

BATTLETECH



EXPERIMENTAL™
TECHNICAL
READOUT:

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GLADIATORS

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Hello, fight fans! Welcome to another crowd-pleasing edition of *Solaris Games Enthusiast*. We have a Class 1 issue this month, with more action per page than a RAC on full auto. Inside is an exclusive interview with Tanya O'Bannon, Mistress of Banshee Stables, discussing the leadership challenges from the recent Banshee-Gemini Stables merger and her stalwart efforts in reconstructing their mutual legacy—plus how she wooed Jason Bloch back into the Games. Also this issue, we expose the truth behind Ishiyama's "pay to move" scandal. Were Ishiyama operators taking bribes to move walls for combatants, or was it really "Blakist sabotage"? And, of course, what would we be without a discussion of the latest trends in what's being fielded in the arenas. This issue we dive deep into the forerunners of military technology and how they are impacting the Games we know and love!

The Game Worlds of the Inner Sphere have always been a place where pilots and their machines have pushed to the edge and beyond. And pushing right along with them have been the innovative greasemonkeys, eggheads and cutting edge corporations.

From X-pulse lasers and torso-mounted cockpits, to M-pods and 'Mech tasers, these technologies either were birthed in the Games or faced their live-fire trials within the arenas. If it debuted in the last thirty years, odds are fight fans saw them first in the dueling circuits.

And the limit-pushing isn't stopping anytime soon.

This month's featured section looks at a dozen designs so far on the bleeding edge, one reporter called them blood splatter. From Game Worlds across the Sphere, we take a look at the pilots, designers and the machines that are leading the way in technology and victories.

So hang on to your hats and keep a hand on the eject handle, *SGE* is going to get up close and personal with the world of experimental gladiator combat.

—Duncan "Grazer" Croft
Editor-in-Chief, *Solaris Games Enthusiast*
3 December 3077

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Gladiators* provide players with a sampling of the various custom designs that have arisen in the deadly gladiatorial arenas of Solaris VII's dueling circuit. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

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

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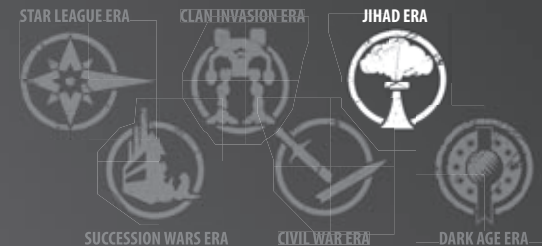


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VAL-NT-JX VALIANT "HOT KNIFE"

Field Testing Summation: Prototype V4-LNT Refit

Producer/Site: Johnston Industries

Warehouse 12 Research Facility, Noisiel

Supervising Technician: Dr. Xavier White

Project Start Date: 3076

Non-Production Equipment Analysis:

Small Vibroblade

Small Shield

Supercharger

Actuator Enhancement System

Overview

Well fight fans, looks like Margaret Florence (former head of the VEST/Wakazashi Valiant factory and now Chief Designer for Johnston Industries) is not content with just taking market share from Wakazashi's plate. While the legal battle over the Johnston *Valiant* is brewing up into a classic mega-corp steel cage death match, a new battlefield appears to be opening on the Game World of Noisiel. Avid *SGE* followers know that Noisiel may be down these last few years but it is certainly not out. With the Lyran economy struggling its way back to life, the Noisiel Games are coming back with it. Boutique research shops, like Johnston's, may be one of the reasons for this.

With a modest little facility and one 'Mech, Johnston Industries is nevertheless sticking a toe into the Games. In a move that shows Florence's influence, Johnston is taking a page from the small boutique firms and using the arenas to test out new prototype technologies. Using a *Valiant* chassis to do so seems to be a calculated jab at VEST.

The JX prototype is a techie's wet dream. *SGE*'s Noisiel Editor, Wendy Gorzman, got a personal tour from the 'Mech's lead designer, Dr. Xavier White. At first glance, the JX looks like a J3 with a sword, but Game fans know that looks can be so very deceiving. The sword itself is an experimental vibroblade, offering increased damage capability over the J3's hatchet and giving rise to the JX's unusual nickname. When arena/test pilot "Snake" Hickman sliced through the leg of a hapless *Locust* he was heard to shout "like a hot knife through butter!" In his next battle, Dr. White told Hickman to "go find the butter." The vibroblade is rendered even more effective by a Blackwell Actuator Enhancement System, which provides its deadly accuracy.

Inside the chassis, the GM 210 fusion engine has been swapped out for a light fusion plant, with a supercharger for added speed instead of the J3's troublesome MASC system. The new engine makes room for the vibrosword and allows the armor flange to be reinforced to a proper shield, while still leaving enough tonnage free to boost the *Valiant*'s armor protection. The JX is thus better protected than either the production-model K7 or VEST's latest experimental platform, the 3T.

Type: **VAL-NT-JX Valiant "Hot Knife"**

Technology Base: Inner Sphere (Experimental)

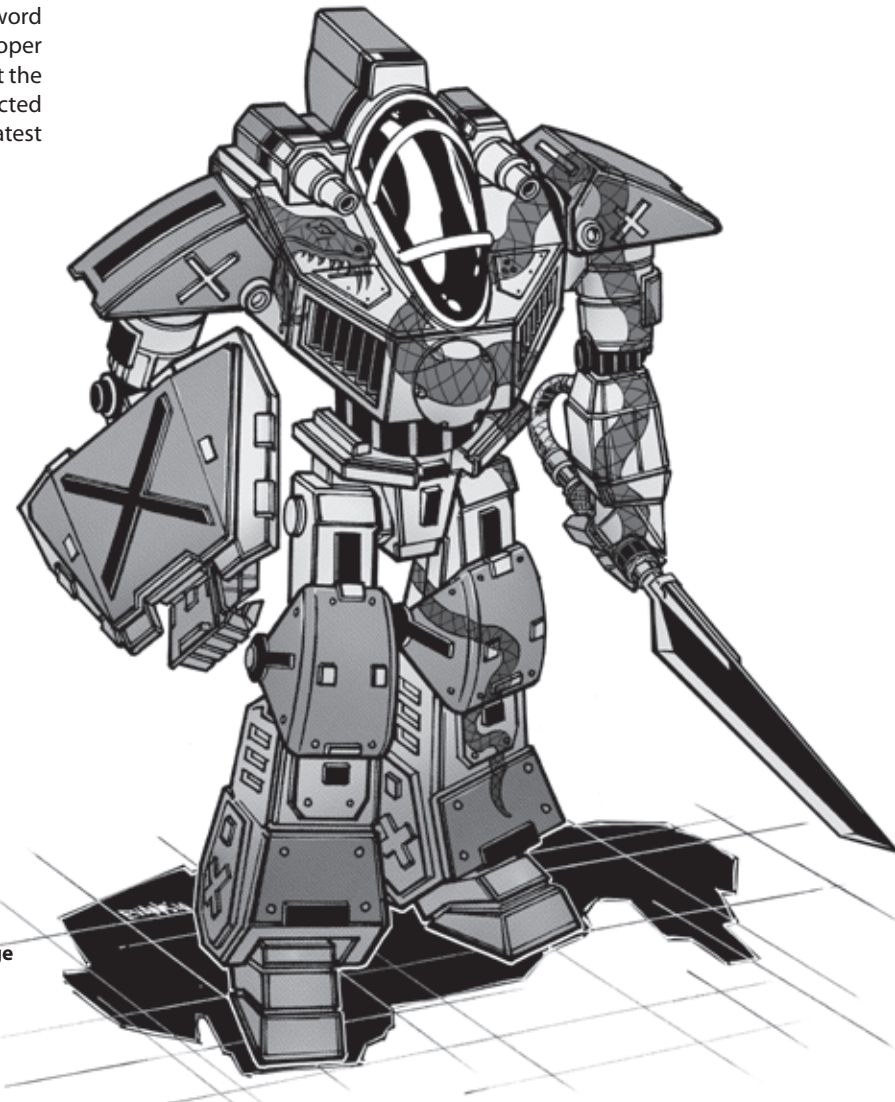
Tonnage: 30

Battle Value: 995

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	210 Light	7
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit (Small):		2
Armor Factor:	104	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	14
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Weapons and Ammo	Location	Critical	Tonnage
Small Vibroblade	LA	1	3
Small Shield	RA	3	2
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Actuator Enhancement System	LA	1	1
Supercharger	CT	1	1
ER Medium Laser	HD	1	1



EXPERIMENTAL

TR2-X WRAITH "ALEXANDER"

Field Testing Summation: Customized TR2 Hybrid Refit

Producer/Site: Zellbrigen Stables, Solaris VII

Supervising Technician: Angelique Claw

Project Start Date: 3076

Non-Production Equipment Analysis:

BattleMech Partial Wing
Clan XL Engine
Clan Ferro Fibrous Armor
Clan ER Medium Lasers

Overview

Giving proof to the old adage, "you can't keep a good man (or men) down", Zellbrigen Stables has managed to doggedly survive in a post-Word Solaris. With only three pilots left, Stable Master Marcin Hammond can't afford to take long shots. He needs his warriors to win fast and cannot afford to have his pilots laid up with injuries. What Zellbrigen lacks in bench depth, they more than make up for with a stable of Class-A technicians and a stockpile of top-shelf Clan and Inner Sphere equipment. The debut of Warrior Alexander's radically modified *Wraith* is evidence that Zellbrigen may be battered, but it's still a contender even as other stables fall by the wayside.

Beginning with a salvaged TR-2 chassis, Zellbrigen replaced the destroyed engine with a Clan-manufactured extra-light of the same rating. This more durable and compact engine freed up space in the chassis for the most radical part of the refit. Inspired by the wing-like baffles on the *Goshawk* (a rare 'Mech for Solaris, but a natural duelist), and on the *Spider* (despite the tragic death of "Boxer" Lee, when his modified *Spider's* own experimental wings failed in a Coliseum match), Alexander's customized *Wraith* finally achieved the holy grail of increased stability and greater jumping distance through Clan engineering. Reportedly based on experimental Jade Falcon designs, Alexander's wings give his machine the silhouette of an avenging angel.

In his last arena fight, Alexander's 'Mech was recorded jumping more than 270 meters in a single wing-assisted glide. Clan-made extended-range medium lasers and a snub-nosed PPC provided him with a powerful punch as well, which—combined with the added protection of Clan-grade ferro fibrous armor and the 'Mech's enhanced mobility—led the young warrior to a near perfect victory in Hartford Gardens.

Type: **TR2-X Wraith "Alexander"**

Technology Base: Mixed (Experimental)

Tonnage: 55

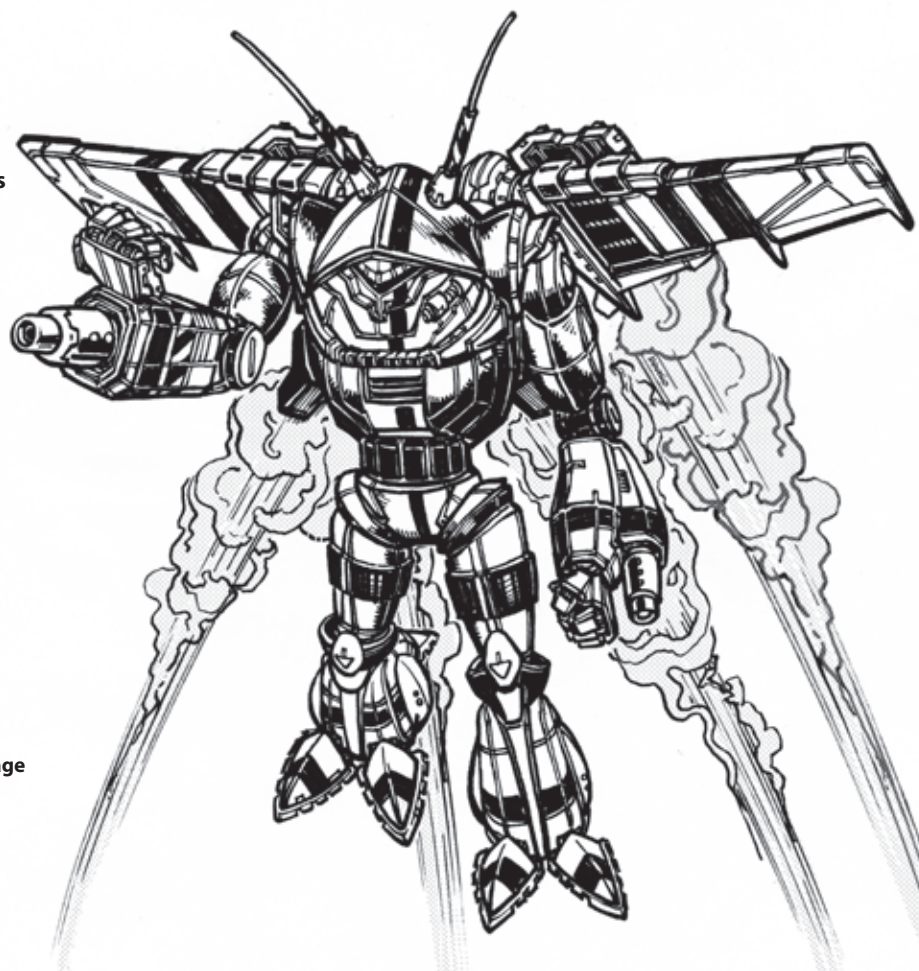
Battle Value: 1,816

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	385 XL (C)	22
Walking MP:	7	
Running MP:	11	
Jumping MP:	7 (9)	
Heat Sinks:	10 (20)	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro Fibrous):	163 (C)	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	23
Center Torso (rear)		7
R/L Torso	13	20
R/L Torso (rear)		5
R/L Arm	9	17
R/L Leg	13	20

Weapons and Ammo	Location	Critical	Tonnage
Snub-Nose PPC	RA	2	6
ER Medium Laser (C)	LA	1	1
ER Medium Laser (C)	LA	1	1
Partial Wing (C)	RT	3	1.5
3 Jump Jets	RT	3	1.5
Partial Wing (C)	LT	3	1.5
3 Jump Jets	LT	3	1.5
Jump Jet	CT	1	.5



EXPERIMENTAL

SP2-X SPATHA "WARLORD"

Field Testing Summation: Customized SP1 Refit

Producer/Site: Dr. Gén  Lyndon, Solaris VII

Supervising Technician: Dr. Gén  Lyndon

Project Start Date: 3069

Non-Production Equipment Analysis:

Medium Variable Speed Pulse Lasers

Laser Anti-Missile System

Angel ECM Suite

Laser Reflective Armor

Blue Shield Particle Field Damper

Extra-Extralight (XXL) Fusion Engine

Overview

Dr. Gén  Lyndon chose to see the Word of Blake occupation as a little more than a minor inconvenience. Withdrawing her team (including test pilot Darius "Warlord" Graves) from Solaris proper, she began work on a second hand-built *Spatha* with an eye toward improving on the bleeding edge technology of the original 1-X. First seeing combat in the closing days of the Blakist occupation, the shimmering, sliver-blue SP2-X was like a high tech ghost, terrorizing the battered Word forces. Inspired by the 'Mech's successful battlefield debut, Lyndon recently relented to Darius Graves' pleas to release it for arena dueling. That's where we finally got a good close look at this deadly wonder.

The SP2-X builds on the 1-X's proven design. Using another hand-tooled Hermes 360 XXL engine, the 2-X trades durability for tremendous weight savings, while the standard-structure skeleton, triple-strength myomers, and reflective armor further maintain the similarities between the two designs. The 2-X even retains the sword and laser anti-missile system, but the rest of the weapons payload has been completely replaced. An extended-range large laser and two medium variable-speed pulse lasers salvaged from Blakist wrecks replace the original PPC and X-Pulse lasers. The standard cockpit has been replaced with a small cockpit, deemed perfectly acceptable for a dueling machine. In addition, an Angel ECM suite allows the 2-X to confuse even the best targeting systems. But the *pi ce de r sistance* is one of the first working Blue Shield projectors that SGE has ever had a chance to witness in operation. Watching as Darius Graves shrugged off a double tap from a *Marauder* like it was the sting of a hand laser was a sight to behold.

Type: **SP2-X Spatha "Warlord"**

Technology Base: Inner Sphere (Experimental)

Tonnage: 60

Battle Value: 1899

Equipment

Internal Structure:

Engine: 360 XXL

Walking MP: 6 (7)

Running MP: 9 (11)

Jumping MP: 0

Heat Sinks: 13 (26)

Gyro:

Cockpit (Small):

Armor Factor (Reflective): 184

Internal Structure
Armor Value

Head 3 9

Center Torso 20 26

Center Torso (rear) 9

R/L Torso 14 20

R/L Torso (rear) 6

R/L Arm 10 20

R/L Leg 14 24

Weapons and Ammo

Location

Critical

Tonnage

Sword RA 4 3

ER Large Laser LA 2 5

Medium VSP Laser RT 2 4

Laser Anti-Missile System RT 2 1.5

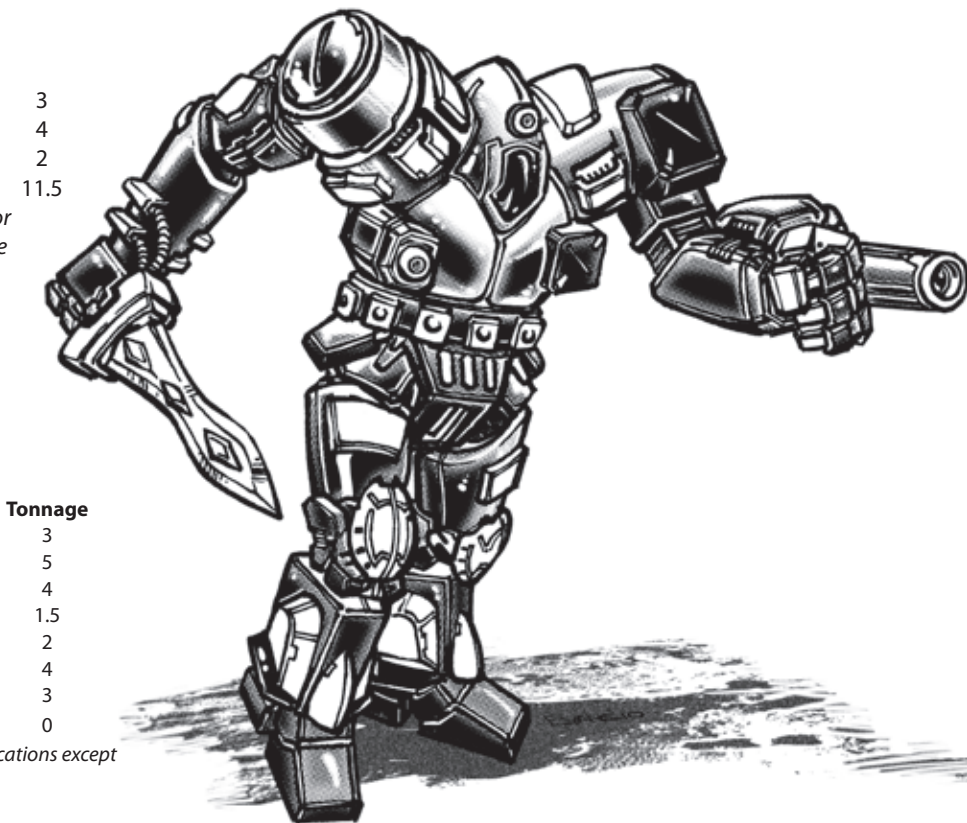
Angel ECM Suite LT 2 2

Medium VSP Laser HD 2 4

Blue Shield PFD * 7 3

Triple Strength Myomer RA/RL/LL 4/1/1 0

*The Blue Shield PFD Occupies 1 critical slot in all hit locations except the Head.



EXPERIMENTAL

JG-R9TX1 JUGGERNAUT "LEAPIN' LIL"

Field Testing Summation: Customized JG-R9T2 Refit

Producer/Site: None, Noisiel

Supervising Technician: Simon Vontanna

Project Start Date: 3074

Non-Production Equipment Analysis:

Large X-Pulse Lasers
Medium X-Pulse Lasers
Mechanical Jump Boosters
Coolant Pods

Overview

Richard "Fury" Fulton's skills were not enough to get past his humiliating defeat by "Hacker" Hastings and his *Berserker*. Desperate for a rematch, Fulton poured his own fortune into upgrading his *Juggernaut* to the R9T2 model. Ready to face down Hastings once more, he was deprived of the opportunity by the Word of Blake's invasion of Solaris. Hastings would later die leading an SHDL assault, permanently depriving Fulton of his desired rematch, and Fulton's fortunes would continue to slide as Bromley Stables fell apart in the Word's aftermath. Fulton's *Juggernaut* was still severely damaged when the stable dissolved. The 'Mech and its warrior disappeared from Solaris soon afterward. Both turned up three years later on the Game World of Noisiel. With aid from a former Bromley technician, Fulton spent the next two years rebuilding his *Juggernaut*.

Debuting in a melee swamp battle, Fulton's new ride quickly proved why she was now called "Leapin' Lil". Having completely rebuilt the lower chassis, Simon Vontanna incorporated powerful mechanical jump boosters into the *Juggernaut's* double-jointed legs. In Fulton's hands, "Leapin' Lil" decapitated a *Crusader* with a jump kick right out of an Immortal Warrior holovid. Space for the heavy boosters was made possible by replacing the fusion engine with an Edasich Motors light fusion engine. More weight was freed with a half ton less of light ferro-fibrous armor, and by removing the central mounted X-Pulse lasers for a more reliable snub-nosed PPC and extended-range medium laser combination. In Fulton's last battle on Solaris, a hit to his machine gun ammo stores led to humiliating defeat at the hands of a *Shadow Hawk*. To prevent this from happening again, "Lil" trades in her machine guns for hull-mounted single-shot M-Pods. Able to deliver a single high-volume punch, the M-Pods are ideally suited for the short combat cycle of arena fighting.

With a solid and dramatic victory under "Lil's" belt, it seems "Fury" Fulton may have shaken off his Solaris pall. But we'll see how he does in his first solo match next month. Can he finally defeat a *Berserker*? (Check next month's arena results to find out, or upgrade to a premium account to see the footage as soon as it is available on your world.)

Type: **JG-R9TX1 Juggernaut "Leapin' Lil"**

Technology Base: Inner Sphere (Experimental)

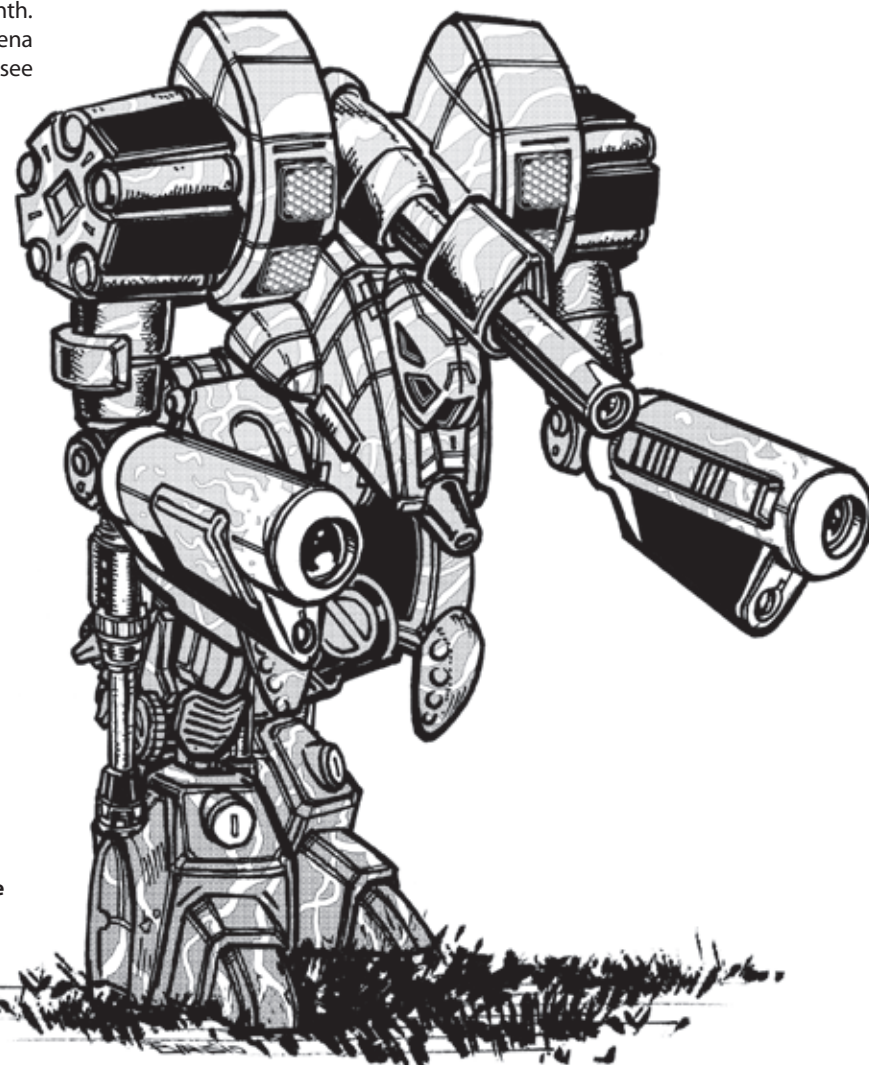
Tonnage: 90

Battle Value: 1,984

Equipment

		Mass
Internal Structure:		9
Engine:	270 Light	11
Walking MP:	3	
Running MP:	5	
Jumping MP:	2	
Heat Sinks:	16 (32)	6
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	271	16
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	38
Center Torso (rear)		13
R/L Torso	19	26
R/L Torso (rear)		9
R/L Arm	15	28
R/L Leg	19	35

Weapons and Ammo	Location	Critical	Tonnage
Large X-Pulse Laser	RA	2	7
Med X-Pulse Laser	RA	1	2
Large X-Pulse Laser	LA	2	7
Med X-Pulse Laser	LA	1	2
2 M-Pods	RT	1	2
2 Coolant Pods	RT	1	2
2 M-Pods	LT	1	2
2 Coolant Pods	LT	1	2
Snub-Nose PPC	CT	2	6
ER Medium Laser	HD	1	1
Mechanical Jump Booster	LL	2	4.5
Mechanical Jump Booster	RL	2	4.5



EXPERIMENTAL

WHM-X7 WARHAMMER "THE LICH"

Field Testing Summation:

Custom WHM-MAD Hybrid Chassis

Producer/Site: StarCorps Industries, Westerhand

Supervising Technician: Faarooq Gawda

Project Start Date: 3077

Non-Production Equipment Analysis:

Hybrid Chassis

PPC Capacitors

CASE II

Armored Components

Overview

It turns out that Johnston Industries may not be the only large weapons firm testing the waters in the Games. Two months ago, we noted the impressive victory of Westerhand jock Francis Indigo. Piloting a modified *Warhammer*, Indigo was able to defeat a 736 model *Highlander* while taking relatively light damage. Our Westerhand editor decided to look into this impressive victory and found there was more to "The Lich" than meets the eye. Under the demonic paint job and flamboyant pilot lies the beating heart of a heavily modified StarCorps WHM-8D chassis. Oh, officially StarCorps is denying any involvement with Francis Indigo, but the denial is half-hearted at best. Most telling is Indigo's chief technician; if you take away Faarooq Gawda's beard, he's a dead ringer for Doctor Samir Rajapalani, lead designer of the light Gauss model 8M *Warhammer*.

Digging further into the chassis itself we learned that the 8D's spindly arms have been replaced with the sturdier arms of a *Marauder* MAD-5R. Only here, snub-nosed PPCs replace the heavier ERs from the 5R, with mated capacitors to deliver an even deadlier punch at short range. The legs of "The Lich" are from a Clan *Nova Cat*, a design noted for highly stable leg structure, though the Clan endo-steel has since been replaced with Star Corps produced structure. The *Warhammer* chassis still retains the torso mounted ER lasers of its parent design, but its SRM rack has been replaced with an upright Clan *Streak* 6 possibly ripped from the pod of a *Mad Cat* D. The real innovations come with the technology being used to make "The Lich" a near-unstoppable force on the battlefield. Protecting the right torso is cutting edge CASE II technology, ensuring that any ammunition explosion will be a minor nuisance at best. This is further enhanced by the use of a 280 Light fusion engine wrapped in additional layers of advanced composite armoring. A direct hit to the engine will be absorbed by the composite,

allowing it to shrug off multiple hits before seeing any performance degradation. Further ensuring longevity, the gyro was replaced with a heavy duty one. Finally the cockpit has been reinforced, protecting Francis Indigo from that ever-dangerous "Golden BB."

With another win this month—this time against an *Awesome*—Indigo seems poised for Westerhand greatness and StarCorps for a solid new prototype design.

Type: **WHM-X7 Warhammer "The Lich"**

Technology Base: Mixed (Experimental - FrankenMech)

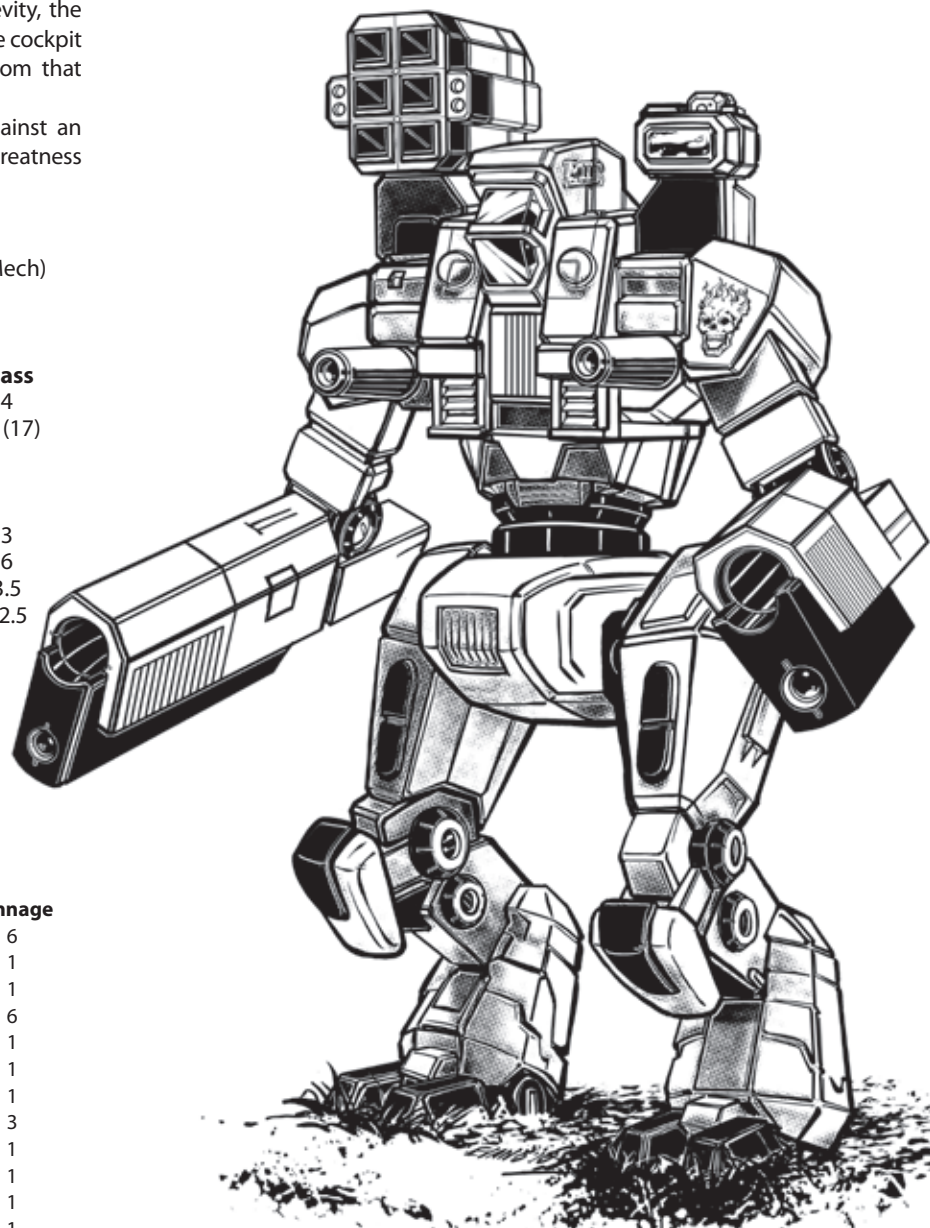
Tonnage: 70

Battle Value: 1,807

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	280 Light (Armored)	4
Walking MP:	4	12 (17)
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13 (26)	3
Gyro (Heavy Duty):		6
Cockpit (Armored):		3.5
Armor Factor (Lt. Ferro Fib):	212	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	12	22
R/L Leg	15	28

Weapons and Ammo	Location	Critical	Tonnage
Snub-Nose PPC	RA	2	6
PPC Capacitor	RA	1	1
ER Medium Laser	RA	1	1
Snub-Nose PPC	LA	2	6
PPC Capacitor	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	RT	1	1
Streak SRM 6 (C)	RT	2	3
Ammo (Streak) 15	RT	1	1
ER Medium Laser	LT	1	1
CASE II	RT	1	1
Armored Sensors	HD	2	1



EXPERIMENTAL

ED-XX CROSSCUT "ICABOD"

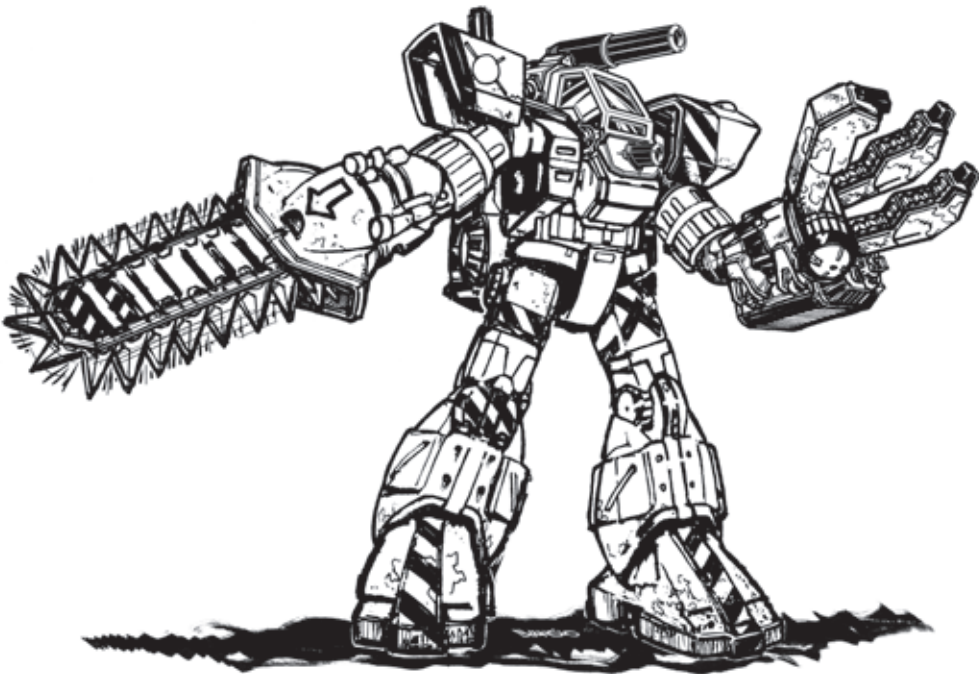
Field Testing Summation:
Customized Crosscut LoggerMech Refit
Producer/Site: Field Refit, Astroказы
Supervising Technician: Unknown
Project Start Date: 3075
Non-Production Equipment Analysis:
Torso Mounted Cockpit
'Mech Taser

Overview

The Periphery is not typically known for technological innovation. Usually, when *SGE* covers Periphery machines, it's a story of ingenuity and jury-rigging. (The *Archer* with the *Wasp* arms and banks of machine guns that we saw last issue was a classic example of Periphery grit.) This month, we got the opportunity to track the development of a Solaris-born mod as it moved from concept to mainstream and back to the arena—this time on the pirate world of Astroказы. Few would have given a *Crosscut* LoggerMech much of a chance against a *Rifleman* (even an old-tech, poorly maintained one). But after his stunning victory, young Jake Collins might just become a name in the arena community—that is, if the lawyers from the Andurien-based Siguere IndustrialMechs don't catch him first.

Vying for improved market share, the tiny Siguere IndustrialMechs experimented with creating a hostile-environment LoggerMech variant. Fitting the unit with a fuel cell engine, they then removed the lift hoist from a *Crosscut* chassis and freed up space to allow the installation of a torso-mounted cockpit, but though the pilot was much safer, the concept fell apart when designers were unable to provide adequate environmental sealing to their prototype. Though non-viable for mass production, the machine gave its test pilot—a disgraced FWLM 'Mech jock named Jake Collins—an idea. When the Hostile Environment *Crosscut* project was shelved, it looks like Siguere's ten-year veteran test pilot saw a chance to regain some of his lost glory on the fringes.

Making off with the prototype in the fall of 3074, Collins wasn't sighted again until earlier this year on Astroказы, still piloting the Siguere prototype—only now it was modified for combat. The head mounted lasers and heavy industrial-grade armor are typical refits for combat-converted IndustrialMechs, but it's the left arm's weapon that makes this machine uniquely dangerous. Having upgraded the *Crosscut*'s fuel cell engine to a fusion plant, Collins was able outfit his machine with a BattleMech-grade taser weapon (though it's anyone's guess where he got it). The effectiveness of the taser proved decisive in his first Astroказы match. Images of



Collins' *Crosscut* slicing the limbs off a shutdown *Rifleman* have quickly topped the tri-vid downloads from our intraweb site.

Whether this tactic will work more than once, or if Siguere will pursue Collins remain open questions, but for now he gets points for sheer ingenuity.

Type: **ED-XX Crosscut "Ichabod"**
Technology Base: Inner Sphere (Industrial - Experimental)
Tonnage: 30
Battle Value: 417

Equipment		Mass
Internal Structure:	Industrial	6
Engine:	90 (Fusion)	3
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		1
Cockpit (Torso-Mounted):		4

Equipment		Mass
Armor Factor (Heavy Ind):	64	4
	Internal Structure	Armor Value
Head	3	6
Center Torso	10	12
Center Torso (rear)		4
R/L Torso	7	6
R/L Torso (rear)		3
R/L Arm	5	6
R/L Leg	7	6

Weapons and Ammo	Location	Critical	Tonnage
Chainsaw	RA	5	5
'Mech Taser	LA	4	5
Ammo (Taser) 5	LT	1	1
CASE	LT	1	.5
ER Small Laser	HD	1	.5
ER Medium Laser	HD	1	1

EXPERIMENTAL

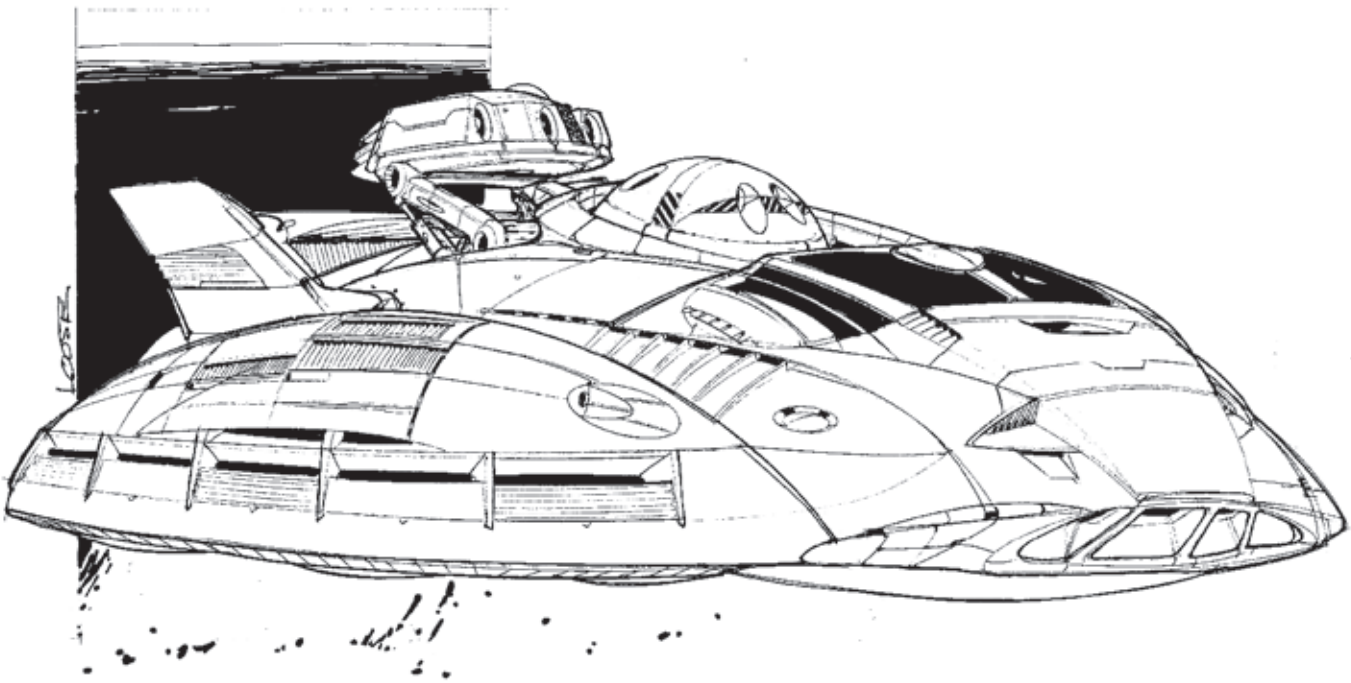
BANDIT "WARTHOG"

Field Testing Summation: Prototype Bandit Refit
Producer/Site: Blackwell, Arc-Royal
Supervising Technician: Donald Morgan
Project Start Date: 3077
Non-Production Equipment Analysis:
Armored Motive System
Variable-Speed Pulse Laser

Overview

Our first vehicle has two notable things going for it. The first is where we found it. When one thinks of Arc-Royal, few think of "Game World," but as a thriving mercenary hub, it was only a matter of time before something started on Arc-Royal. When you get that many hired guns in one place, sooner or later you'll see lots of recreational shooting and lots of others betting on where the shots will hit. The second remarkable thing about this little gem is who the people are behind its design. With no production capacity left and over ninety percent of its Inner Sphere staff dead, hired off, or in hiding, Blackwell Corporation was fast becoming another of Wolf's Dragoons' broken legacies. But at least a few of their bright minds remained alive, at large, and cranking out some wicked ideas—including this modified Bandit refit. Ostensibly a working prototype for possible refits of the Dragoons' few remaining Bandit hovercraft, the "Warthog" has been tearing a swath through Arc-Royal's new "open class" vehicle duels.

Starting with a salvaged XL engine, the "Warthog" maintains the same speed profile of the standard Bandit, but at a marked savings in engine weight. Switching from standard armor to heavy ferro-fibrous armor saves more weight, as does the removal of the interior cargo bay. From there, hotshot Blackwell engineer Donald Morgan and his techs were able to reinforce the hovercraft's propulsion system, adding armored intake systems and vent ports to the craft's underside to go along with its durable skirtless drive system. These reinforcements allow the "Warthog" to weather fire that would send most hovercraft plowing into the dirt. Although technically still a modular design, the latest weaponry load has appeared static across the vehicle's many engagements. The "Warthog" Bandit sports a large-class variable-speed pulse laser mounted in the turret, backed up by a machine gun mounted



on the commander's cupola. This weapon—a virtual afterthought—helps the Bandit's commander deal with those pesky close-in infantry attacks should the large VSP fail to ward them off first.

Type: **Bandit "Warthog"**
Technology Base: Inner Sphere (Experimental)
Movement Type: Hover
Tonnage: 50
Battle Value: 872

Equipment		Mass
Internal Structure:		5
Engine:	215 XL	10
Type:	Hover	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0

Equipment		Mass
Control Equipment:		2.5
Lift Equipment:		5
Turret Equipment:		1
Armor Factor (Hvy Ferro Fib):	178	9
		Armor Value
Front		44
R/L Side		32/32
Rear		34
Turret		36

Weapons and Ammo		Location	Tonnage
VSP Large Laser		Turret	9
Machine Gun		Turret	.5
Ammo (MG) 100		Body	.5
Armored Motive System		Body	7.5

MINION "SILVER BULLET"

Field Testing Summation:

Customized Minion Hybrid Refit

Producer/Site: Field Refit, Lushann

Supervising Technician: Raphael Constantine

Project Start Date: 3072

Non-Production Equipment Analysis:

Clan Targeting Computer

Laser Anti-Missile System

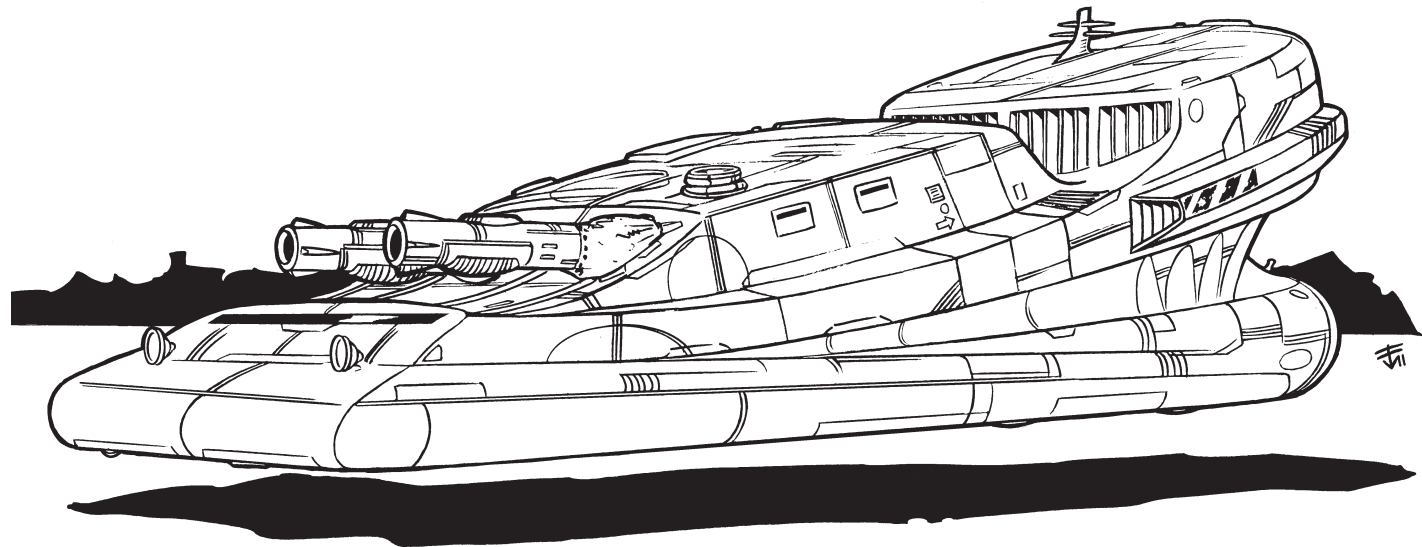
Reflective Armor

Overview

The Outworlds Alliance planet of Lushann does not have much to offer the average tourist. Barren, permafrost plains, swept by hundred-kilometer per hour winds, are far from the ideal features of a vacation spot. You don't need tourists, though, when you're the largest petrochemical production and refinement center in the Outworlds. As a key Alliance asset, Lushann has always been well-defended by ground and aerospace forces. Of course, the combination of bored soldiers, wide-open plains, and nothing to do is just one of the many recipes for a good Game World.

The "Silver Bullet" gets our attention for its purpose-built focus on winning the Lushann Overland Combat Race. A multi-class race reminiscent of old Terra's still-famous Baha 1000, this competition combines speed, durability, and the ability to blow the ever living hell out of your opponent into a single event. Since the first race in 3065, the LOCR has quickly become one of Lushann's most popular events. And Raphael Constantine, owner and operator of "Bullet," is determined to win this year's event at any cost. A well-connected tank officer in the Outworlds, he's used his free time, personal fortune, and connections to give himself a surprisingly good chance at winning.

Based on the salvaged hulk of an AFFS Minion Advanced Tactical Vehicle, Constantine set about on a five-year project to turn it into the ideal combat racer. An XL 135-rated engine replaced the vehicle's destroyed 95 fusion, giving the "Bullet" a top glide speed of over 180 kph. With Lushann's harsh weather conditions greatly limiting the effectiveness of standard ballistic weapons,



Constantine outfitted the "Bullet" with state-of-the-art reflective armor, and further boosted its defense against unfriendly missiles with a laser anti-missile system replacing one of the Minion's old pulse laser mounts. The remaining pulse laser was paired with a Snow Raven-made targeting computer system, providing the racer's sole offensive weapon with unprecedented accuracy. Combined with its impressive speed, laser-proof armor, protection from missile storms and a stinging bite, the "Silver Bullet" may just prove to be the upset winner of this year's LOCR.

Type: **Minion "Silver Bullet"**

Technology Base: Mixed (Experimental)

Movement Type: Hover

Tonnage: 20

Battle Value: 560

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

135 XL

Hover

11

17

Equipment

Heat Sinks:

11

Control Equipment:

Mass

1

Lift Equipment:

1

2

Armor Factor (Reflective):

88

5.5

Armor

Value

Front

28

R/L Side

21/21

Rear

18

Weapons and Ammo

Medium Pulse Laser

Location

Front

Tonnage

2

Laser Anti-Missile System

Front

1.5

Targeting Computer (C)

Body

1

MANTICORE "THE BALLISTA"

Field Testing Summation:

Customized Manticore Hybrid Refit

Producer/Site: Field Refit, Galatea

Supervising Technician: Ginger Caernafon

Project Start Date: 3076

Non-Production Equipment Analysis:

Hyper-Velocity Autocannon

Extended Range LRM Launcher

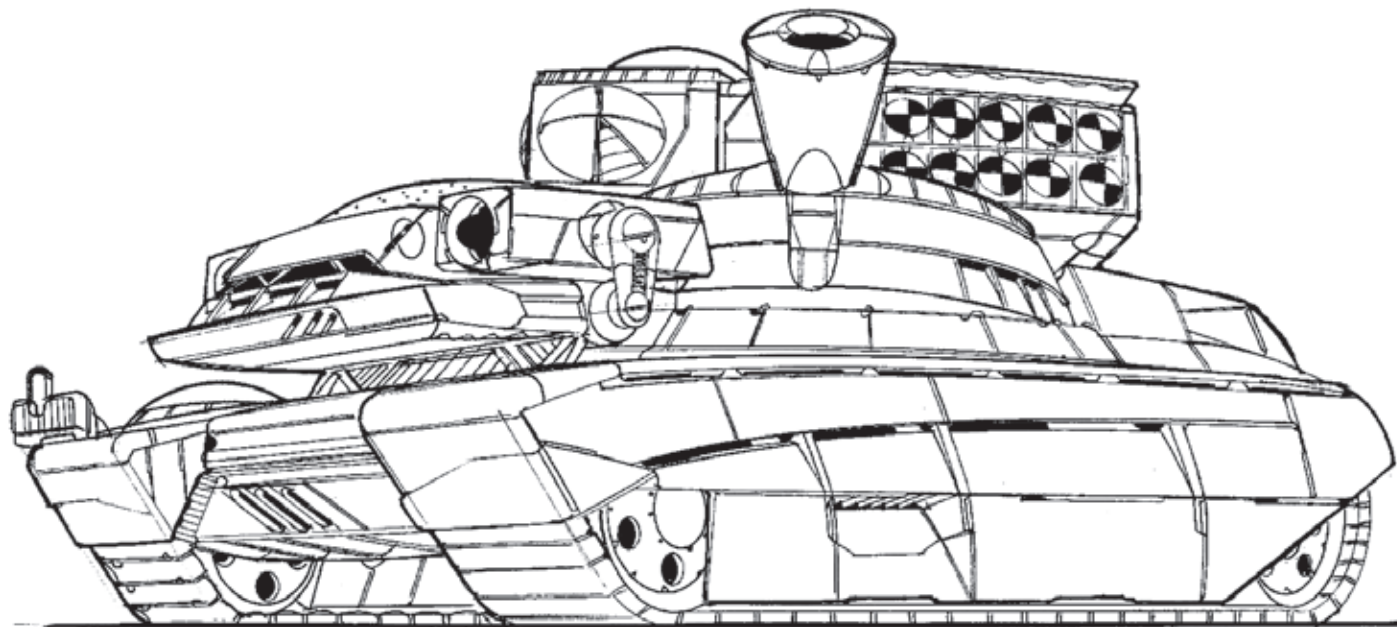
Combat Vehicle Escape Pod

Engine Supercharger

Overview

When most casual fans think of the Games, they normally think of the classic 'Mech jock, alone in his mighty armored steed, waging combat mano-a-mano with another 'Mech jock. But the true hardcore fan knows that team combat is one of the largest sections of the Games on nearly every world Games are played on. On Galatea, team combat is actually the norm. It explains a good part of why the Word of Blake never successfully controlled the whole of Galatea. With dozens upon dozens of small gladiator teams going to ground, the Word was constantly facing well-armed resistance.

Belonging to the gladiator team "Four Myths and a Funeral," "The Ballista" is an example of a machine made for team combat. Having gone through a dozen refits in its long career, the latest incarnation of this Manticore heavy tank is the result of the post-Blakist occupation chaos. The tank's commander, Ginger Caernafon, moved swiftly and was able to secure some impressive equipment to refit her vehicle and the rest of the "Four Myths." While it was already equipped with a C3 system, heavy ferro-fibrous armor and an upgraded XL fusion engine, the powerful supercharger that was bolted on, allowing sprints of over 80 kph, is new to this latest incarnation. After seeing firsthand the brutality of the Word's invasion and the equally vicious liberation by Devlin Stone's army, Caernafon's next project was to modularize the vehicle's crew compartment and install a vehicle escape pod into the Manticore's rear quarter. Having greatly improved the chances she and her crew would survive in battle, she was ready to overhaul the weapons systems. Designed to work closely with its C3 teammates, "The



Ballista" was outfitted with weapons that would allow it to stand off and bring down enemies long before they could respond. A long-range hyper-velocity autocannon and an extended-range LRM launcher system allows "The Ballista" to complete that mission in relative safety. So equipped, "The Ballista" can sit back and drop deadly fire in on targets with devastating accuracy thanks to its C3 linkage to teammates like the "Hive" BattleSuit squad.

Type: Manticore "The Ballista"

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 60

Battle Value: 1,135 (Without active C3 Network)

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

240 XL

Tracked

4

6 (8)

Mass

6

9

Equipment

Heat Sinks:

10

Control Equipment:

Mass

0

Turret Equipment:

3

Armor Factor (Hvy Ferro-Fib): 198

2

9.5

Armor

Value

Front

50

R/L Side

38/38

Rear

30

Turret

42

Weapons and Ammo

Hyper Velocity AC/5

Location

Turret

Tonnage

12

Ammo (HVAC) 30

Body

2

ELRM-10

Turret

8

Ammo (ELRM) 18

Body

2

C3 Slave System

Body

1

CASE

Body

.5

Combat Vehicle Ejection Pod

Rear

4

Engine Supercharger

Body

1

EXPERIMENTAL

GLADIATOR EXOSKELETON "THE SPIDER"

Field Testing Summation:

Custom Gladiator Exo Hybrid Refit
Producer/Site: Solaris Arms, Solaris
Supervising Technician: Abasi Oteke
Project Start Date: 3076
Non-Production Equipment Analysis:
Battle Armor Mechanical Jump Boosters

Overview

Abasi Oteke is a name almost any Solaris Game fan would recognize. With over twenty years in the Games, Abasi is often referred to as the "Grandfather of the Pits". Despite a long string of successes, corporate sponsorships, and opportunities aplenty, this tall, ebony-skinned man has continued to fight in Class 1 arenas, or "Pits" as so many of us call them. For his sponsor, his devotion to this venue has been to their benefit; sales of Solaris Arms' various exosuits always spike up after a dramatic Abasi win. It comes as little surprise, then, that SA is happy to keep their prize fighter in the best technology they can find—and his latest combat suit is no exception.

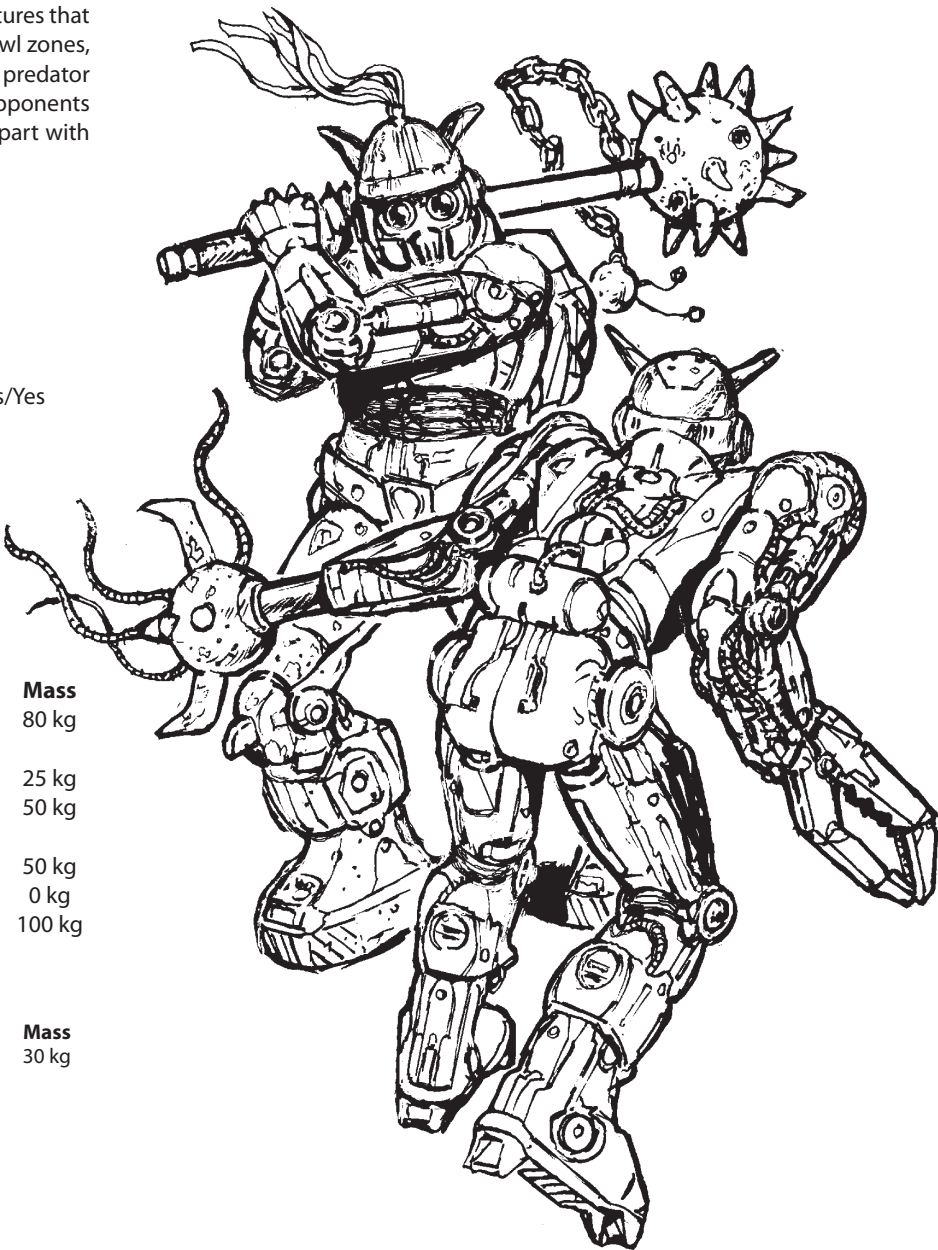
"The Spider" is a heavily modified 3076-series Solaris Arms Gladiator exoskeleton. Considered the gold standard for Pit fighting, Abasi's suit has been customized to his personal specifications. A vibro-battleclaw provides the suit impressive melee capability, while still leaving the right-hand armored glove free to carry any standard melee or ranged weapons he needs. In what initially seems a waste of effort, magnetic clamps were retrofitted to the suit's elbows and knees. But while there are few 'Mechs to mount in the Pits, this design mod becomes significant when combined with the suit's final tweak: mechanical jump boosters. Solaris Arms managed to produce a prototype downscaled version of the same boosters occasionally seen on Solaran 'Mechs, reducing them in size and bulk to fit on a suit as small as the Gladiator. Combined with the magnetic clamps, these boosters allow Abasi to

leap onto and attach himself to the metallic structures that typically ring Pit arenas. In his favored urban sprawl zones, this has allowed him to literally play the role of a predator spider, dropping down on his unsuspecting opponents from overhanging structure work to tear them apart with his vibro claw.

Type: Gladiator Exoskeleton "The Spider"
Technology Base: Inner Sphere (Experimental)
Chassis Type: Humanoid
Weight Class: Exoskeleton
Maximum Weight: 400 kg
Battle Value: 8
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes
Notes: None

Equipment	Slots	Mass
Chassis:		80 kg
Motive System:		
Ground MP:	2	25 kg
Jump MP:	1 (Mechanical)	50 kg
Manipulators:		
Left Arm:	Battle Vibro-Claw	50 kg
Right Arm:	Armored Glove	0 kg
Armor:	Standard	100 kg
Armor Value: 2+1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Magnetic Clamps	Body	2	30 kg



EXPERIMENTAL

GRAY DEATH SCOUT "THE WILLOW WISPS"

Gray Death Scout "The Willow Wisps"

Field Testing Summation:

Custom Gray Death Scout Hybrid Refit

Producer/Site: Fox Infantry Systems, Hardcore

Supervising Technician: Gustav Ravapalli

Project Start Date: 3076

Non-Production Equipment Analysis:

Clan Micro Pulse Laser

Type: Gray Death Scout "The Willow Wisps"

Technology Base: Mixed (Experimental)

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value: 39

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

Notes: None

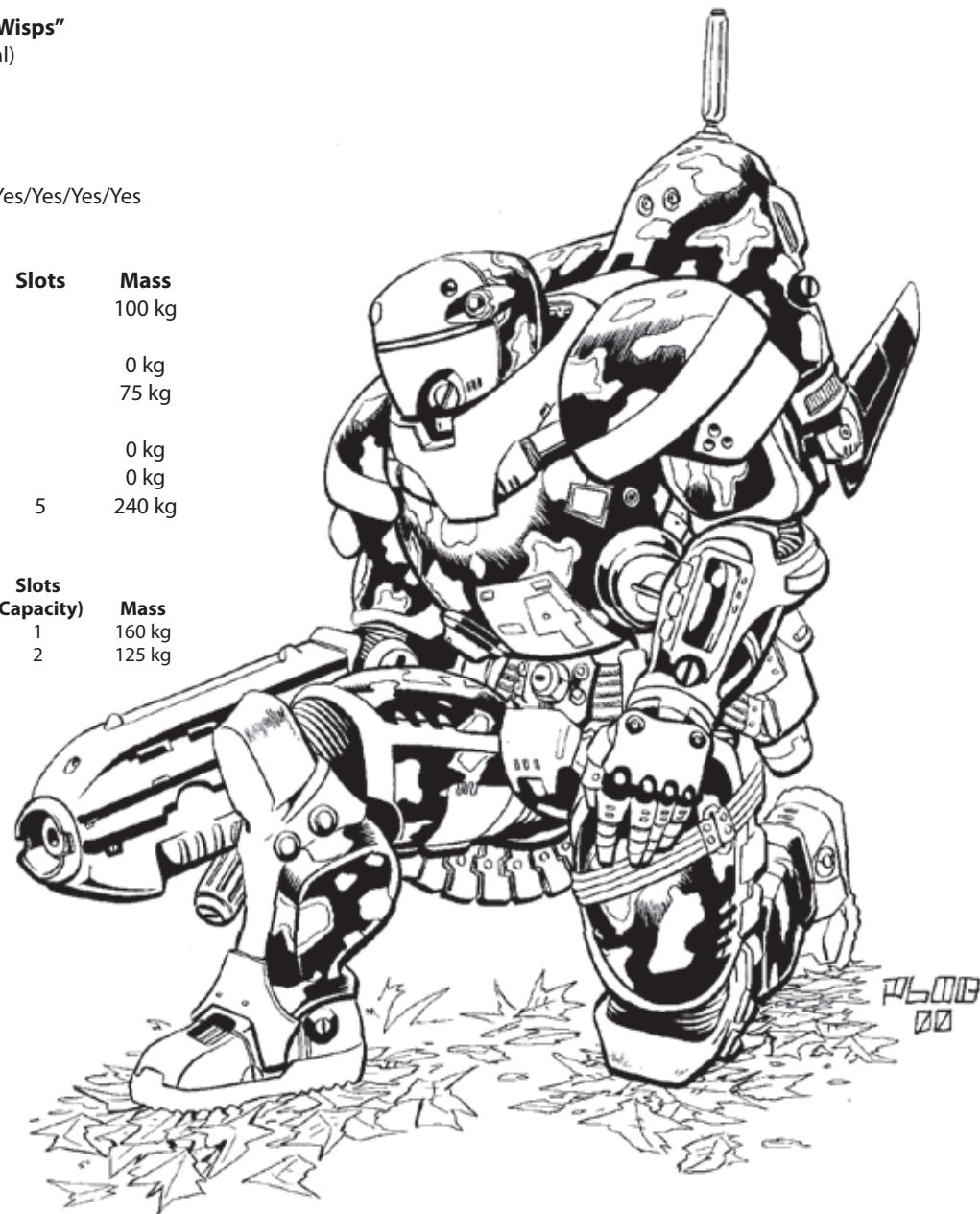
Overview

The Willows are as at home in evening gowns and swimsuits as they are in their Grey Death Scout armor. One-time corporate security specialists, they've become media darling gladiators on Hardcore in the Magistracy of Canopus. On the Canopians' ultimate pleasure world, entertaining the customer is a service second to none and these girls have taken first place. Arriving in late 3071, they made a name with several spectacular wins in the Hardcore Pits, which *SGE* gleefully covered. Since then they've only grown in popularity, landing corporate sponsorship from Fox Infantry Systems—a sponsorship that included a complete overhaul of their GDL suits.

Rebuilding the battle-worn suits from the ground up, Fox made several improvements along the way. New composite joint systems made the suits even more flexible than they were originally, allowing for a greatly expanded range of motion. The rebuilt suits were encased in improved stealth armor, making what were already difficult targets virtual shadows on the simulated battlefields of the dueling arena. Finally, three of the Willows' suits were reconstructed without their active probe systems. Replacing the probes, these suits were each equipped with Clan-manufactured micro pulse lasers, greatly increasing the firepower of the light suits.

Equipment		Slots	Mass
Chassis:	Light		100 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	3 (4)		75 kg
Manipulators:			
Left Arm:	Armored Glove		0 kg
Right Arm:	Armored Glove		0 kg
Armor:	Improved Stealth	5	240 kg
Armor Value: 4 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
Micro Pulse Laser (C) (17 shots)	Body	1	160 kg
Jump Booster	Body	2	125 kg



EXPERIMENTAL

INNER SPHERE STANDARD "HIVE"

Field Testing Summation: Customized Inner Sphere Standard Refit

Producer/Site: Field Refit, Galatea

Supervising Technician: Ginger Caernafon

Project Start Date: 3076

Non-Production Equipment Analysis:

Battle Armor C3 System

Overview

The "Hive" Battle Suit squad is also part of the "Four Myths and a Funeral" Gladiator Team. Piloted by four of the largest Inner Sphere soldiers this reporter has ever seen, they could literally be considered the eyes of the "Four Myths" team. The two sets of identical twins have extensive training in field recon and have been the deciding factor in the team's victories on numerous occasions. With the recent overhaul of their suits, they may have lost personal firepower, but they've more than made up for it in the ability to direct the firepower of the rest of the team.

Replacing the standard-class armor with advanced armor, each of these Inner Sphere Standard battlesuits lose some of the heavy protection they once enjoyed, but make up for it with a significant savings in mass. The left arm battle claw is retained for climbing and mechanized mobility, but also features a David light Gauss rifle in an underslung hard-mount. Eschewing 'Mech scale firepower, the modular weapons mount from the right arm is removed and replaced with an armored glove instead, not only enabling its trooper to carry conventional arms, but also saving suit space for a sophisticated battle armor-scale C3 system, a technology the team likely salvaged from abandoned Blakist stores. This piece of radical new tech allows the "Hive" suits to direct deadly accurate fire for their teammates, making them one of the most dangerous battle suit squads in the Galatean arenas.

Type: Inner Sphere Standard "Hive"

Technology Base: Inner Sphere (Experimental)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value: 35 (Without active C3 Network)

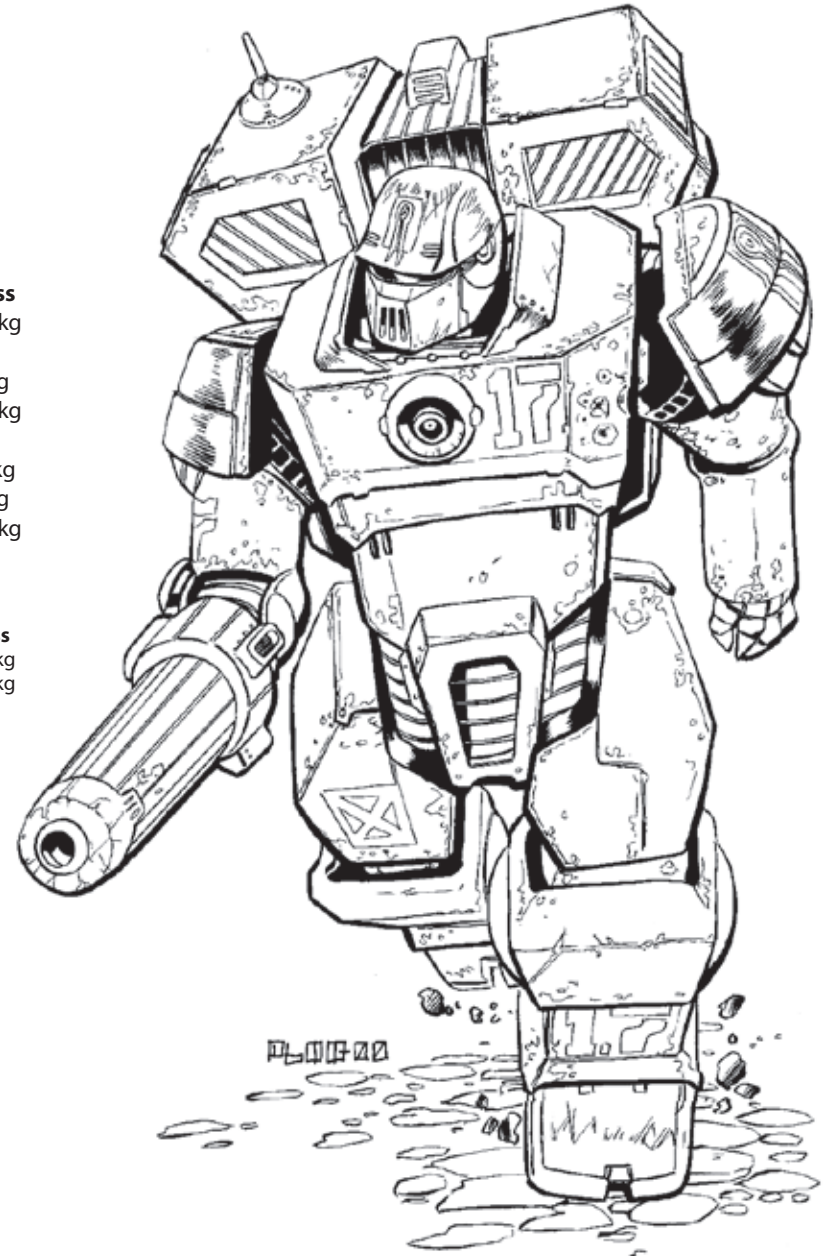
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: None

Equipment

Equipment	Slots	Mass
Chassis:	Medium	175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Left Arm:	Battle Claw	15 kg
Right Arm:	Armored Glove	0 kg
A armor:	Advanced	5
A armor Value:	7 + 1 (Trooper)	280 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
David Lt Gauss Rifle (15 shots)	LA	1	100 kg
Battle Armor C3 System	Body	1	250 kg



EXPERIMENTAL

KANAZUCHI "CYCLOPS"

Field Testing Summation: Kanazuchi Hybrid Refit

Producer/Site: Field Refit, Noisiel

Supervising Technician:

Elsa Cross, Bull Jaegers Combat Ball Team

Project Start Date: 3076

Non-Production Equipment Analysis:

Clan ER Medium Pulse Laser

Overview

You could probably carpet bomb Noisiel with nuclear warheads, and you still wouldn't be able to stop the Combat Ball season. Even with over 90 percent of its game industry shut down, Noisiel's annual Combat Ball tournaments just couldn't be silenced. With the Games slowly coming back to life, "ComBall" is seeing a fresh surge of its own energy that has fans cheering for more. And what's not to like about a game that combines capture the flag, football, armored tanks and infantry (of all shapes and sizes), into an out-and-out no-holds-barred free-for-all battle-sport? And it is in this venue that we find the final gem of this month's issue, in the shape of the Bull Jaeger's newest goaltender.

Where exactly the Bulls got ahold of one of the Draconis Combine's prized battlesuits is a mystery. But their mystery is our benefit, fight fans, because what a goaltender it is! The Jaegers' lead tech, Elsa Cross, started her modifications on this baby by ripping out all the Kanazuchi's traditional armament, save for the anti-personnel mounts under its broad "chin." She then ripped off the right armored, shoulder pauldron, reducing the suit's protection slightly, but making it possible to fit a detachable weapons pack mount over the now-empty shoulder. She was then able to outfit the battle armor with a Clan prototype ER medium pulse laser (again, don't ask them where they got it). The design was rounded out with a second heavy battle claw so that the trooper could make short work of other suits and even some tanks at close range.

With that kind of muscle and firepower, the Bull Jaegers look poised to win the champion ComBall World Title in the upcoming season.

Type: Kanazuchi "Cyclops"

Technology Base: Mixed (Experimental)

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

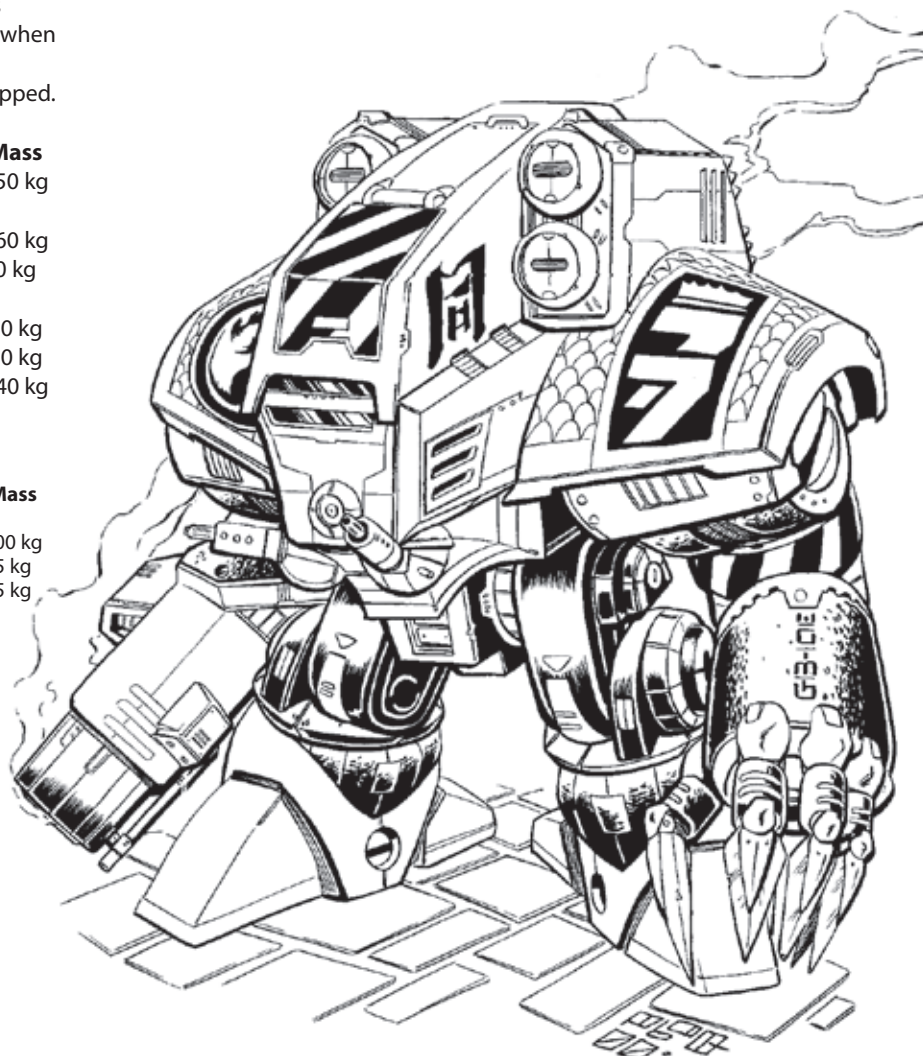
Battle Value: 103

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

Notes: The Kanazuchi "Cyclops" has 1 Ground MP when carrying the detachable weapon pack, and returns to 2 Ground MP when the weapon is dropped.

Equipment	Slots	Mass
Chassis:	Assault	550 kg
Motive System:		
Ground MP:	1 (2)	160 kg
Jump MP:	0	0 kg
Manipulators:		
Left Arm:	Heavy Battle Claw	20 kg
Right Arm:	Heavy Battle Claw	20 kg
Armor:	Advanced	5
Armor Value:	16 + 1 (Trooper)	640 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
ER Medium Pulse (C) (11 shots)			
(Detachable Weapon Mt.)	Body	1	600 kg
Anti-Personnel Weapon Mount	Body	1	5 kg
Anti-Personnel Weapon Mount	Body	1	5 kg



EXPERIMENTAL

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: VAL-NT-JX VALIANT

Movement Points: Tonnage: 30
Walking: 7 Tech Base: Inner Sphere
Running: 11 [14] (Experimental)
Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Small Shield	RA	—	3	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
1	Small Vibroblade	LA	—	4	—	—	—	—

BV: 995

WARRIOR DATA

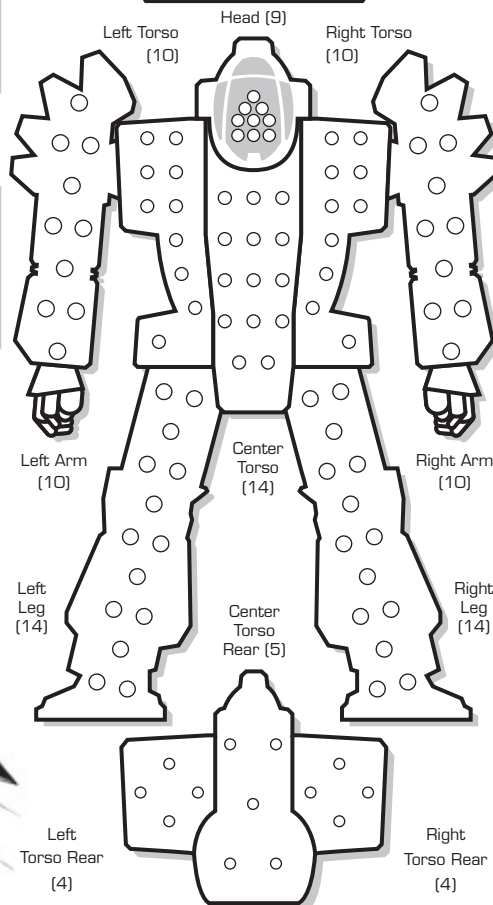
Name: _____

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
- AES
- Small Vibroblade

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

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

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

Left Leg

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

Head

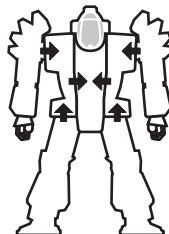
- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Laser
- Roll Again

Center Torso

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

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Supercharger
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

- Shield
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

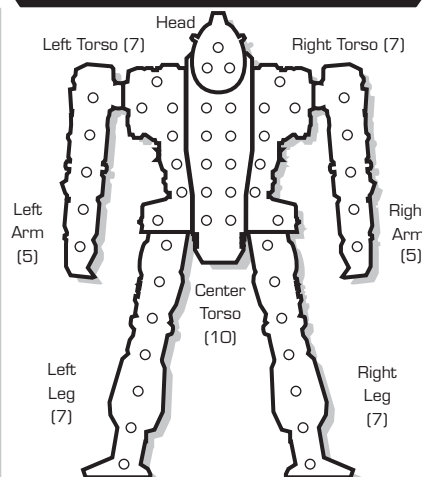
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TR2-X WRAITH

Movement Points: Tonnage: 55
Walking: 7 Tech Base: Mixed Tech (IS)
Running: 11 (Experimental)
Jumping: 9 Jihad

Weapons & Equipment Inventory (hexes)

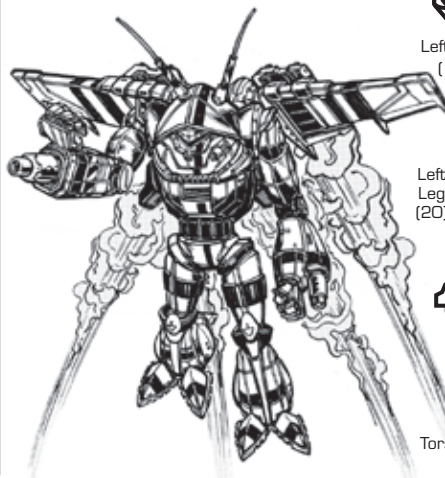
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
				[DE,V]				
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
	[Clan]							

BV: 7,768

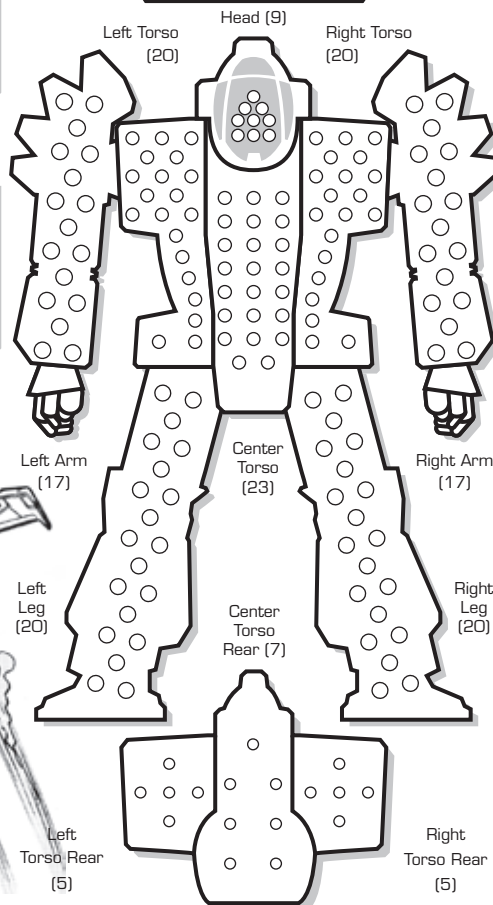
WARRIOR DATA

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 Medium Laser (Clan)
- ER Medium Laser (Clan)

1-3

4-6

Head

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

Center Torso

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

1-3

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Partial Wing (Clan)

1-3

4-6

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

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Snub-Nose PPC
- Snub-Nose PPC

1-3

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Partial Wing (Clan)

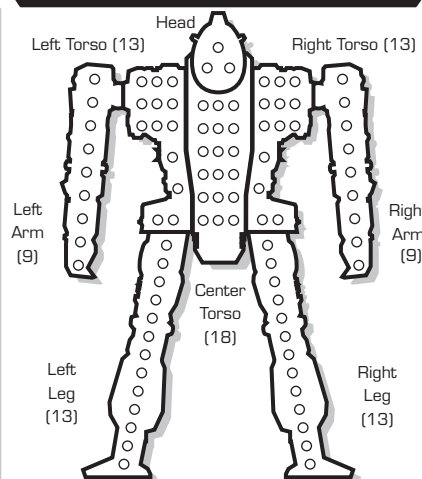
1-3

4-6

Right Leg

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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SP2-X SPATHA

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 0

Tonnage: 60

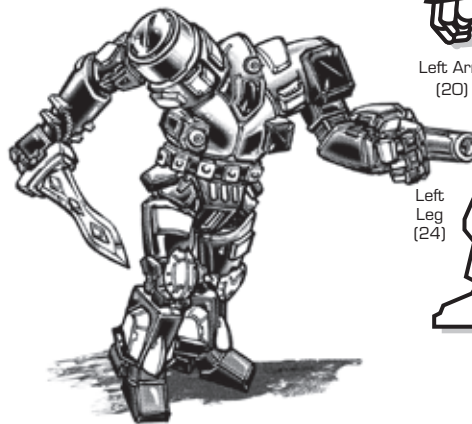
Tech Base: Inner Sphere
(Experimental)
Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

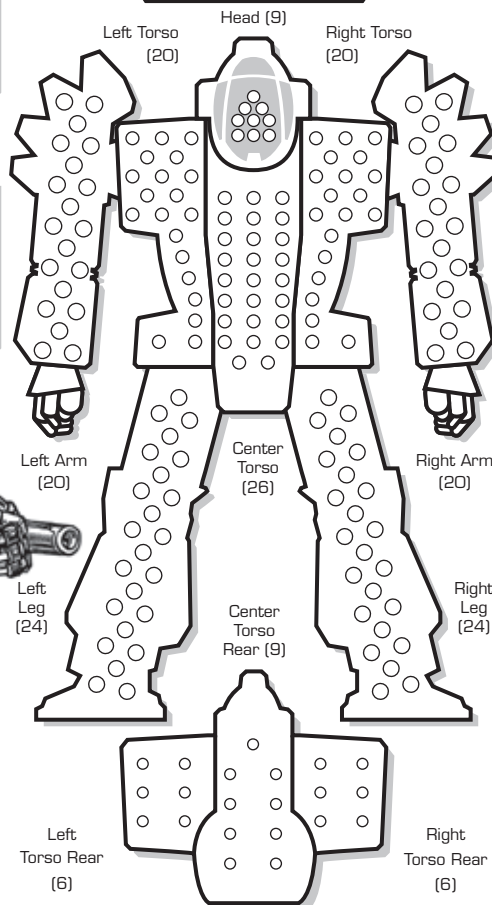


Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium VSP	HD	7	9/7/5	—	2	5	9
				[RV]				
1	Laser AMS	RT	7	2 [PD]	—	0	0	0
1	Medium VSP	RT	7	9/7/5	—	2	5	9
				[RV]				
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Sword	RA	—	7	—	—	—	—
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

BV: 2,012

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- Blue Shield PFD

- Reflective
- Reflective
- Triple-Strength Myomer
- 4-6 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

- Angel ECM Suite
- 4-6 Angel ECM Suite
- Blue Shield PFD
- Reflective
- Reflective
- Reflective

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Blue Shield PFD
6. Triple-Strength Myomer

Head

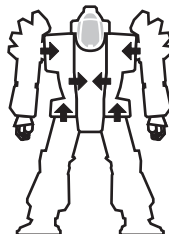
- Life Support
- Sensors
- Small Cockpit
- Sensors
5. Medium VSP
6. Medium VSP

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
4. Gyro
- Gyro
6. Gyro

- Gyro
2. XXL Fusion Engine
- XXL Fusion Engine
- 4-6 XXL Fusion Engine
- Blue Shield PFD
6. Reflective

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Sword
6. Sword

- Sword
2. Sword
- Blue Shield PFD
- 4-6 Reflective
- Reflective
6. Reflective

Right Torso

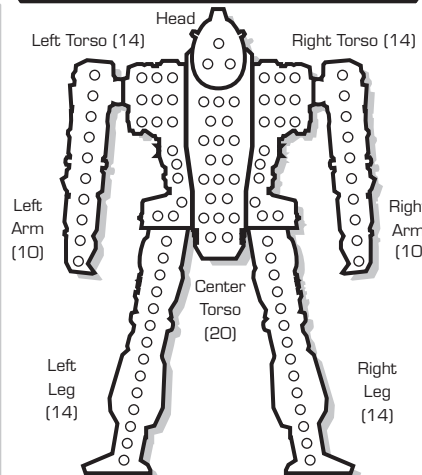
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

- Medium VSP
- Medium VSP
- 4-6 Laser AMS
- Laser AMS
- Blue Shield PFD
6. Reflective

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Blue Shield PFD
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: JG-R9TX1 JUGGERNAUT

Movement Points: Tonnage: 90
Walking: 3 Tech Base: Inner Sphere
Running: 5 (Experimental)
Jumping: 2 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	CT	10	10/8/5	—	9	13	15
				[DE,V]				
2	M-Pod	RT	0	15	—	1	2	3
				[DB,X,OS]				
2	M-Pod	LT	0	15	—	1	2	3
				[DB,X,OS]				
1	Lg. X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	Med. X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Lg. X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Med. X-Pulse Laser	LA	6	6 [P]	—	3	6	9

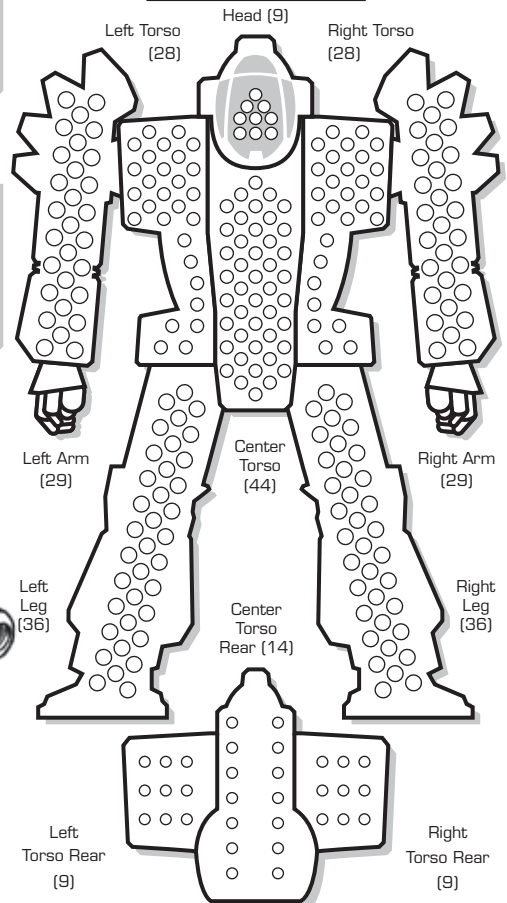
BV: 1,884

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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Right Arm

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

Center Torso

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

- Double Heat Sink
- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- Medium X-Pulse Laser
- Light Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- M-Pod

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Snub-Nose PPC
- Snub-Nose PPC

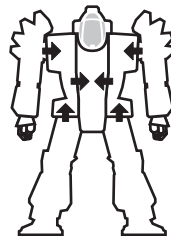
Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- M-Pod

Left Leg

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

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

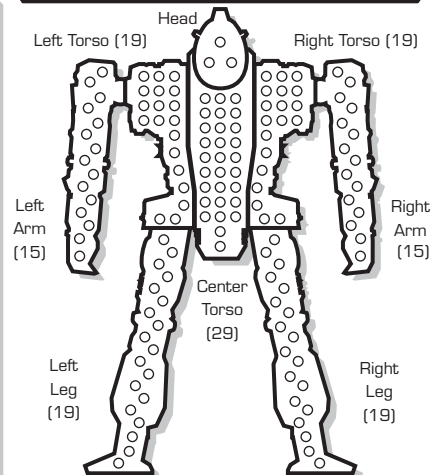


Damage Transfer Diagram

Right Leg

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

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	Heat Sinks: 16 (32) 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WHM-X7 WARHAMMER

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Mixed Tech (IS)
 Running: 6 (Experimental)
 Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

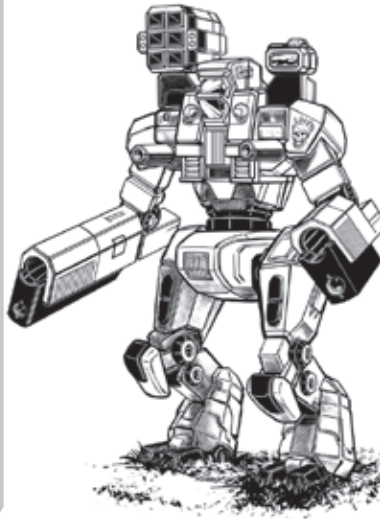
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl	—	4	8	12
	(Clan)			[M,C]				
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
				[DE,V]				
1	PPC Capacitor	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15
				[DE,V]				
1	PPC Capacitor	LA	—	[E]	—	—	—	—

BV: 1,810

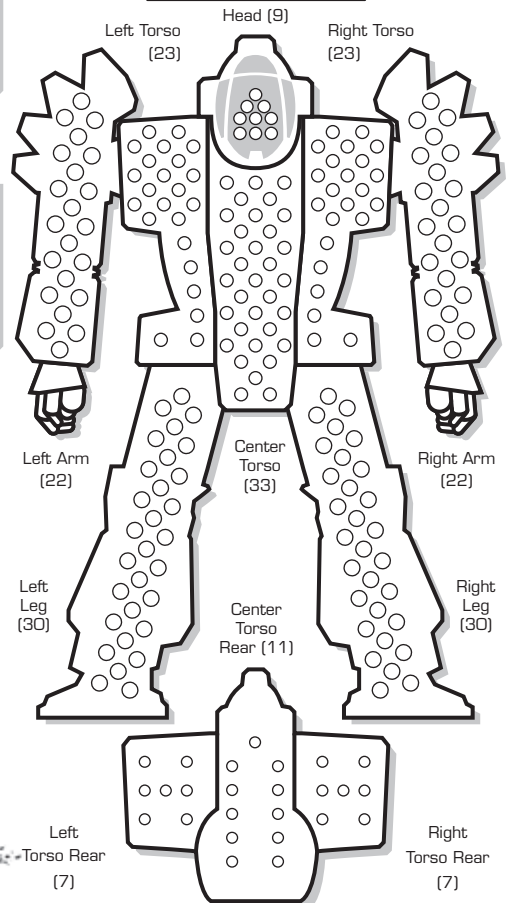
WARRIOR DATA

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 Snub-Nose PPC
- 5 Snub-Nose PPC
- PPC Capacitor

Head

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

Center Torso

- 1.O Light Fusion Engine
- 2.O Light Fusion Engine
- 3.O Light Fusion Engine
- 1-3 4. Heavy Duty Gyro
- 5 Heavy Duty Gyro
- 6 Heavy Duty Gyro

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Snub-Nose PPC
- 5 Snub-Nose PPC
- PPC Capacitor

Right Torso

1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso

- 1.O Light Fusion Engine
- 2.O Light Fusion Engine
3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5 Double Heat Sink
6. ER Medium Laser

1. Heavy Duty Gyro
- 2.O Light Fusion Engine
- 3.O Light Fusion Engine
- 4.O Light Fusion Engine
5. Roll Again
6. Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 4-6 6. Light Ferro-Fibrous

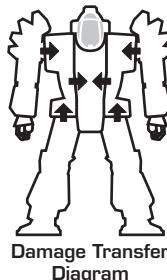
Right Torso

- 1.O Light Fusion Engine
- 2.O Light Fusion Engine
3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 5 Double Heat Sink
6. Streak SRM 6 (Clan)

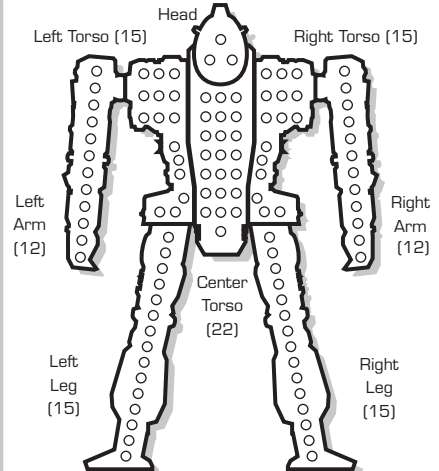
1. Streak SRM 6 (Clan)
2. ER Medium Laser
3. Ammo (Streak) 15
4. CASE II
5. Endo Steel
- 4-6 6. Light Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
6. Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: ED-XX LOGGERMECH

Movement Points: Tonnage: 30
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Experimental)
 Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Chainsaw	RA	—	5	—	—	—	—
1	Mech Taser	LA	6	1	—	1	2	4

[DB,S,X]

BV: 346

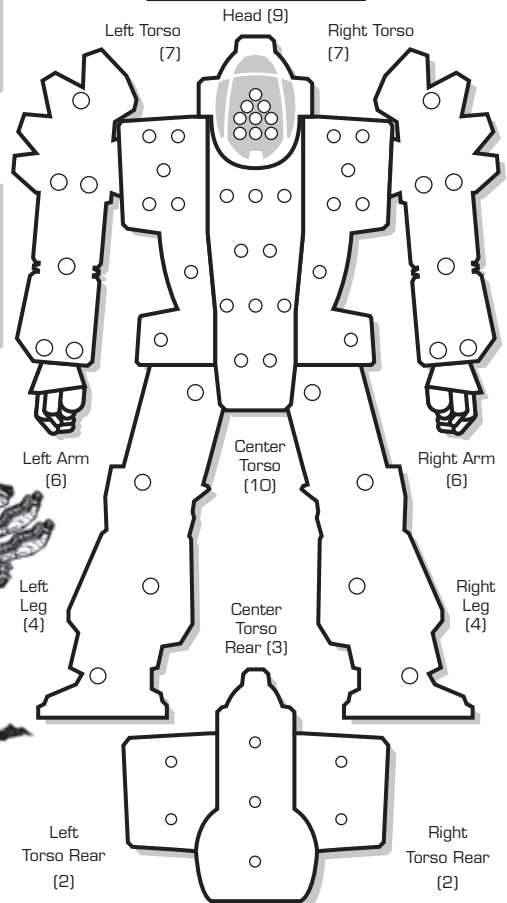
WARRIOR DATA

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
- Mech Taser
- Mech Taser

- Mech Taser
- Ammo (Taser) 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Life Support
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

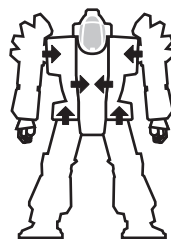
- Sensors
- Sensors
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Cockpit
- Sensors

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

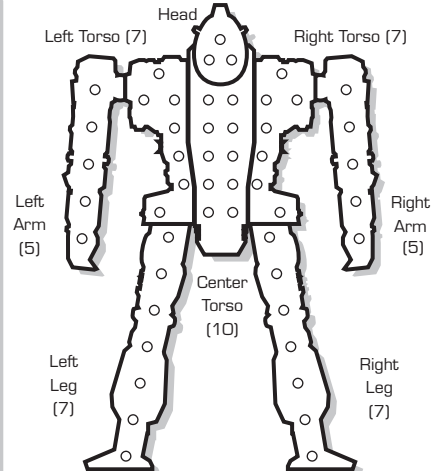
- Life Support
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

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

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: MINION "SILVER BULLET"

Movement Points:

Cruising: 11

Flank: 17

Movement Type: Hover

Engine Type: Fusion

Tonnage: 20

Tech Base: Inner Sphere
(Experimental)
Jihad

CREW DATA

Crew: 2

Gunnery Skill: _____ Driving Skill: _____

Commander Hit ☐ +1
Modifier to all Skill rolls

Driver Hit ☐ +2
Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Engine Hit ☐

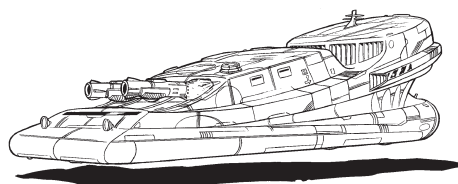
Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits ☐ +1 ☐ +2 ☐ +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



Weapons & Equipment Inventory (hexes)

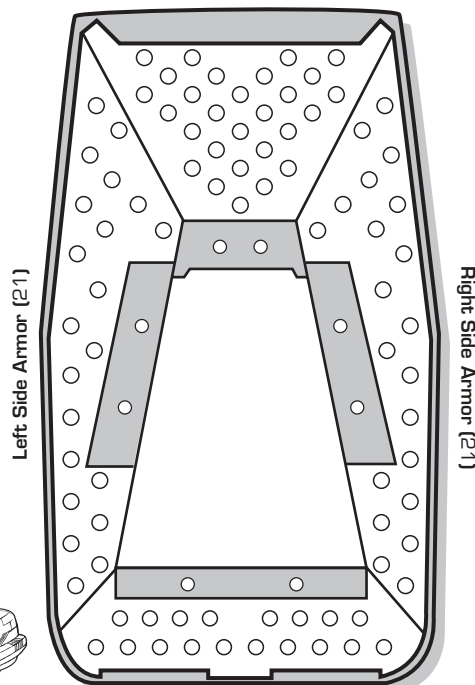
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	F	6 [P]	—	2	4	6
1	Laser AMS	F	2 [PD]	—	0	0	0

Notes: Targeting Computer

BV: 560

ARMOR DIAGRAM

Front Armor
(28)



Rear Armor
(18)



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BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: BANDIT "WARTHOG"

Movement Points:

Cruising: 9

Flank: 14

Movement Type: Hover

Engine Type: Fusion

Tonnage: 50

Tech Base: Inner Sphere
(Experimental)
Jihad

CREW DATA

Crew: 4

Gunnery Skill: _____ Driving Skill: _____

Commander Hit ☐ +1
Modifier to all Skill rolls

Driver Hit ☐ +2
Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits ☐ +1 ☐ +2 ☐ +3

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	VSP Large Laser	T	11/9/7 [P,V,AI]	—	4	8	15
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

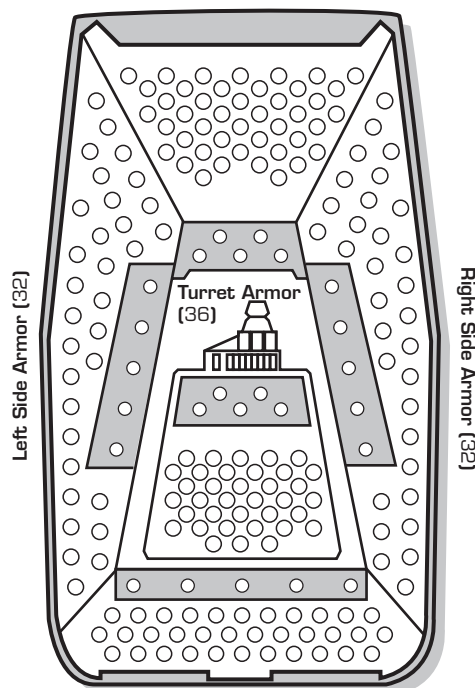
Notes: Armored Move System

Ammo: (MG) 100

BV: 872

ARMOR DIAGRAM

Front Armor
(44)



Rear Armor
(34)



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BATTLETECH

ARMOR DIAGRAM

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: MANTICORE "THE BALLISTA"

Movement Points: Tonnage: XXX
Cruising: 4 Tech Base: Inner Sphere
Flank: 6 [8] (Experimental)
Movement Type: Tracked Jihad
Engine Type: Fusion with Supercharger

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Hyper Velocity AC/5	T	5 [DB,S,X]	—	8	16	28
1	ELRM 10	T	1/Msl [M,C,S]	10	12	22	38
1	C ³ Slave	B	[E]	—	—	—	—

Notes: CASE, Combat Vehicle Ejection Pod

Ammo: (ELRM) 18, (HVAC) 30

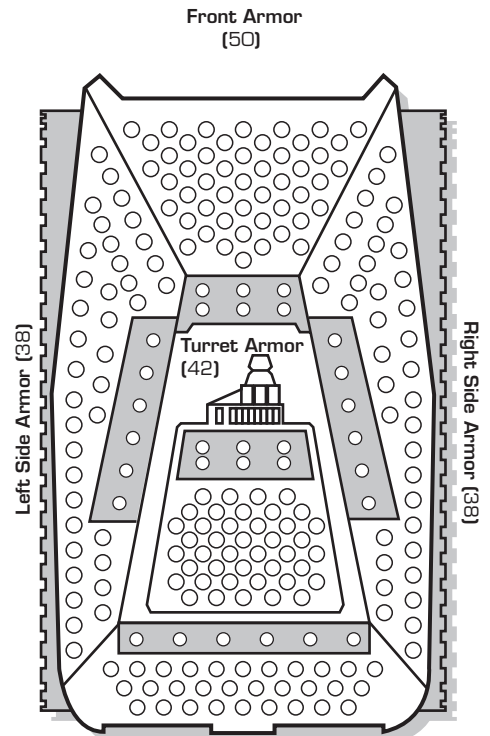
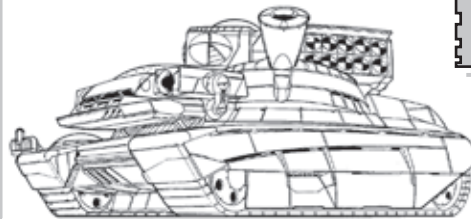
BV: 1,135

CREW DATA

Crew: 4
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 ☐



Rear Armor
(30)



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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 right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	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: GLADIATOR EXOSKELETON "THE SPIDER"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump MP: 1 [Mechanical]

Weapons & Equip.

Vibro-Claw

Magnetic Clamps

Dmg Min Sht Med Lng
1 [PD] — — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 8 ea.

BATTLE ARMOR: SQUAD 2

Type: GLADIATOR EXOSKELETON "THE SPIDER"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump MP: 1 [Mechanical]

Weapons & Equip.

Vibro-Claw

Magnetic Clamps

Dmg Min Sht Med Lng
1 [PD] — — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 8 ea.

BATTLE ARMOR: SQUAD 3

Type: GLADIATOR EXOSKELETON "THE SPIDER"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump MP: 1 [Mechanical]

Weapons & Equip.

Vibro-Claw

Magnetic Clamps

Dmg Min Sht Med Lng
1 [PD] — — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 8 ea.

BATTLE ARMOR: SQUAD 4

Type: GLADIATOR EXOSKELETON "THE SPIDER"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump MP: 1 [Mechanical]

Weapons & Equip.

Vibro-Claw

Magnetic Clamps

Dmg Min Sht Med Lng
1 [PD] — — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 8 ea.

BATTLE ARMOR: SQUAD 5

Type: GLADIATOR EXOSKELETON "THE SPIDER"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 2

Jump MP: 1 [Mechanical]

Weapons & Equip.

Vibro-Claw

Magnetic Clamps

Dmg Min Sht Med Lng
1 [PD] — — — — —

Armor: Standard

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 8 ea.

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: GRAY DEATH SCOUT "THE WILLOW WISPS"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 4 (Jump Bstr)

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
3	—	1	2	3

[P, AI]

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 39 ea.

BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH SCOUT "THE WILLOW WISPS"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 4 (Jump Bstr)

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
3	—	1	2	3

[P, AI]

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 39 ea.

BATTLE ARMOR: SQUAD 3

Type: GRAY DEATH SCOUT "THE WILLOW WISPS"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 4 (Jump Bstr)

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
3	—	1	2	3

[P, AI]

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 39 ea.

BATTLE ARMOR: SQUAD 4

Type: GRAY DEATH SCOUT "THE WILLOW WISPS"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 4 (Jump Bstr)

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
3	—	1	2	3

[P, AI]

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 39 ea.

BATTLE ARMOR: SQUAD 5

Type: GRAY DEATH SCOUT "THE WILLOW WISPS"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 4 (Jump Bstr)

Weapons & Equip.

Dmg	Min	Sht	Med	Lng
3	—	1	2	3

[P, AI]

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

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1 ○○○○○

2 ○○○○○

3 ○○○○○

4 ○○○○○

BV: 39 ea.

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: INNER SPHERE STANDARD "HIVE"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 3

Weapons & Equip.

David Lt. Gauss Rifle

Battle Armoe C³ System

Dmg

1 [DB]

[E]

Min

—

—

Sht

3

—

Med

6

—

Lng

9

—

Armor: Advanced

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 35 ea.

BATTLE ARMOR: SQUAD 2

Type: INNER SPHERE STANDARD "HIVE"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 3

Weapons & Equip.

David Lt. Gauss Rifle

Battle Armoe C³ System

Dmg

1 [DB]

[E]

Min

—

—

Sht

3

—

Med

6

—

Lng

9

—

Armor: Advanced

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 35 ea.

BATTLE ARMOR: SQUAD 3

Type: INNER SPHERE STANDARD "HIVE"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 3

Weapons & Equip.

David Lt. Gauss Rifle

Battle Armoe C³ System

Dmg

1 [DB]

[E]

Min

—

—

Sht

3

—

Med

6

—

Lng

9

—

Armor: Advanced

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 35 ea.

BATTLE ARMOR: SQUAD 4

Type: INNER SPHERE STANDARD "HIVE"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 3

Weapons & Equip.

David Lt. Gauss Rifle

Battle Armoe C³ System

Dmg

1 [DB]

[E]

Min

—

—

Sht

3

—

Med

6

—

Lng

9

—

Armor: Advanced

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 35 ea.

BATTLE ARMOR: SQUAD 5

Type: INNER SPHERE STANDARD "HIVE"

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Jump MP: 3

Weapons & Equip.

David Lt. Gauss Rifle

Battle Armoe C³ System

Dmg

1 [DB]

[E]

Min

—

—

Sht

3

—

Med

6

—

Lng

9

—

Armor: Advanced

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 35 ea.

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: KANAZUCHI "CYCLOPS"

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 (2 when weapon detached)

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Med Pulse Laser [Clan] 7 [P]	—	—	5	9	14
Detachable Weapon Mount	—	—	—	—	—
2 AP Weapon Mounts	—	—	—	—	—

Armor: Advanced

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV:103ea

BATTLE ARMOR: SQUAD 2

Type: KANAZUCHI "CYCLOPS"

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 (2 when weapon detached)

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Med Pulse Laser [Clan] 7 [P]	—	—	5	9	14
Detachable Weapon Mount	—	—	—	—	—
2 AP Weapon Mounts	—	—	—	—	—

Armor: Advanced

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV:103ea

BATTLE ARMOR: SQUAD 3

Type: KANAZUCHI "CYCLOPS"

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 (2 when weapon detached)

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Med Pulse Laser [Clan] 7 [P]	—	—	5	9	14
Detachable Weapon Mount	—	—	—	—	—
2 AP Weapon Mounts	—	—	—	—	—

Armor: Advanced

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

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BATTLE ARMOR: SQUAD 4

Type: KANAZUCHI "CYCLOPS"

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 (2 when weapon detached)

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Med Pulse Laser [Clan] 7 [P]	—	—	5	9	14
Detachable Weapon Mount	—	—	—	—	—
2 AP Weapon Mounts	—	—	—	—	—

Armor: Advanced

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV:103ea

BATTLE ARMOR: SQUAD 5

Type: KANAZUCHI "CYCLOPS"

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 (2 when weapon detached)

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Med Pulse Laser [Clan] 7 [P]	—	—	5	9	14
Detachable Weapon Mount	—	—	—	—	—
2 AP Weapon Mounts	—	—	—	—	—

Armor: Advanced

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

