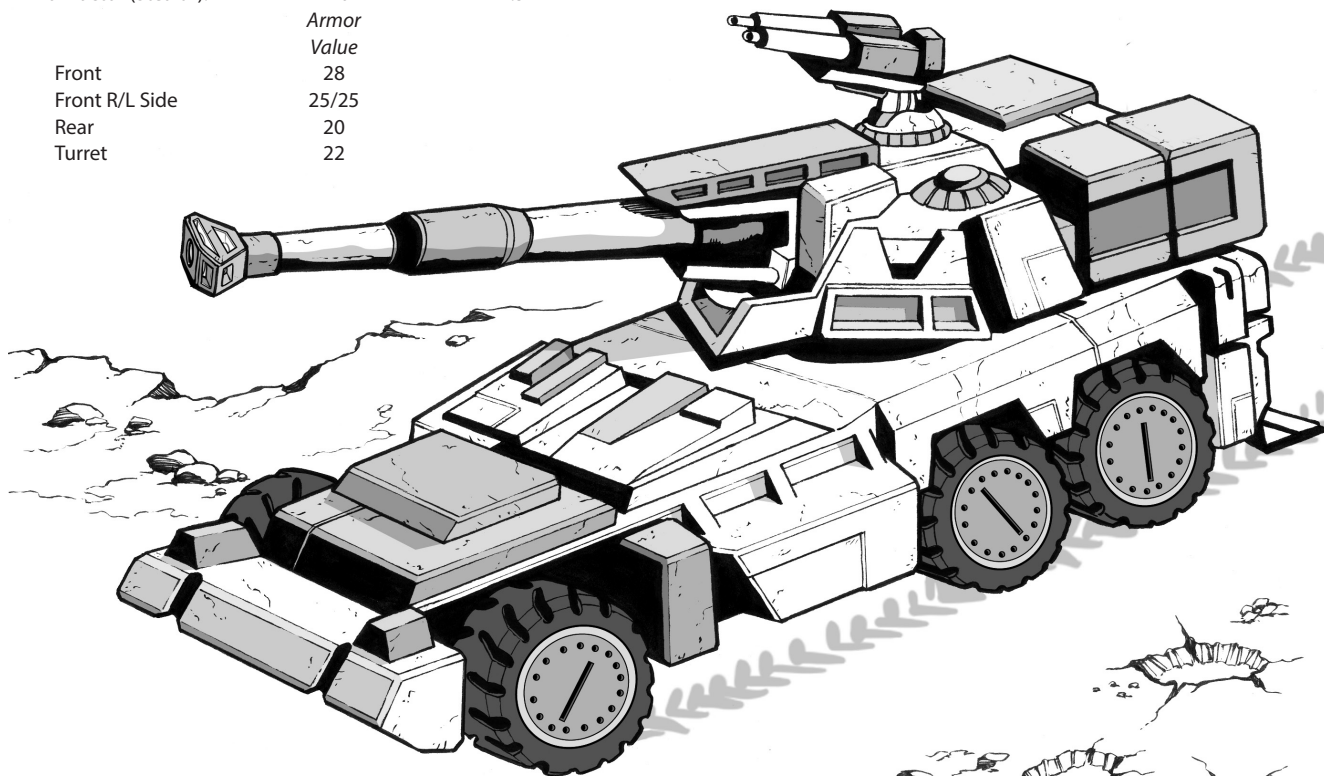
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4

6

2

1.5



EXPERIMENTAL

CLAN INTERFACE ARMOR

Field Testing Summation: Production Interface Armor

Hybrid Chassis

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: early 3080s

Non-Production or Recently Introduced Equipment Analysis:

BattleMech Neural-Interface Unit

Overview

[The following is extrapolated data and conjecture, but it will have to do until we get more evidence from the field. —RM]

The Word of Blake's "Machina Domini" program was in its infancy when the Regulans razed Gibson. Only a handful of prototypes escaped that world's fate, and the Republic went to great lengths to ensure their destruction. This tech was a secret that needed to die with the Word, but rumor has kept it alive in the shadows for decades. It is rumor no more. In a sick bit of irony, the Master's machines now serve the very enemy he sought to eradicate.

Aggressive Clan MechWarriors used Enhanced Imaging neural implants for years before the Smoke Jaguars expanded it for their ProtoMech experiment. The Word developed a similar Vehicular Direct-Neural Interface separately, and by using captured ProtoMechs as a basis, created their experimental Interface Armor, mating man and 'Mech like never before. Though superficially different, the Clan version appears functionally identical. What we're left to address is, have the Clans adapted their EI implants into full VONI, or have they simply modified an Interface Cockpit to work with existing EI technology?

Archive data on WoB Interface Armor reveals a secondary function of anti-infantry terror tactics. The Clan version seems geared toward MechWarrior survival, indicating the Clans have finally put a price on the value of life. Modular slots accommodating an assortment of mission-specific gear also suggest roles of scouting and infiltration—shunned duties among the Clans, which could be why this armor has gone unnoticed for so long. Nobody closely monitors *solahma*, or the "incompetent" Clan Watch.

Clan Hell's Horses appears to be the originator of this horror, which we now believe debuted on the *Parash*. The Clans have always been slow to adopt change, and doubly slow for such radical technologies, but the last decade of war may have provided the necessary impetus, especially with the likes of Malvina Hazen upping the ante of accepted doctrine. The best confirmed sighting was on Kalidasa, where an ejected Wolf warrior killed several ground troops before escaping. *[The Wolves had decades to Trial for this technology when they shared a border with the Horses, and Lord knows the Sea Foxes have their fingers in every pie. The Ravens are too poor, and the Bears too hidebound, but once the Jade Falcons start deploying interface BattleMechs, we may as well call it a day. With this technology in play, fighting the Clans will become a nightmare all over again. —RM]*

Type: Clan Interface Armor

Manufacturer: Unknown

Primary Factory: Unknown

Equipment Rating: F/X-X-X-F

Tech Base: Mixed Clan (Experimental)

Chassis Type: Humanoid

Weight Class: PA(L)

Maximum Weight: 200 kg

Battle Value:

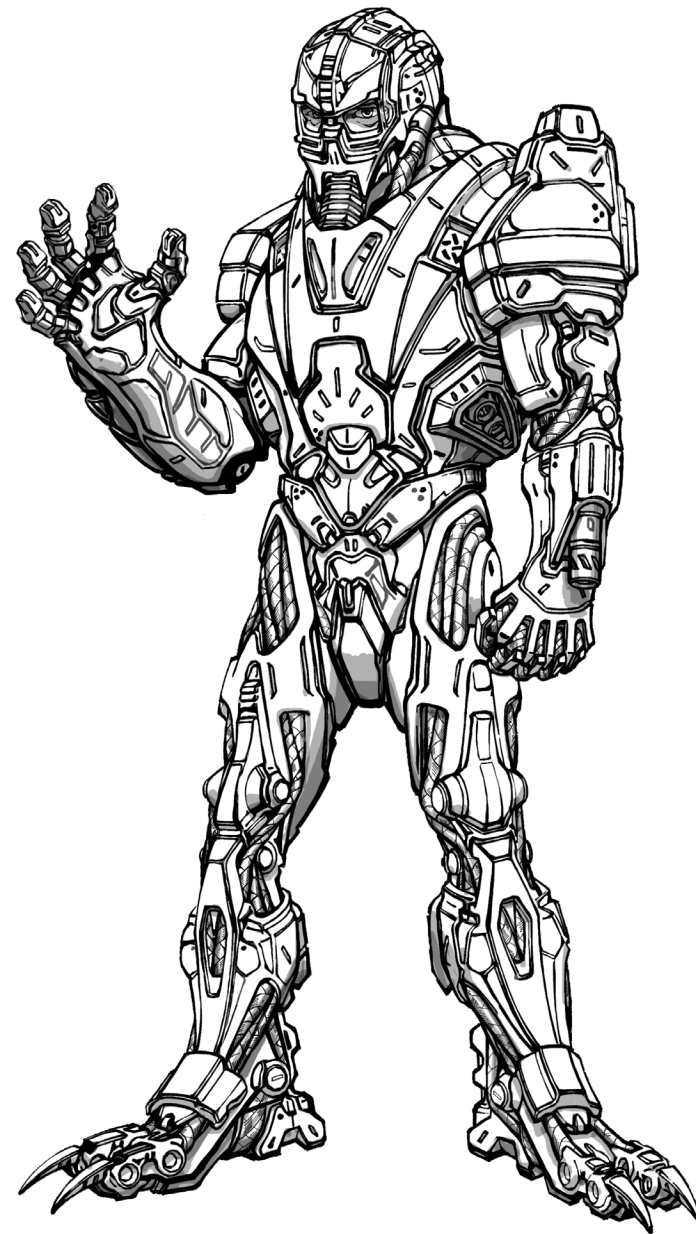
7

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

Notes: Features the following Design Quirk: Non-Standard Parts.

Equipment	Slots	Mass
Chassis:		130 kg
Motive System:		
Ground MP:	3	50 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Standard	50 kg
Armor Value:	2 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Mission Equipment	RA	1	30 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Mission Equipment	LA	1	30 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Neural-Interface Unit (IS)	Body	2	100 kg



EXPERIMENTAL

AEGIS POINT DEFENSE SUIT

Field Testing Summation: Production Angerona Refit

Producer/Site: Rhodes Foundry Ltd., Devil's Rock

Supervising Technician: Olivia Messiaen

Project Start Date: 3132

Non-Production or Recently Introduced Equipment Analysis:

Advanced Point Defense System

Overview

[RISC's technological output has generally fallen somewhere between "failure" and "lunacy" and many do not realize that the increasingly common advanced point defense system originated from the institute. All it takes to make the jump from dangerous pipe dream to production item, after all, is a perceived need and a financial backer. —RM]

As the Rhodes Project neared fruition in the early 3130s, one aspect of our new super weapon became apparent: for all the improved firepower, armor thickness and psychological impact, the Colossus superheavies were huge, high-unmissable targets. An *Ares* could outshoot any and all challengers in a direct-fire match-up, but existing point defense systems were ineffectual against indirect missile bombardment.

A tech involved in fine-tuning the *Ares*' Omni capabilities chanced upon a routine report on the Advanced Point Defense System. In a detailed analysis, she convinced Rhodes that it could be adapted to battle armor use, turning the armored troopers into protectors rather than direct combatants. With mechanized deployment on the *Ares* itself, the accompanying squad could independently engage incoming flights of missiles.

A two-tiered project at Devil's Rock first focused on creating a compact APDS to fit on battle armor. In the meantime, an unaffiliated source was selected to provide a proven, functional chassis for the basic suit itself. StarCorps—suppliers of the Angerona—became an obvious candidate, if only for the fact that the Republic had a long and solid partnership with the company. This made the ordering of a whole batch of stripped-down Angerona suits hardly worth a second glance from anyone. On Devil's Rock, these skeletal chassis would then be refit with the new APDS. The resulting armor, while nearly identical in appearance, was so radically different in role and performance that it was aptly renamed Aegis.

The Aegis earned its laurels during the false-flag actions of the 3130s, but its mettle was also tested during actions against the resurgent Com Guard. Two squads formed part of the escort for an *Ares* while approaching a First Division stronghold. Threat indicators squealed as a flight of Thunderbolt missiles arced from behind a nearby embankment. Nearly the whole volley was weeded out by the ADPS, with the colossal 'Mech only taking a single missile hit to its left leg. 'Mech and battle armor alike turned their attention to the source, uncovering a Level II of Thunderbolt-20-equipped gun trailers. The Aegis troopers concentrated on swatting frantically launched missiles while the *Ares* made short work of the trailers themselves. Within moments, the would-be ambushers were twisted wrecks. The superheavy and its escort continued to their original destination none the worse for the encounter.

Type: Aegis

Manufacturer: Rhodes Foundry Ltd.

Primary Factory: Devil's Rock

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

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

35

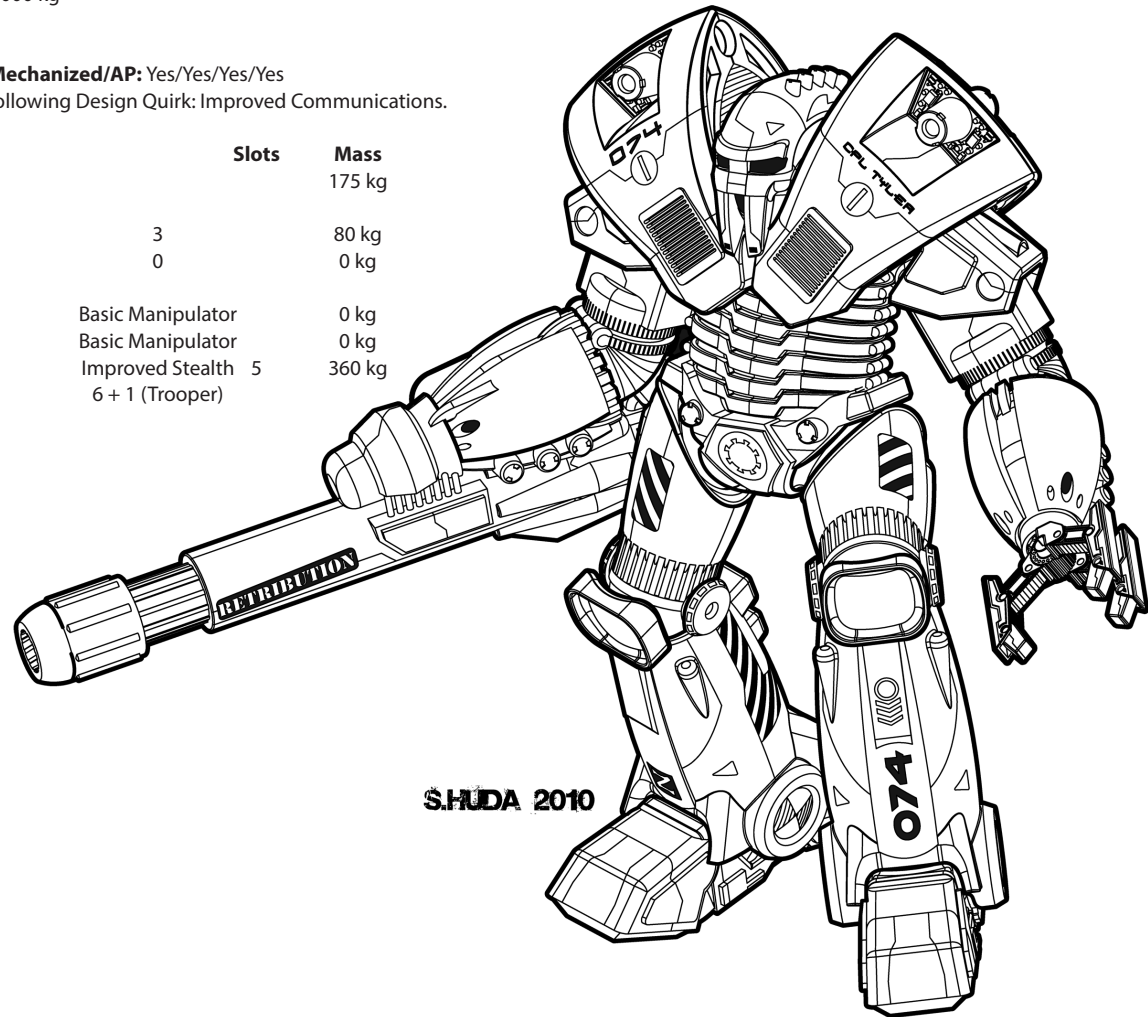
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: Features the following Design Quirk: Improved Communications.

Equipment

	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Improved Stealth 5	360 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
BA APDS (18)	RA	2	380 kg
Anti-Personnel Weapon Mount	LA	1	5 kg



SHUDA 2010

EXPERIMENTAL

GRENADIER II BATTLE ARMOR

Field Testing Summation: Production Grenadier Mk. II Hybrid Suit

Producer/Site: General Motors, Talcott

Supervising Technician: Michael Lumbers

Project Start Date: 3137

Non-Production or Recently Introduced Equipment Analysis:

Battle Armor Tube Artillery (Configuration D)

Overview

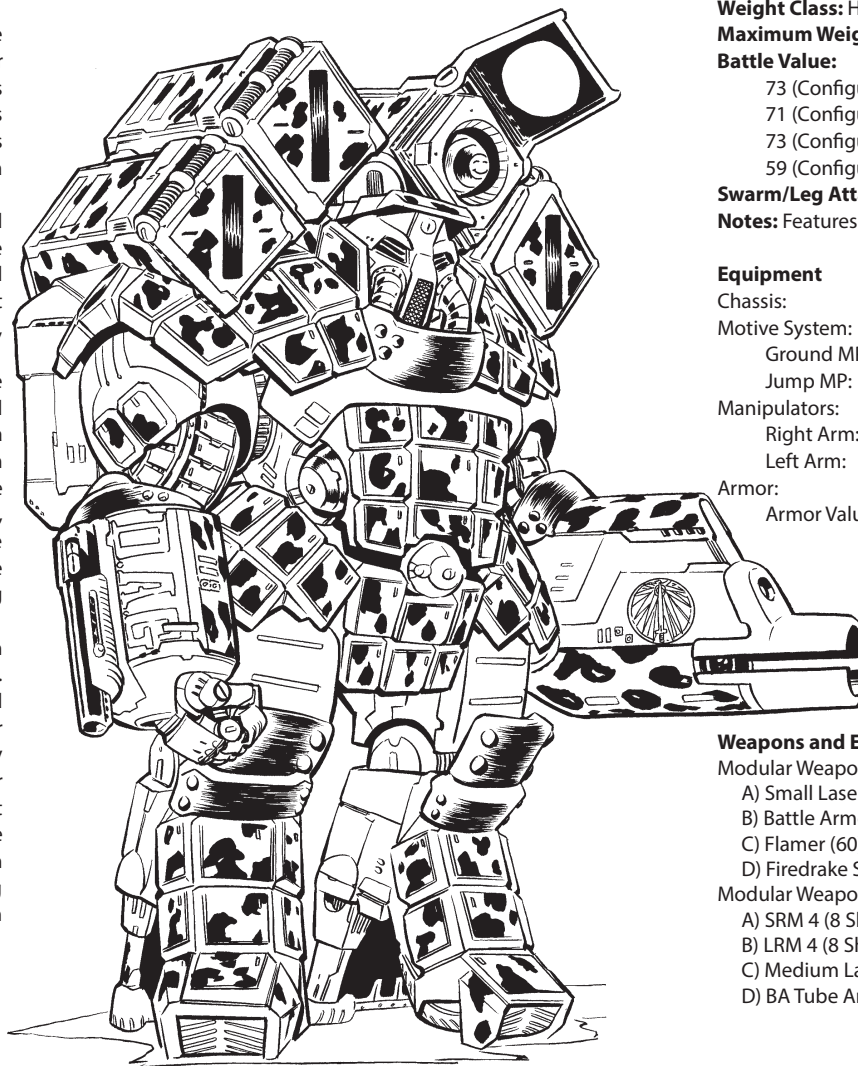
The AFFS has proven stubbornly resistant to fielding heavy battle armor, preferring instead the higher mobility of mediums or the greater power of assault suits. The Grenadier II may be the battlesuit that changes that, although it is still an uncommon sight outside of a few elite commands thanks to its high procurement and support costs. The RAF also fields several examples of this suit, having acquired them clandestinely via Republic-friendly agencies in the Federated Suns.

While the reputation for complexity does the Mk. II no favors, and even those personnel trained on Clan technology find the suit a challenge to maintain, that same advanced gear is the key to the suit's battlefield performance. The mating of Clan and Sphere systems produced a suit that has firepower equal to the assault-weight Grenadier, but in a tougher, lighter package.

The new Grenadier II has been in constant use since its debut. The First Davion Guards had just received Mk. IIs when they were sent to aid the Republic, pairing the suits with Ziblers from the Eighteenth Shubuta Recon Regiment. Matched with the dual C³ Master variant of the Maxim for command and control, these Zibler and Grenadier II companies were used as quick reaction forces against the Senate rebels. Again and again, they frustrated Connor Rhys-Monroe's troops attempting to cross the Marne and envelop the First's flanks. The targeting data provided by the swift hovercraft allowed Grenadiers to make pinpoint LRM attacks at long range, devastating the rebel troops.

Although grateful for the gift of the Grenadier IIs and the First Davion Guard's assistance, the RAF was careful to keep one configuration to itself. Impatient for deliveries of the Centaur, Grenadier II commanders mated the new Battle Armor Artillery to the Davion battlesuit. The Republic later exploited this capability to help mask covert raids outside the Fortress by using Mk. IIs on raids where the foe would be allowed to observe their attackers. Seeing what appeared to be Davion troops helped divert suspicion of Republic involvement, with counterattacks targeting the Suns instead. This stratagem only changed when the pact between Julian Davion and the Republic was renewed in 3146. Having self-supporting artillery deployed by battle armor also added to the Capellans' confusion on Marlette.

Mobile, well-protected and a great weapons platform, the Grenadier II has become a standard support battle suit of the Federated Suns despite the maintenance issues. The ultimate success of its Clan tech armor plating has even led to a ground-up revamp of the Cavalier with the same compounds.



Type: Grenadier Mk. II

Manufacturer: GM

Primary Factory: Talcott

Equipment Rating: F/X-X-X-E

Tech Base: Mixed Inner Sphere (Experimental—Configuration D)

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

73 (Configuration A)

71 (Configuration B)

73 (Configuration C)

59 (Configuration D)

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

Notes: Features the following Design Quirk: Difficult to Maintain.

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	2	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	None	0 kg
Armor:	Standard Stealth (C) 4	420 kg
Armor Value:	12 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	LA	1 (1)	10 kg
A) Small Laser (60)	—	1	205 kg
B) Battle Armor C ³ System	—	1	250 kg
C) Flamer (60)	—	1	175 kg
D) Firedrake Support Needler (60)	—	1	55 kg
Modular Weapon Mount	Body	1 (5)	10 kg
A) SRM 4 (8 Shots) (C)	—	4	460 kg
B) LRM 4 (8 Shots) (C)	—	5	407 kg
C) Medium Laser (30)	—	3	500 kg
D) BA Tube Artillery (8 Shots)	—	5	620 kg

EXPERIMENTAL

LEVIATHAN III

Field Testing Summation: Production Leviathan III Hull

Producer/Site: Alshain Naval Yards

Supervising Technician: Scientist General Gwendolyn (Agassiz)

Project Start Date: late 3130s?

Non-Production or Recently Introduced Equipment Analysis:

Clan PPC Capacitors

Overview

The Rasalhague Dominion navy took two lessons away from the Jihad: WarShips are incredibly expensive, inefficient, and easily destroyed by lighter craft—but when orbital supremacy absolutely, positively needs to be achieved, there is no substitute for a heavy battleship. With *Leviathan*-class battleships present at Luthien, Dieron, and Terra, the Dominion's assaults succeeded. When facing heavy opposition without such assets—as over New Earth—their assaults failed. The implication was clear.

The expansion of the Dominion's aerospace sibkos after Gray Monday was not unexpected, and when *Aesir* production ramped up, most intelligence agencies felt the Dominion was merely expanding its DropShip navy. That changed late last year when the DMI acquired an internal Dominion report on a huge ship taking shape in the Alshain Naval Yards. Though this vessel has yet to launch, the following is an extrapolation of the monster based on the reports, tentatively dubbed *Leviathan III*.

Based on the *Leviathan*-class hull, the Dominion looks to have incorporated the lessons of the Second Combine-Dominion War. The *Leviathan III* seems to feature twenty docking collars instead of fighter launch doors. This would shift the responsibility for supplying the aerospace complement onto the DropShips being transported. It is presumed that this ship mounts a modified version of the *Leviathan II*'s armament, optimized for fighting at extreme ranges, but defensive weaponry appears to be part of the project as well, in order to prevent enemy fighters from getting within nuclear attack range.

Implications of a new *Leviathan* derivative are dire. The battleship seems designed mainly as a transport for DropShip Stars, a role that could be served by JumpShips. But the mere fact mere fact that the Dominion is turning its focus back toward such monolithic craft—and is likely to succeed in the endeavor—bodes ill for the Republic, as the pacts once forged between us and the Bears have been forgotten. Carrying eight *Aesirs* would give this vessel a total aerospace fighter complement equal to that of the fearsome *Rasalhague*. No one knows what the remaining collars will carry; even if the ship is serviced by trios of *Aqueducts* and *Mammoths*, it could still accommodate another full assault DropShip Star.

Fear of sabotage over the last decade has seen security at Clan shipyards improved so that access is nearly impossible, but ongoing probes by the DMI have revealed rumors of further construction at Quatre Belle. Should the impetus behind a *Leviathan III* be the resumption of the joint Bear-Raven WarShip construction, the combination of the Dominion's production base with the Alliance's intrinsic naval know-how could well prove invincible.

[I don't think I really need to point out that if the Dominion and even the Alliance are getting new—and huge—WarShips into service, we can only meet them on a diplomatic playing field. The Republic needs to get on that, and drive a wedge between inter-Clan relationships immediately. —RM]

Tech: Clan (Advanced)

Introduced: 3150

Mass: 2,400,000 tons

Length: 1623 meters

Sail Diameter: 1560 meters

Fuel: 15,000 tons (37,500 points)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 9

KF Drive Integrity: 46

Heat Sinks: 10,000 (20,000)

Structural Integrity: 150

Battle Value: 395,896

Armor

Fore: 1,000

Fore-Sides: 1,000

Aft-Sides: 1,000

Aft: 1,000

Cargo

Bay 1: Fighter Bay (60)

5 Doors

Bay 2: ARTS Small Craft Bay (10)

2 Doors

Bay 3: Cargo (51,459 tons)

12 Doors

DropShip Capacity: 20

Grav Decks: 8 (six 95-, two 185-meter diameter)

Escape Pods: 150

Life Boats: 150

Crew: 170 officers, 484 enlisted/non-rated, 216 gunners, 225 Elemental troopers (45 points), 120 bay personnel

Notes: Equipped with 5,373 tons of Lamellor Ferro-carbide armor, a lithium-fusion battery system, and HPG.

Weapons:

Arc (Heat) Type

Nose (2,519 Heat)

10 ER Large Lasers, 17 (170)

10 ER Medium Lasers

5 Large Pulse Lasers, 9 (85)

5 Medium Pulse Lasers

8 Gauss Rifles 12 (120)

(600 rounds)

5 ATM 12 12 (120)

(500 rounds)

5 LRM 20+Artemis V 8 (80)

(504 rounds)

5 AMS (1,008 rounds) 2 (15)†

5 Laser AMS 2 (15)†

2 Heavy N-Gauss 60

(200 rounds)

3 NAC/20 (300 rounds) 60

4 Heavy NPPC 60

12 NL55 66

2 AR10 *

(25 KW, 50 WS, 100 B)

FR/FL (2,319 Heat)

10 ER Medium Lasers 7 (70)

5 Med. Pulse Lasers 4 (35)

6 ATM 12 14 (144)

(600 rounds)

6 LRM 20+Artemis V 10 (96)

(600 rounds)

5 AMS 2 (15)†

(1,008 rounds)

5 Laser AMS 2 (15)†

3 NAC/20 (300 rounds) 60

4 Heavy NPPC 60

12 NL55 66

2 AR10 *

(25 KW, 50 WS, 100 B)

RBS/LBS (2,563 Heat)

10 ER Large Lasers 10 (100)

5 ER PPC+Capacitors 10 (100)

5 Large Pulse Lasers, 9 (85)

5 Medium Pulse Lasers

9 ATM 12 22 (216)

(900 rounds)

9 LRM 20+Artemis V 14 (144)

(900 rounds)

2 Heavy N-Gauss 60

(200 rounds)

12 NL55 66

12 NL55 66

3 Stingray 11 (105)

(150 missiles)

3 Stingray 11 (105)

(150 missiles)

Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
17 (170)	10 (100)	10 (100)	—	Laser
9 (85)	5 (50)	—	—	Pulse Laser
12 (120)	12 (120)	—	—	AC
8 (80)	4 (40)	4 (40)	—	ATM
8 (80)	8 (80)	—	—	LRM
—	—	—	—	AMS
—	—	—	—	AMS
60	60	60	60	Capital Gauss
60	60	60	—	Capital AC
60	60	60	60	Capital PPC
66	66	66	66	Capital Laser
*	*	*	*	Capital Missile
7 (70)	—	—	—	Laser
4 (35)	—	—	—	Pulse Laser
10 (96)	5 (48)	5 (48)	—	ATM
10 (96)	10 (96)	—	—	LRM
—	—	—	—	AMS
—	—	—	—	AMS
60	60	60	—	Capital AC
60	60	60	60	Capital PPC
66	66	66	66	Capital Laser
*	*	*	*	Capital Missile
10 (100)	10 (100)	10 (100)	10 (100)	Laser
10 (100)	10 (100)	—	—	PPC
9 (85)	5 (50)	—	—	Pulse Laser
14 (144)	7 (72)	7 (72)	—	ATM
14 (144)	14 (144)	—	—	LRM
60	60	60	60	Capital Gauss
66	66	66	66	Capital Laser
66	66	66	66	Capital Laser
11 (105)	11 (105)	—	—	Capital Missile
11 (105)	11 (105)	—	—	Capital Missile

EXPERIMENTAL

LEVIATHAN III

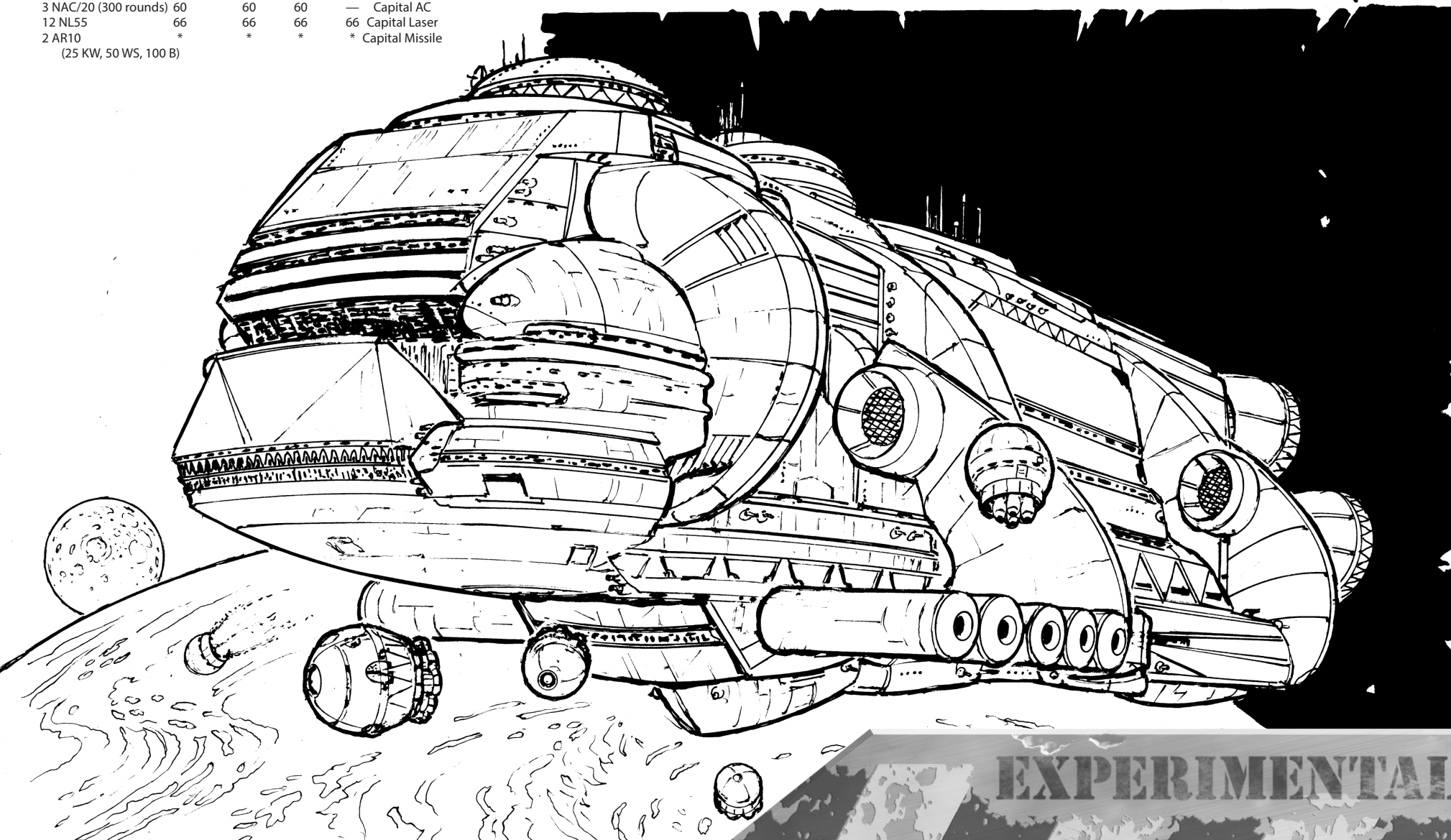
Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	Short	Medium	Long	Extreme	Class
AR/AL (1,489 Heat)					
10 ER Medium Lasers	7 (70)	7 (70)	—	—	Laser
5 Med. Pulse Lasers,	4 (35)	4 (35)	—	—	Pulse Laser
6 ATM 12	14 (144)	10 (96)	5 (48)	5 (48)	ATM
(600 rounds)					
6 LRM 20+Artemis V	10 (96)	10 (96)	10 (96)	—	LRM
(600 rounds)					
5 AMS	2 (15)†	—	—	—	AMS
(1,008 rounds)					
5 Laser AMS	2 (15)†	—	—	—	AMS
3 NAC/20 (300 rounds)	60	60	60	—	Capital AC
12 NL55	66	66	66	66	Capital Laser
2 AR10	*	*	*	*	Capital Missile
(25 KW, 50 WS, 100 B)					

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Aft (1,163 Heat)					
10 ER Large Lasers	10 (100)	10 (100)	10 (100)	10 (100)	Laser
5 Large Pulse Lasers	9 (85)	9 (85)	5 (50)	—	Pulse Laser
5 Medium Pulse Lasers					
8 Gauss Rifles	12 (120)	12 (120)	12 (120)	—	AC
(600 rounds)					
5 ATM 12	12 (120)	8 (80)	4 (40)	4 (40)	ATM
(500 rounds)					
5 LRM 20+Artemis V	8 (80)	8 (80)	8 (80)	—	LRM
(504 rounds)					

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Aft (Continued)					
5 AMS	2 (15)†	—	—	—	AMS
(1,008 rounds)					
5 Laser AMS	2 (15)†	—	—	—	AMS
4 Heavy NPPC	60	60	60	60	Capital PPC
2 AR10	*	*	*	*	Capital Missile
(25 KW, 50 WS, 100 B)					

* By Missile Type (Heat factored as Killer Whale)
† Only against missiles.

CHARLES



EXPERIMENTAL

BATTLETECH™

QUADVEE RECORD SHEET

'MECH DATA

Type: **Notos Prime**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8 [10]

Flank: 9

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—

BV: 2,335

WARRIOR DATA

Pilot: _____

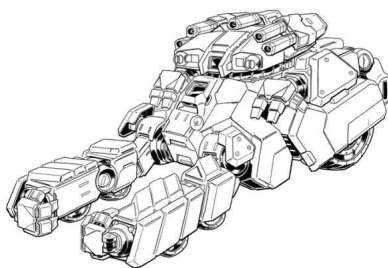
Gunnery Skill: _____ Piloting Skill: _____

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

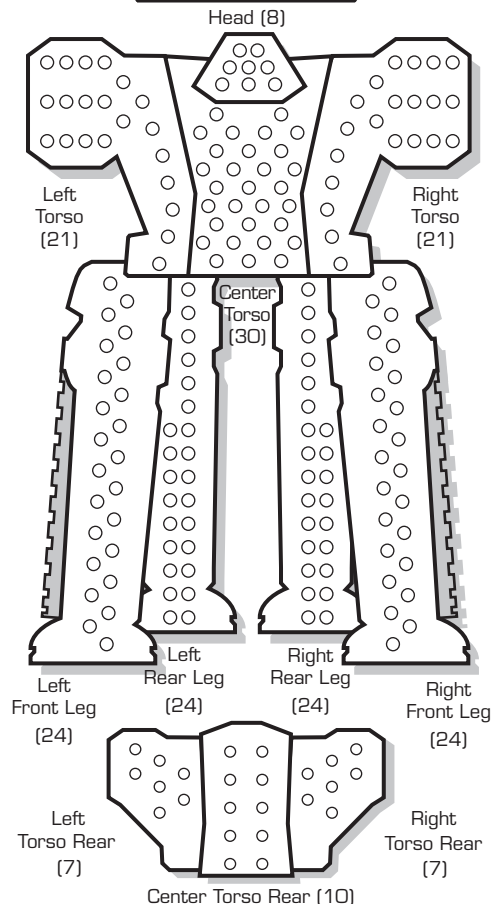
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Roll Again
- 4-6

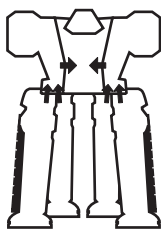
Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Supercharger
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Targeting Computer
 - Targeting Computer
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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



Damage Transfer Diagram

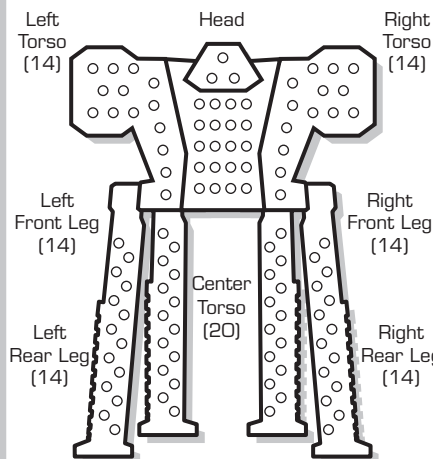
Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

QUADVEE RECORD SHEET

'MECH DATA

Type: **Notos A**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	RT	4	20 [C,F,X]	2	8	16	24
2	ER Small Laser	LT	2	5 [DE]	—	2	4	6

BV: 1,528

WARRIOR DATA

Pilot: _____

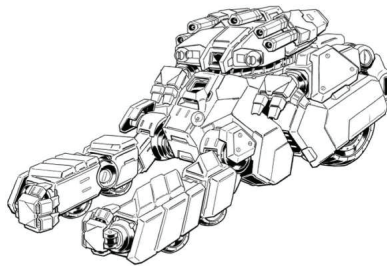
Gunnery Skill: _____ Piloting Skill: _____

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

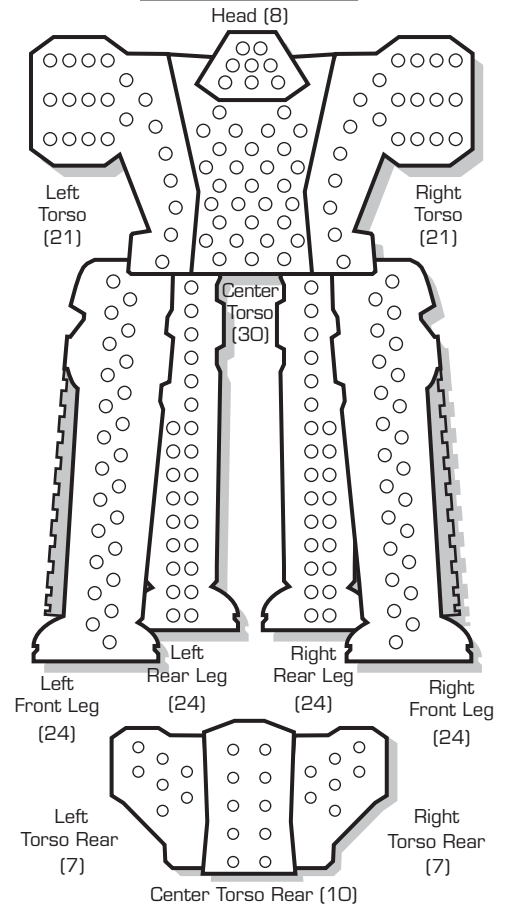
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Center Torso

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

1-3

Left Torso

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

1-3

4-6

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

4-6

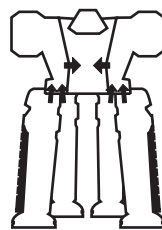
- HAG/20
- HAG/20
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Rear Leg

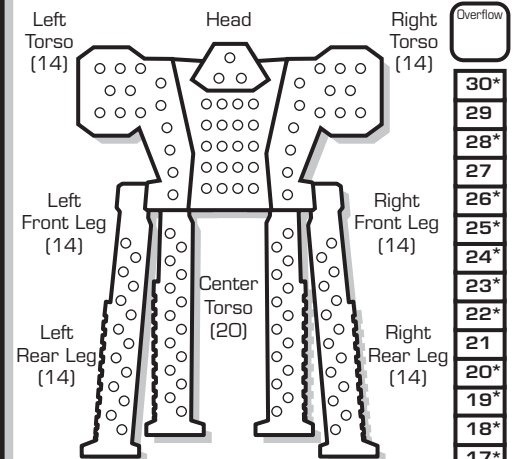
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

QUADVEE RECORD SHEET

'MECH DATA

Type: **Notos B**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	LRM 15	RT	5	1/Msl [M.C.S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M.C.S]	—	7	14	21

BV: 1,877

WARRIOR DATA

Pilot: _____

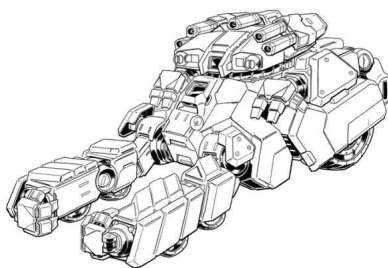
Gunnery Skill: _____ Piloting Skill: _____

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

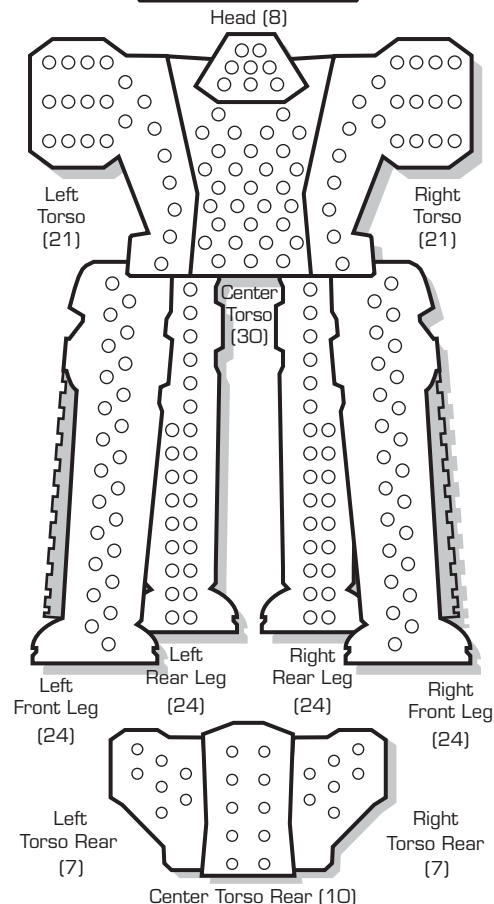
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Head

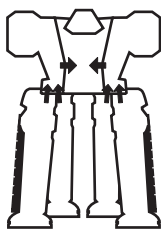
- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

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



Damage Transfer Diagram

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Torso (CASE)

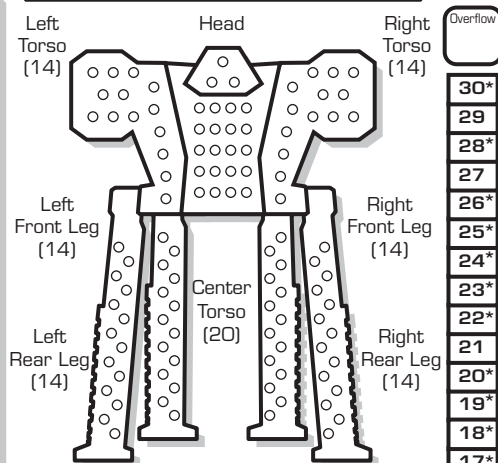
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

QUADVEE RECORD SHEET

'MECH DATA

Type: **Notos C**

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	AP Gauss Rifle	RT	1	3 [DB,Al,X]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Improved Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	5
1	AP Gauss Rifle	LT	1	3 [DB,Al,X]	—	3	6	9
1	Improved Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9
1	Light TAG	LT	0	[E]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

BV: 1,632

WARRIOR DATA

Pilot: _____

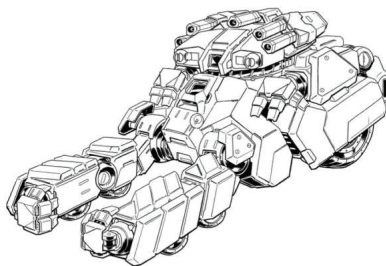
Gunnery Skill: _____ Piloting Skill: _____

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

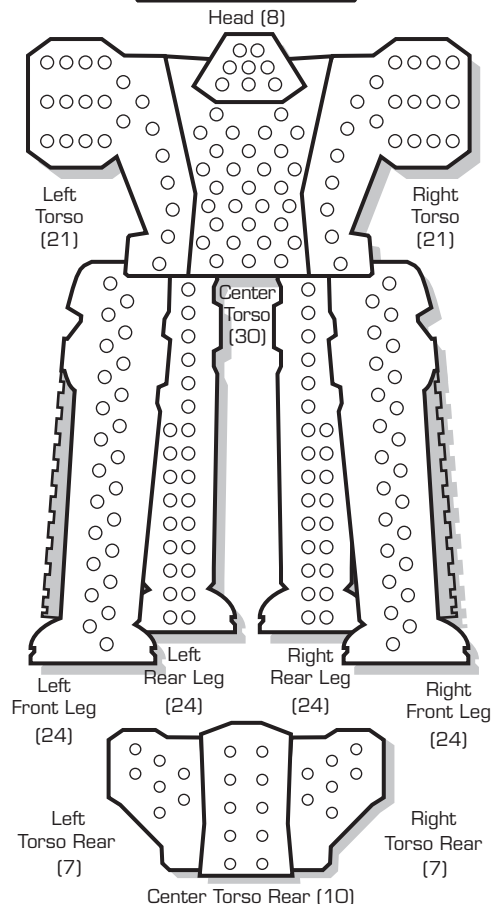
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Improved Heavy Medium Laser
- Improved Heavy Medium Laser
- SRM 6
- AP Gauss Rifle

- Ammo (SRM 6) 15
- Active Probe
- Light TAG
- Endo Steel
- Endo Steel
- Endo Steel

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Head

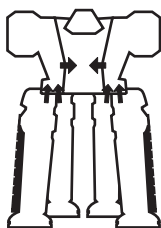
- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Ammo (AP Gauss) 40

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



Damage Transfer Diagram

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Torso (CASE)

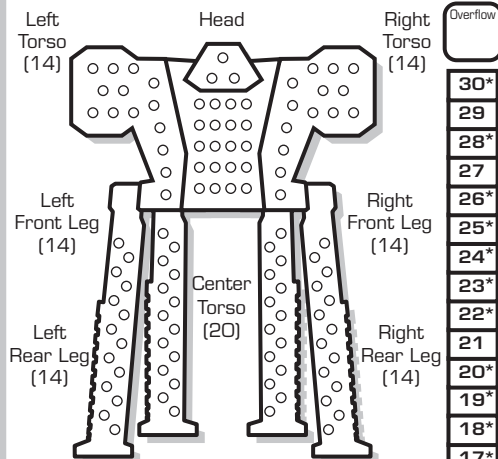
- XL Fusion Engine
- XL Fusion Engine
- Improved Heavy Medium Laser
- Improved Heavy Medium Laser
- SRM 6
- AP Gauss Rifle

- Ammo (SRM 6) 15
- ECM Suite
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

QUADVEE RECORD SHEET

'MECH DATA

Type: Notos D

Tonnage: 60 Tech Base: Clan (Advanced)

Era: Dark Age

Movement Points:

BattleMech Mode

Vehicle Mode

Walking: 5

Cruising: 6

Running: 8

Flank: 9

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Targeting Computer	LT	—	[E]	—	—	—	—

BV: 1,865

WARRIOR DATA

Pilot: _____

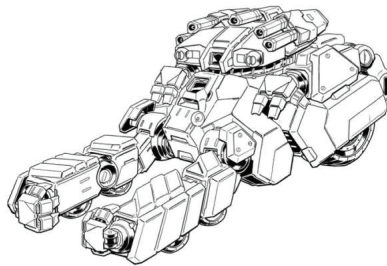
Gunnery Skill: _____ Piloting Skill: _____

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

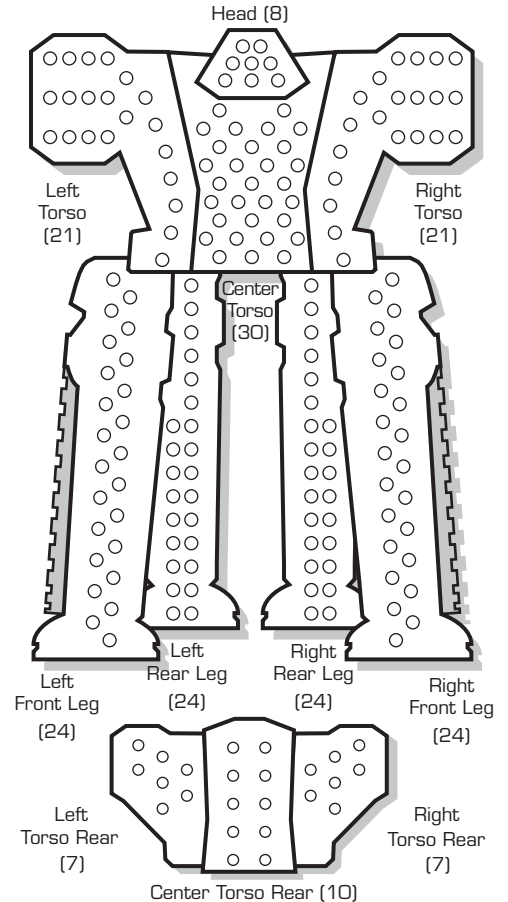
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit (Pilot)
- Cockpit (Gunner)
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Targeting Computer
- Targeting Computer

1-3

4-6

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

1-3

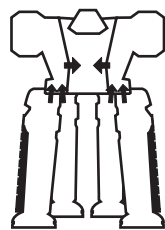
4-6

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels

Right Rear Leg

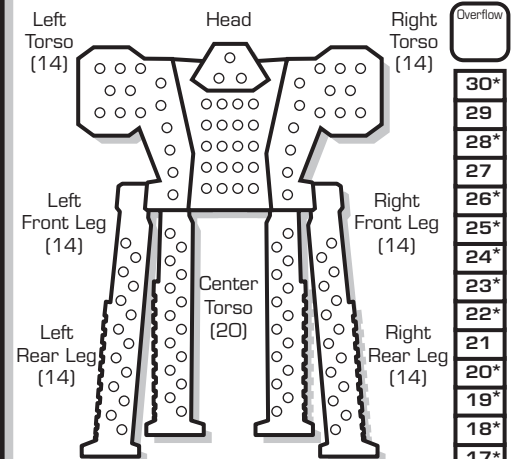
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Wheels



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Parash 3

Movement Points: **Walking:** 7 **Running:** 11 **Jumping:** 7
Tonnage: 35 **Tech Base:** Mixed Tech (Clan) (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Bloodhound Active Probe (IS)	CT	—	[E]	—	—	—	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Clan TAG	LA	0	[E]	—	5	9	15

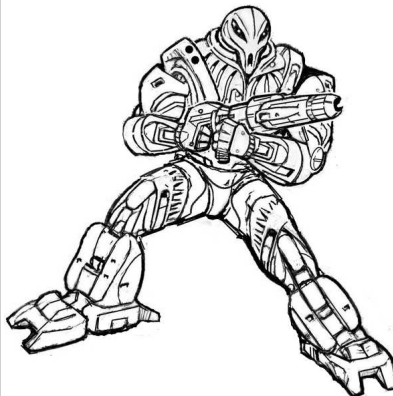
BV: 1,753

WARRIOR DATA

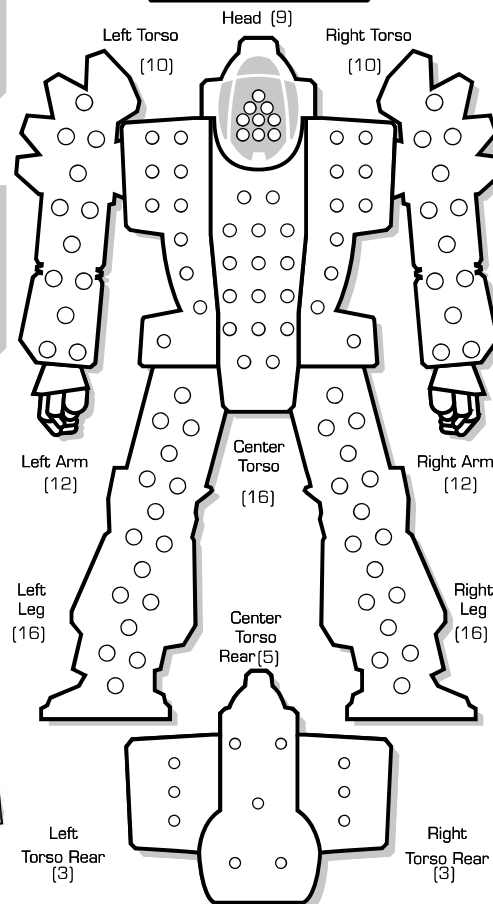
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Clan TAG
- Roll Again

Head

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

Right Arm

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

Center Torso

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

Left Torso

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Roll Again

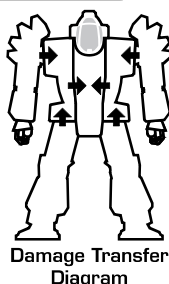
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

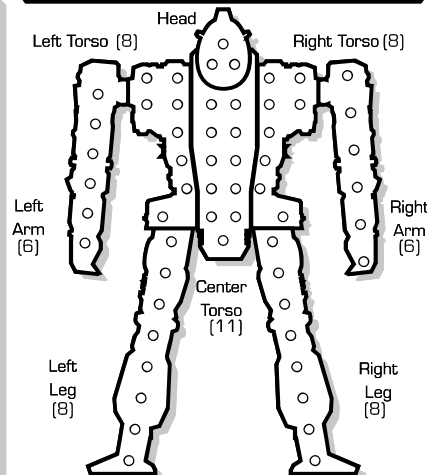
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Goshawk II RISC

Movement Points: **Tonnage:** 45
Walking: 7 **Tech Base:** Mixed Tech (Clan)
Running: 11 (Experimental)
Jumping: 7 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	RISC Emergency Coolant System (IS)	CT	—	[E]	—	5	10	15
1	Improved Heavy Large Laser	LT	18	16 [DE,X]	—	7	14	21
1	Streak LRM 10	RA	4	1/2 Msl [M,C]	—	6	12	18
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18

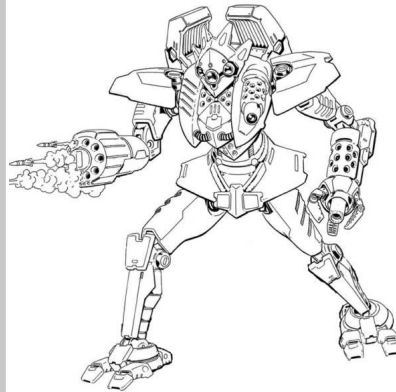
BV: 1,886

WARRIOR DATA

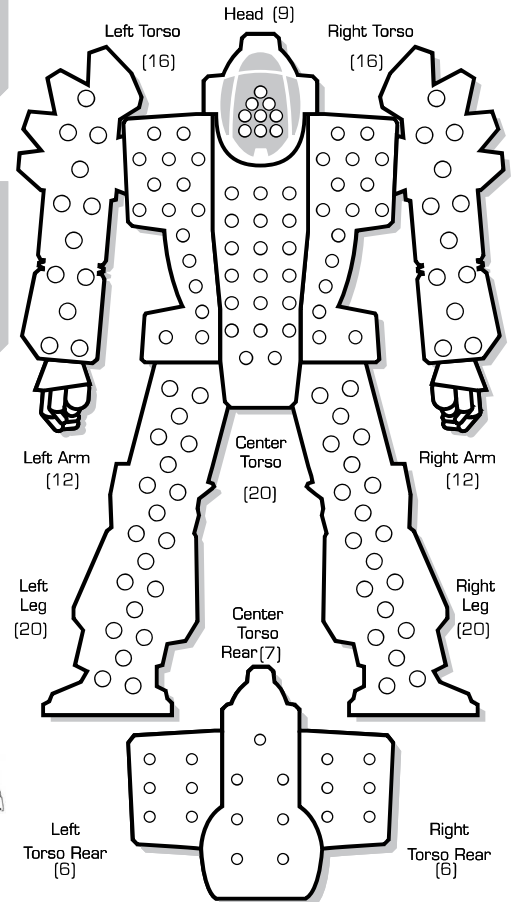
Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

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

Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Cannon
- Ammo [Plasma Cannon] 10

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak LRM 10
- Streak LRM 10
- Ammo [Streak LRM 10] 12

Center Torso (CASE)

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

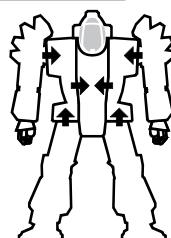
Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

Left Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

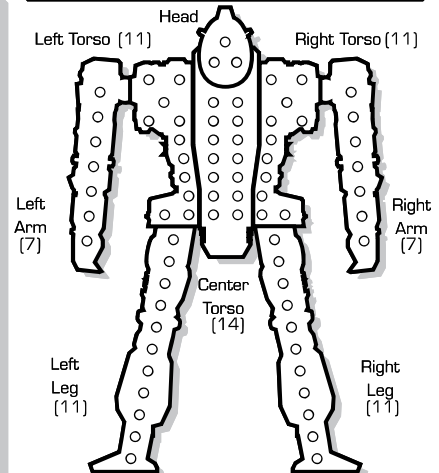
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Osprey OSP-36

Movement Points: Tonnage: 55
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Advanced)
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

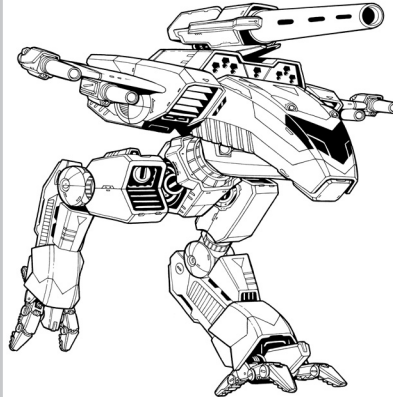
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Radical Heat Sink System	RT	—	[E]	—	7	—	—
1	MML 7 LRM SRM	LT	4	[M.C.S]	—	—	—	—
1	ER Medium Laser	RA	5	2 [Msl]	6	7	14	21
1	RISC Advanced Point Defense System	RA	2	5 [DE]	—	3	6	9
1	ER Medium Laser	LA	5	— [PD]	—	4	8	12
1	RISC Advanced Point Defense System	LA	2	5 [DE]	—	4	8	12
1	RISC Advanced Point Defense System	LA	2	— [PD]	—	—	—	—

BV: 1,450

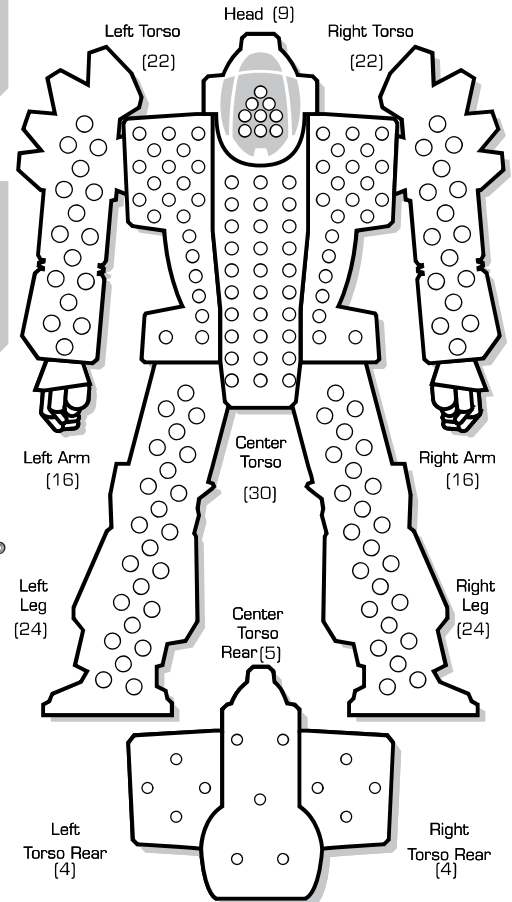
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

Center Torso

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER PPC
- ER PPC

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- MML 7
- MML 7

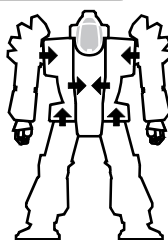
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

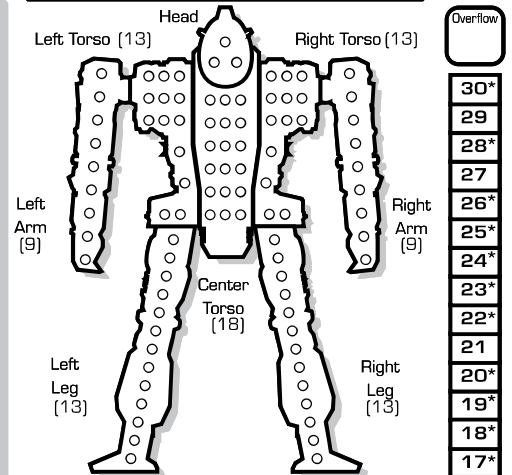
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken III-XP Prime

Movement Points: **Tonnage:** 55
Walking: 6 [7] **Tech Base:** Mixed Tech (Clan)
Running: 9 [11] (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2 / Msl [M.C.S]	—	3	6	9
1	SRM 6	LT	4	2 / Msl [M.C.S]	—	3	6	9
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
1	ER Large Pulse Laser	LA	13	10 [P]	—	7	15	23
1	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14

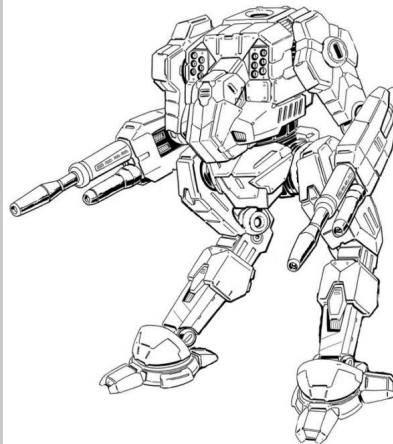
BV: 3,013

WARRIOR DATA

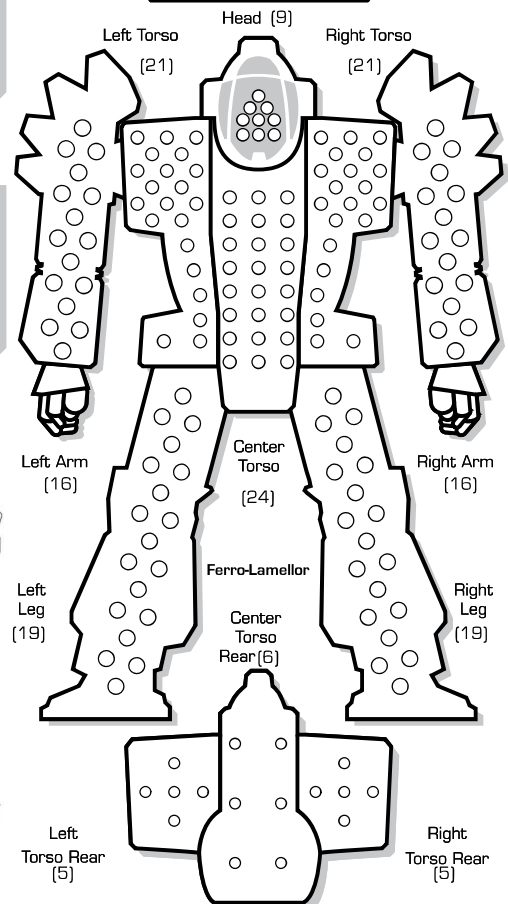
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- 4-6 Ferro-Lamellor
- Ferro-Lamellor
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- SRM 6
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

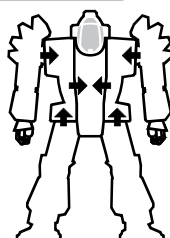
Head

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

Center Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [SRM 6] 15
- Ammo [SRM 6] 15
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

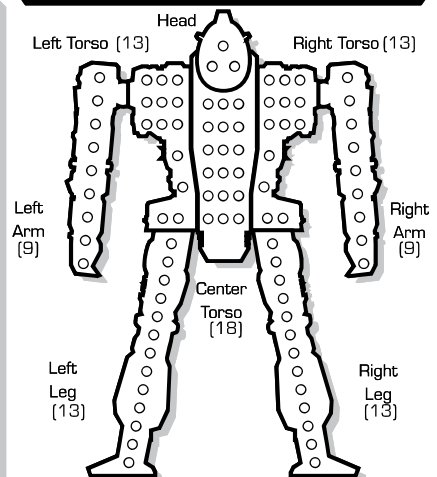
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- SRM 6
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- 4-6 Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken III-XP A

Movement Points: **Walking:** 6 [7] **Running:** 9 [11]
Tonnage: 55 **Tech Base:** Mixed Tech (Clan)
 (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

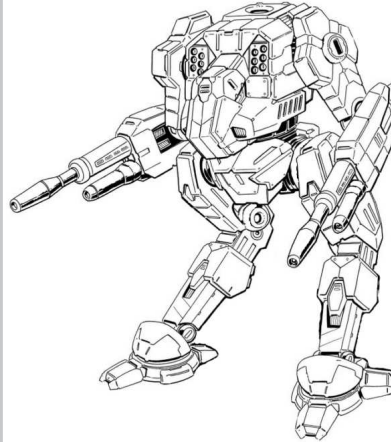
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Radical Heat Sink System (IS)	CT	—	[E]	—	—	—	—
3	ER Small Laser	RT	2	5 [DE]	—	2	4	6
3	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Targeting Computer	LA	—	[E]	—	—	—	—

BV: 3,777

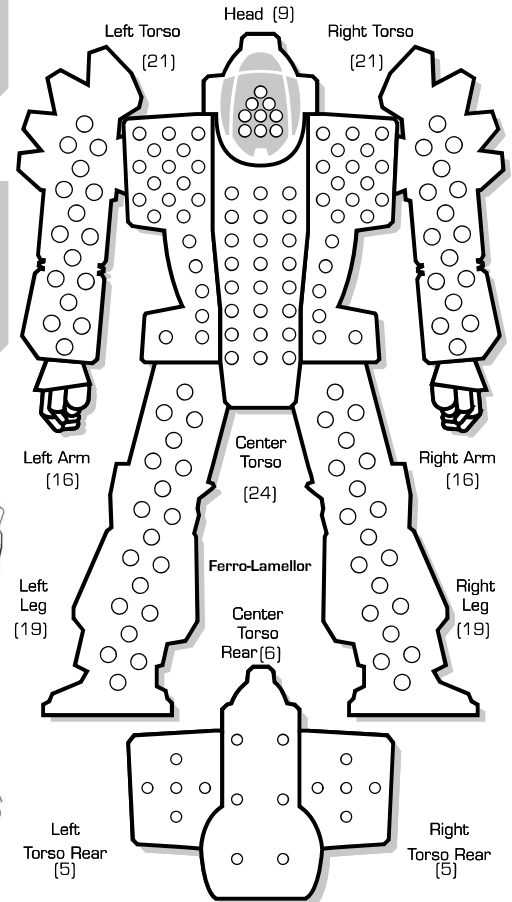
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Medium Laser

- ER Medium Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Lamellor
- Ferro-Lamellor

Left Torso

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

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

Left Leg

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

Head

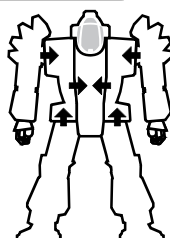
- Life Support
- Sensors
- Interface Cockpit
- Interface Cockpit
- Sensors
- Life Support

Center Torso

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

- Radical Heat Sink System (IS)
- Radical Heat Sink System (IS)
- Radical Heat Sink System (IS)
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- ER Large Laser
- ER Medium Laser
- ER Medium Laser
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Right Torso

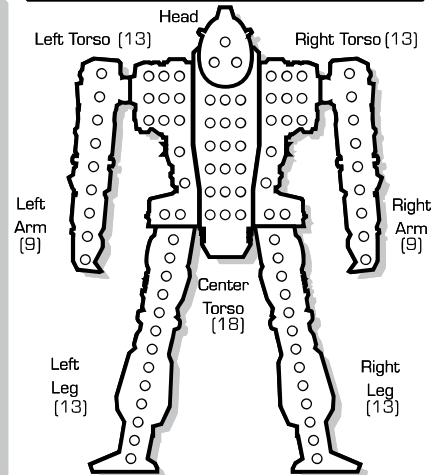
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- ER Small Laser
- ER Small Laser
- Ferro-Lamellor

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken III-XP B

Movement Points: **Tonnage:** 55
Walking: 6 [7] **Tech Base:** Mixed Tech (Clan)
Running: 9 [14] **Era:** (Experimental) Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	7	[E]	—	—	—	6
1	Improved Heavy Medium Laser	CT	7	10 [DEX]	—	3	6	9
1	Improved Heavy Medium Laser	LT	7	10 [DEX]	—	3	6	9
3	Improved Heavy Medium Laser	RA	7	10 [DEX]	—	3	6	9
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12

BV: 3,613

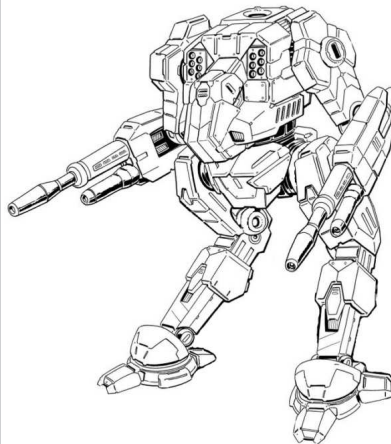
WARRIOR DATA

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

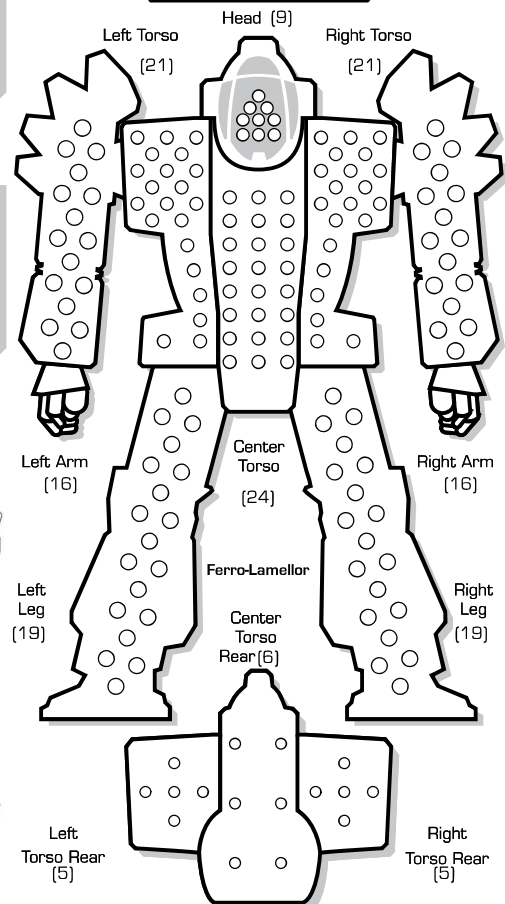
1	2	3	4	5	6
---	---	---	---	---	---

Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- 4 Ultra AC/20
- 5 Ultra AC/20
- 6 Ultra AC/20
- 1 Ultra AC/20
- 2 Ultra AC/20
- 3 Ultra AC/20
- 4-6 Ultra AC/20
- 5 Ferro-Lamellor
- 6 Ferro-Lamellor

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Improved Heavy Medium Laser
- 4 Improved Heavy Medium Laser
- 5 Supercharger
- 6 Endo Steel
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

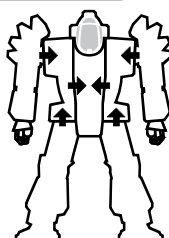
Head

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

Center Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 XL Fusion Engine
- 6 XL Fusion Engine
- 1 Improved Heavy Medium Laser
- 2 Improved Heavy Medium Laser
- 3 ECM Suite
- 4-6 Triple-Strength Myomer
- 5 Triple-Strength Myomer
- 6 Triple-Strength Myomer

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



Damage Transfer Diagram

Right Arm(CASE)

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Improved Heavy Medium Laser
- 5 Improved Heavy Medium Laser
- 6 Improved Heavy Medium Laser
- 1 Improved Heavy Medium Laser
- 2 Improved Heavy Medium Laser
- 3 Improved Heavy Medium Laser
- 4-6 Triple-Strength Myomer
- 5 Triple-Strength Myomer
- 6 Triple-Strength Myomer

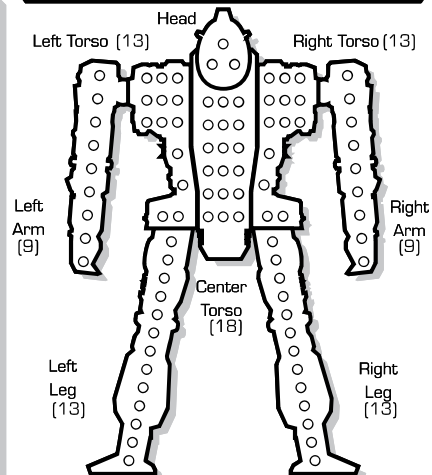
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 Ammo (Ultra AC/20) 5
- 4 Ammo (Ultra AC/20) 5
- 5 Ammo (Ultra AC/20) 5
- 6 CASE II
- 1 Ferro-Lamellor
- 2 Ferro-Lamellor
- 3 Ferro-Lamellor
- 4 Ferro-Lamellor
- 5 Ferro-Lamellor
- 6 Ferro-Lamellor

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken III-XP C

Movement Points: **Walking:** 6 [7] **Running:** 9 [11]
Tonnage: 55 **Tech Base:** Mixed Tech (Clan)
 Era: (Experimental) Dark Age

Weapons & Equipment Inventory (hexes)

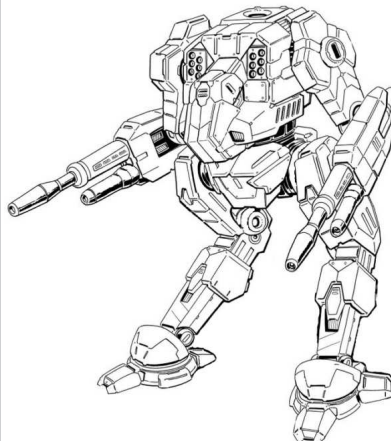
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	TSEMP Cannon (IS)	RA	10	0 [D.E.X]	—	5	10	15
1	ATM 9 Standard	LA	6	[M.C.S]	4	5	10	15
	Extended-Range			2/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

BV: 4,387

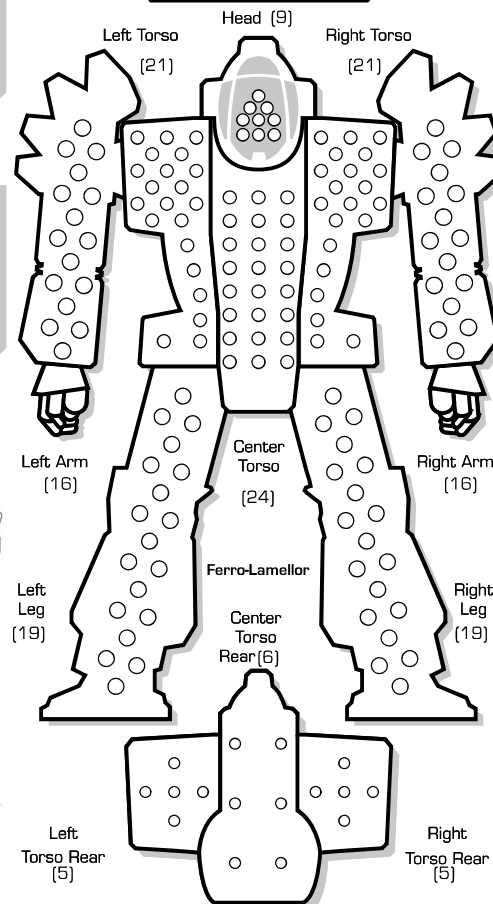
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ATM 9
- ATM 9
- ATM 9

- ATM 9
- Ammo [ATM 9] 7
- Ammo [ATM 9 ER] 7
- 4-6 Ammo [ATM 9 HE] 7
- Ferro-Lamellor
- Ferro-Lamellor

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

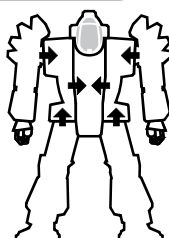
- Life Support
- Sensors
- Interface Cockpit
- Interface Cockpit
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

- Targeting Computer
- Targeting Computer
- 4-6 Targeting Computer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- TSEMP Cannon (IS)
- TSEMP Cannon (IS)

- TSEMP Cannon (IS)
- TSEMP Cannon (IS)
- 4-6 TSEMP Cannon (IS)
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Right Torso

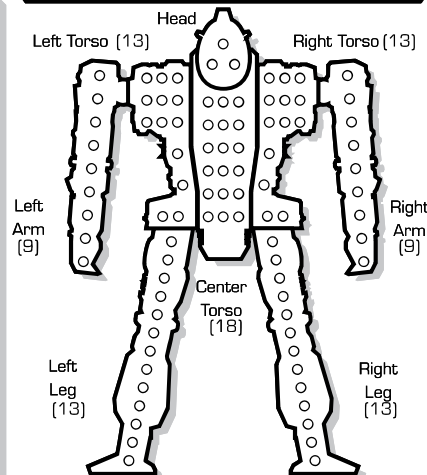
- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Lamellor

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- 4-6 Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken III-XP D

Movement Points: **Walking:** 6 [7] **Running:** 9 [11]
Tonnage: 55 **Tech Base:** Mixed Tech (Clan)
 Era: (Experimental) Dark Age

Weapons & Equipment Inventory (hexes)

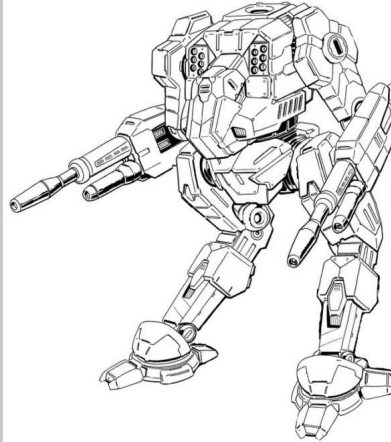
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	CT	1	2 [DE]	—	1	2	4
1	Bombast Laser (IS)	RT	12	12 [DE,V]	—	5	10	15
2	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Lance (IS)	RA	—	11	—	—	—	—
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	8	17	25

BV: 2,483

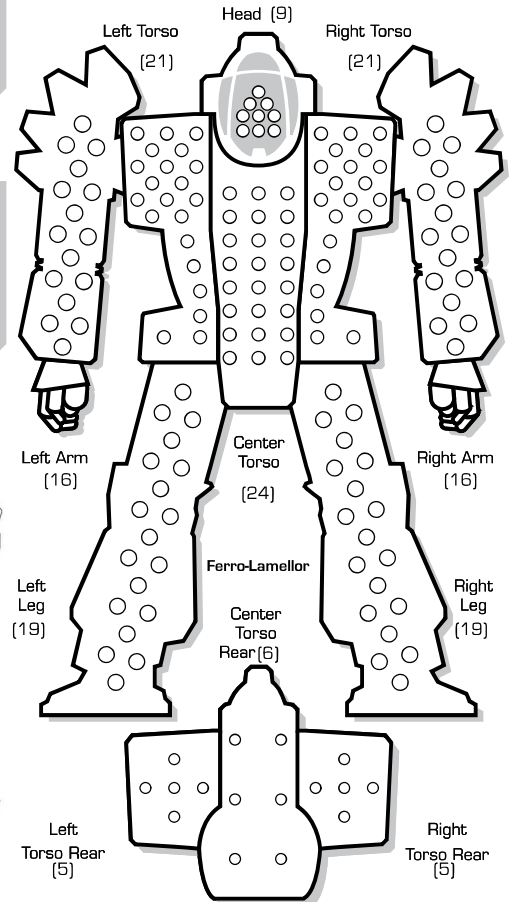
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

- Ammo [RAC/2] 45
- Ammo [RAC/2] 45
- CASE II
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

Left Torso

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

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

Left Leg

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

Head

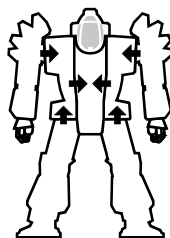
- Life Support
- Sensors
- Interface Cockpit
- Interface Cockpit
- Sensors
- Life Support

Center Torso

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

- ER Micro Laser
- ER Micro Laser
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Lance (IS)

- Lance (IS)
- Lance (IS)
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again

Right Torso

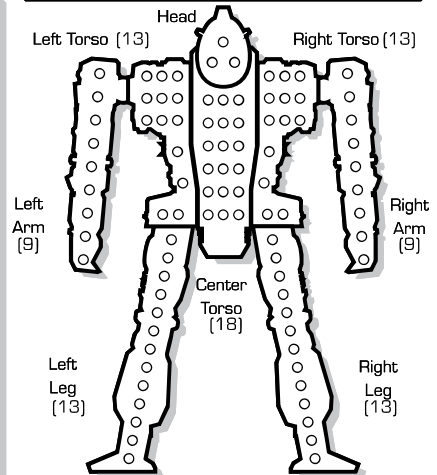
- XL Fusion Engine
- XL Fusion Engine
- Bombast Laser (IS)
- Bombast Laser (IS)
- Bombast Laser (IS)
- Ferro-Lamellor

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Lament LMT-2D

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [Advanced]
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

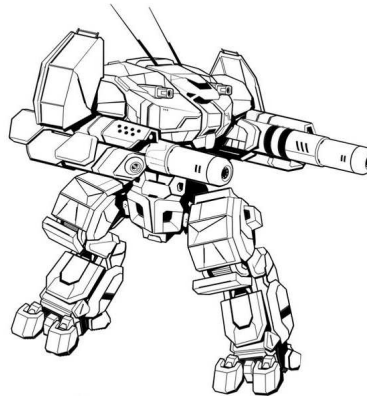
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Drone Command Console	HD	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

BV: 2,044

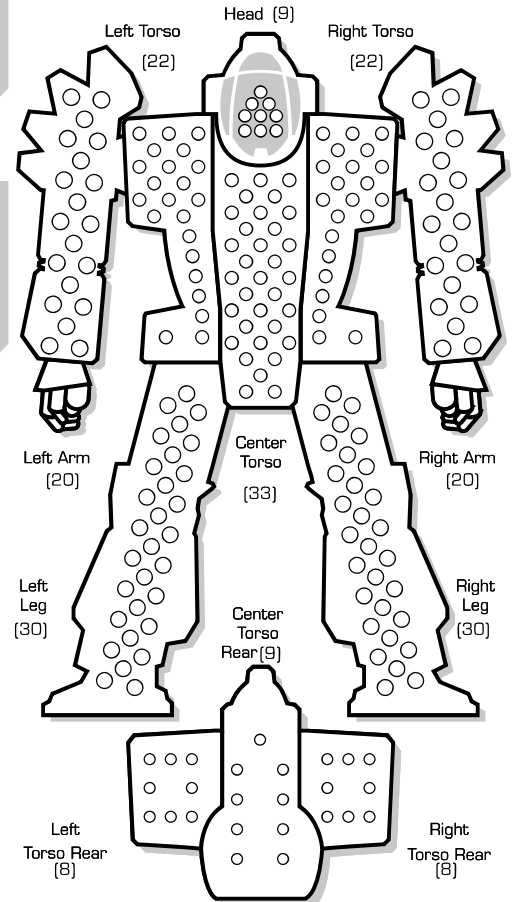
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC

Head

- Life Support
- Sensors
- Cockpit
- Remote Drone Command Console
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- 1-3 Heavy PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

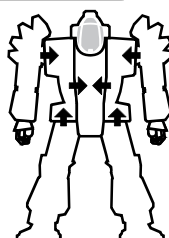
- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Angel ECM Suite
- Angel ECM Suite

- 1-3 XL Gyro
- XL Gyro
- XL Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Radical Heat Sink System
- Radical Heat Sink System

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



Damage Transfer Diagram

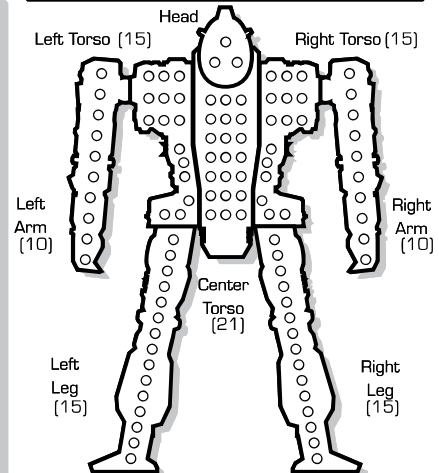
Left Leg

- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Triskelion TRK-4V

Movement Points: Tonnage: 75
Walking: 5 Tech Base: Mixed Tech (I.S.)
Running: 8 Era: (Advanced) Dark Age

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	LRM 15 (Clan)	RT	5	1/Msl [M.C.S]	—	7	14	21
1	w/Artemis V FCS	LT	5	1/Msl [M.C.S]	—	7	14	21
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

BV: 2,837

WARRIOR DATA

Pilot: _____

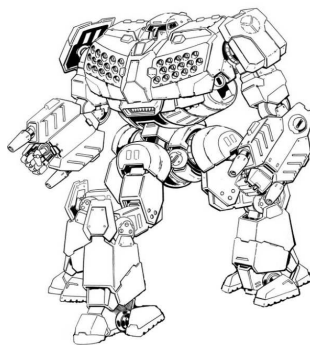
Gunnery Skill: _____ Piloting Skill: _____

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

Gunner: _____

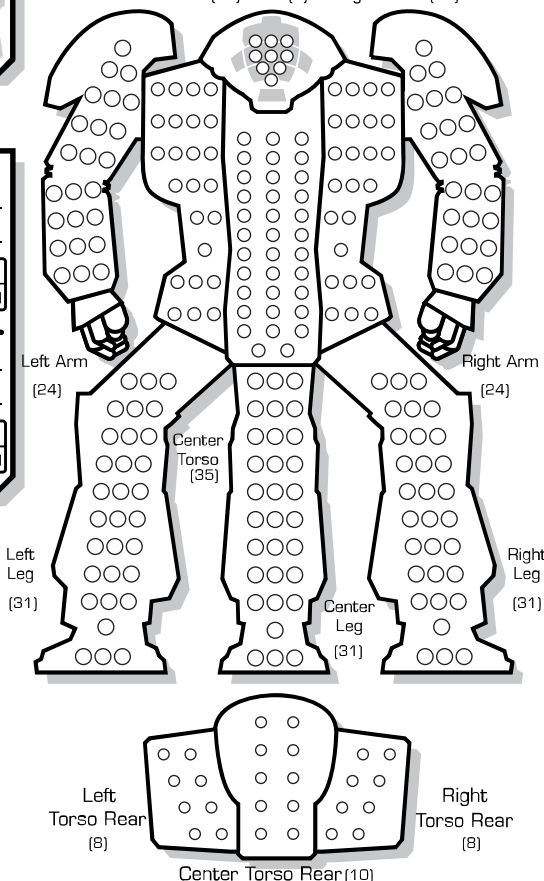
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

Left Torso(24) Head (9) Right Torso (24)



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

1-3

- Endo-Composite
- Ferro-Fibrous (Clan)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- LRM 15 (Clan)
- LRM 15 (Clan)
- Artemis V FCS (Clan)
- Artemis V FCS (Clan)

1-3

- Ammo (LRM 15 Artemis V) 8
- Ammo (LRM 15 Artemis V) 8
- CASE II
- Endo-Composite
- Ferro-Fibrous (Clan)
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous (Clan)

Head

- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

1-3

Center Torso

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

1-3

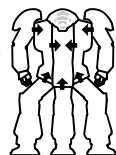
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

4-6

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



Damage Transfer Diagram



Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous (Clan)

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

1-3

- Endo-Composite
- Ferro-Fibrous (Clan)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- LRM 15 (Clan)
- LRM 15 (Clan)
- Artemis V FCS (Clan)
- Artemis V FCS (Clan)

1-3

- Ammo (LRM 15 Artemis V) 8
- Ammo (LRM 15 Artemis V) 8
- CASE II
- Endo-Composite
- Ferro-Fibrous (Clan)
- Roll Again

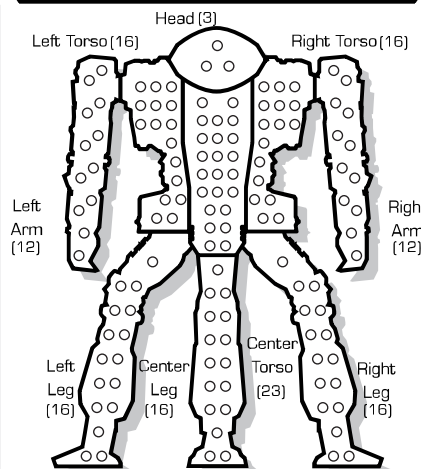
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous (Clan)

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

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

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Lich UABM-2R

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Mixed Tech (I.S.)
Running: 5 **Era:** [Advanced] Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Drone (Remote) Operating System	CT	—	[E]	—	—	—	—
1	HarJel II Self-Repair System (Clan)	CT	—	[E]	—	—	—	—
1	ER Large Laser (Clan)	RT	12	10 [DE]	—	8	15	25
1	HarJel II Self-Repair System (Clan)	RT	—	[E]	—	—	—	—
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	ER Large Laser (Clan)	LT	12	10 [DE]	—	8	15	25
1	HarJel II Self-Repair System (Clan)	LT	—	[E]	—	—	—	—
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25

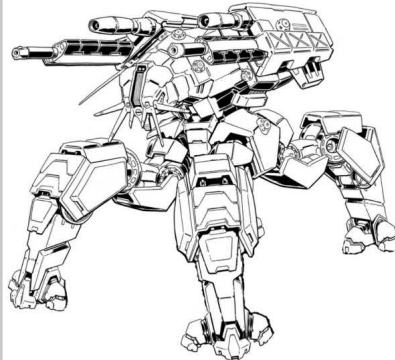
BV: 1,719

WARRIOR DATA

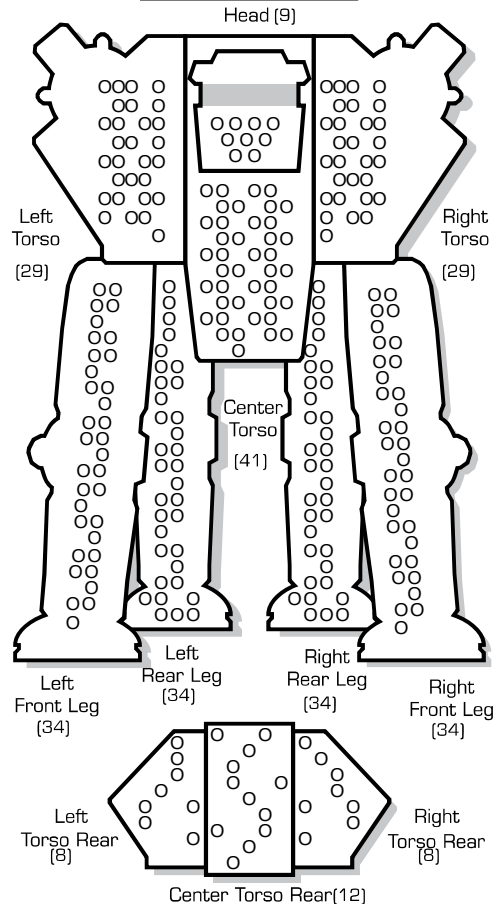
Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

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

Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Angel ECM Suite
- Angel ECM Suite

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Light Gauss) 16
- Endo-Composite

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Light Gauss) 16
- Endo-Composite

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
4-6

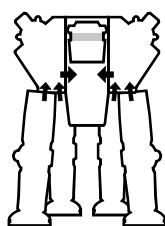
Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Large Laser (Clan)
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3
4-6

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Large Laser (Clan)
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3
4-6

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



Damage Transfer Diagram

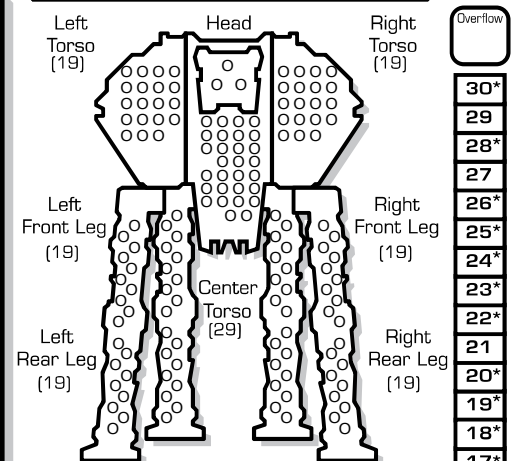
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Padilla Anti-Missile Tank

Movement Points: **Cruising:** 3 **Flank:** 5 **Movement Type:** Wheeled **Engine Type:** Light Fusion Engine

Tonnage: 55 **Tech Base:** Inner Sphere (Advanced) **Era:** Dark Age

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
1	Gauss Rifle	TU	15 [DB,X]	2	7	15	22
2	RISC Advanced Point Defense System	TU	—	—	—	—	—

Ammo: [APDS] 24, [Gauss] 16

BV: 1,155

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

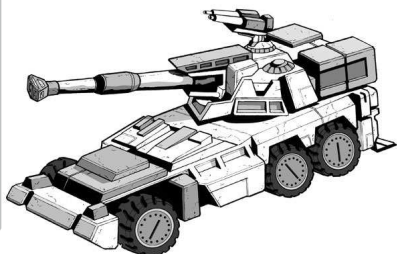
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

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

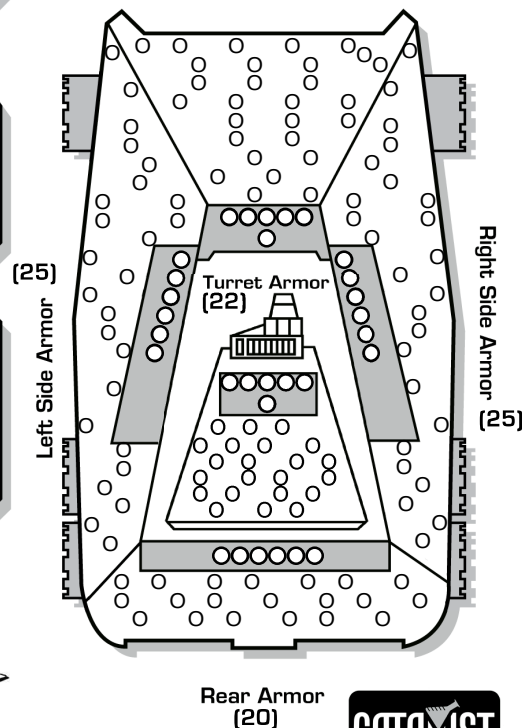
Motive System Hits **+1 +2 +3**

Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

(Stealth)
 Front Armor
 (28)



Rear Armor
 (20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Clan Interface Armor Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	—	—	—	—
BattleMech Neural Interface Unit (IS) (Body)	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

BV: 7/7

BATTLE ARMOR: SQUAD 2

Type: Clan Interface Armor Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	—	—	—	—
BattleMech Neural Interface Unit (IS) (Body)	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

BV: 7/7

BATTLE ARMOR: SQUAD 3

Type: Clan Interface Armor Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	—	—	—	—
BattleMech Neural Interface Unit (IS) (Body)	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

BV: 7/7

BATTLE ARMOR: SQUAD 4

Type: Clan Interface Armor Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	—	—	—	—
BattleMech Neural Interface Unit (IS) (Body)	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

BV: 7/7

BATTLE ARMOR: SQUAD 5

Type: Clan Interface Armor Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Armored Glove (2)	[E]	—	—	—	—
BattleMech Neural Interface Unit (IS) (Body)	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—
Mission Equipment Storage	[E]	—	—	—	—

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

BV: 7/7

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Aegis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator (2) [E] — — — —
RISC Advanced Point Defense System [PD] — — — 3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Armor: BA Stealth (Improved) (+1/+2/+3)
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 179/35

BATTLE ARMOR: SQUAD 2

Type: Aegis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator (2) [E] — — — —
RISC Advanced Point Defense System [PD] — — — 3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Armor: BA Stealth (Improved) (+1/+2/+3)
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 179/35

BATTLE ARMOR: SQUAD 3

Type: Aegis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator (2) [E] — — — —
RISC Advanced Point Defense System [PD] — — — 3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Armor: BA Stealth (Improved) (+1/+2/+3)
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 179/35

BATTLE ARMOR: SQUAD 4

Type: Aegis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator (2) [E] — — — —
RISC Advanced Point Defense System [PD] — — — 3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Armor: BA Stealth (Improved) (+1/+2/+3)
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 179/35

BATTLE ARMOR: SQUAD 5

Type: Aegis Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator (2) [E] — — — —
RISC Advanced Point Defense System [PD] — — — 3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Armor: BA Stealth (Improved) (+1/+2/+3)
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 179/35

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier II A

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Small Laser

SRM 4 (Clan) (Body)

Ammo 00000000

Dmg [E] — — — —

3 [DE] — 1 2 3

2/Mal [M.C.S] — 3 6 9

Min Sht Med Lng

1 000000000000

2 000000000000

3 000000000000

4 000000000000

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 377/73

BATTLE ARMOR: SQUAD 2

Type: Grenadier II A

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Small Laser

SRM 4 (Clan) (Body)

Ammo 00000000

Dmg [E] — — — —

3 [DE] — 1 2 3

2/Mal [M.C.S] — 3 6 9

Min Sht Med Lng

1 000000000000

2 000000000000

3 000000000000

4 000000000000

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 377/73

BATTLE ARMOR: SQUAD 3

Type: Grenadier II A

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Small Laser

SRM 4 (Clan) (Body)

Ammo 00000000

Dmg [E] — — — —

3 [DE] — 1 2 3

2/Mal [M.C.S] — 3 6 9

Min Sht Med Lng

1 000000000000

2 000000000000

3 000000000000

4 000000000000

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 377/73

BATTLE ARMOR: SQUAD 4

Type: Grenadier II A

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Small Laser

SRM 4 (Clan) (Body)

Ammo 00000000

Dmg [E] — — — —

3 [DE] — 1 2 3

2/Mal [M.C.S] — 3 6 9

Min Sht Med Lng

1 000000000000

2 000000000000

3 000000000000

4 000000000000

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 377/73

BATTLE ARMOR: SQUAD 5

Type: Grenadier II A

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Small Laser

SRM 4 (Clan) (Body)

Ammo 00000000

Dmg [E] — — — —

3 [DE] — 1 2 3

2/Mal [M.C.S] — 3 6 9

Min Sht Med Lng

1 000000000000

2 000000000000

3 000000000000

4 000000000000

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 377/73

LEG ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

4-6
3
2
1

BASE TO-HIT
MODIFIER

0
+2
+5
+7

SWARM ATTACKS TABLE

BATTLE ARMOR
TROOPERS ACTIVE

4-6
1-3

BASE TO-HIT
MODIFIER

+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE

6
5
4
3
2
1

FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6
ROLL

2
3
4
5
6
7
8
9
10
11
12

BIPEDAL
LOCATION

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

FOUR-LEGGED
LOCATION

Head
Front Right Torso
Rear Center Torso
Rear Right Torso
Front Right Torso
Front Center Torso
Front Left Torso
Rear Left Torso
Rear Center Torso
Front Left Torso
Head

TRANSPORT POSITIONS TABLE

TROOPER
NUMBER

1
2
3
4
5
6

'MECH
LOCATION

Right Torso
Left Torso
Right Torso (rear)
Left Torso (rear)
Center Torso (rear)
Center Torso

VEHICLE
LOCATION

Right Side
Right Side
Left Side
Left Side
Rear
Rear

TROOPER
NUMBER

1
2
3
4
5
6

LARGE SUPPORT
VEHICLE LOCATION*

Right Side (Unit 1/Unit 2)
Right Side (Unit 1/Unit 2)
Left Side (Unit 1/Unit 2)
Left Side (Unit 1/Unit 2)
Rear (Unit 1/Unit 2)
Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier II B

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

BC³

LRM 4 (Clan) (Body)

Ammo 00000000

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

1/Msl [M.C.S.]

—

7

14

21

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒

Swarm: ☐

Leg: ☐

AP: ☐

BV: 370/71

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Grenadier II B

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

BC³

LRM 4 (Clan) (Body)

Ammo 00000000

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

1/Msl [M.C.S.]

—

7

14

21

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒

Swarm: ☐

Leg: ☐

AP: ☐

BV: 370/71

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Grenadier II B

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

BC³

LRM 4 (Clan) (Body)

Ammo 00000000

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

1/Msl [M.C.S.]

—

7

14

21

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒

Swarm: ☐

Leg: ☐

AP: ☐

BV: 370/71

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Grenadier II B

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

BC³

LRM 4 (Clan) (Body)

Ammo 00000000

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

1/Msl [M.C.S.]

—

7

14

21

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒

Swarm: ☐

Leg: ☐

AP: ☐

BV: 370/71

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Grenadier II B

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

BC³

LRM 4 (Clan) (Body)

Ammo 00000000

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

[E]

—

—

—

—

1/Msl [M.C.S.]

—

7

14

21

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒

Swarm: ☐

Leg: ☐

AP: ☐

BV: 370/71

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

3

2

1

**BASE TO-HIT
MODIFIER**

0

+2

+5

+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

1-3

**BASE TO-HIT
MODIFIER**

+2

+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier II C

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Flamer

Medium Laser (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DE,H,AI]	—	1	2	3
5 [DE]	—	3	6	9

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 382/73

BATTLE ARMOR: SQUAD 2

Type: Grenadier II C

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Flamer

Medium Laser (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DE,H,AI]	—	1	2	3
5 [DE]	—	3	6	9

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 382/73

BATTLE ARMOR: SQUAD 3

Type: Grenadier II C

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Flamer

Medium Laser (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DE,H,AI]	—	1	2	3
5 [DE]	—	3	6	9

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 382/73

BATTLE ARMOR: SQUAD 4

Type: Grenadier II C

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Flamer

Medium Laser (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DE,H,AI]	—	1	2	3
5 [DE]	—	3	6	9

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 382/73

BATTLE ARMOR: SQUAD 5

Type: Grenadier II C

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Basic Manipulator

Flamer

Medium Laser (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
2 [DE,H,AI]	—	1	2	3
5 [DE]	—	3	6	9

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

Armor: BA Stealth (+1/+1/+2)

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

BV: 382/73

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier II D Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) 3(AE,S,F) — 2 — —
Ammo 00000000
Basic Manipulator [E] — — — —
Firedrake Needler 1 [DB,Al] — 1 2 3
Armor: BA Stealth [+1/+1/+2]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○

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BATTLE ARMOR: SQUAD 2

Type: Grenadier II D Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) 3(AE,S,F) — 2 — —
Ammo 00000000
Basic Manipulator [E] — — — —
Firedrake Needler 1 [DB,Al] — 1 2 3
Armor: BA Stealth [+1/+1/+2]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○

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BATTLE ARMOR: SQUAD 3

Type: Grenadier II D Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) 3(AE,S,F) — 2 — —
Ammo 00000000
Basic Manipulator [E] — — — —
Firedrake Needler 1 [DB,Al] — 1 2 3
Armor: BA Stealth [+1/+1/+2]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○

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BATTLE ARMOR: SQUAD 4

Type: Grenadier II D Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) 3(AE,S,F) — 2 — —
Ammo 00000000
Basic Manipulator [E] — — — —
Firedrake Needler 1 [DB,Al] — 1 2 3
Armor: BA Stealth [+1/+1/+2]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○

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BATTLE ARMOR: SQUAD 5

Type: Grenadier II D Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 2
Weapons & Equip. Dmg Min Sht Med Lng
BA Tube Artillery (Body) 3(AE,S,F) — 2 — —
Ammo 00000000
Basic Manipulator [E] — — — —
Firedrake Needler 1 [DB,Al] — 1 2 3
Armor: BA Stealth [+1/+1/+2]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○
2 ○○○○○○○○○○○○
3 ○○○○○○○○○○○○
4 ○○○○○○○○○○○○

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LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units