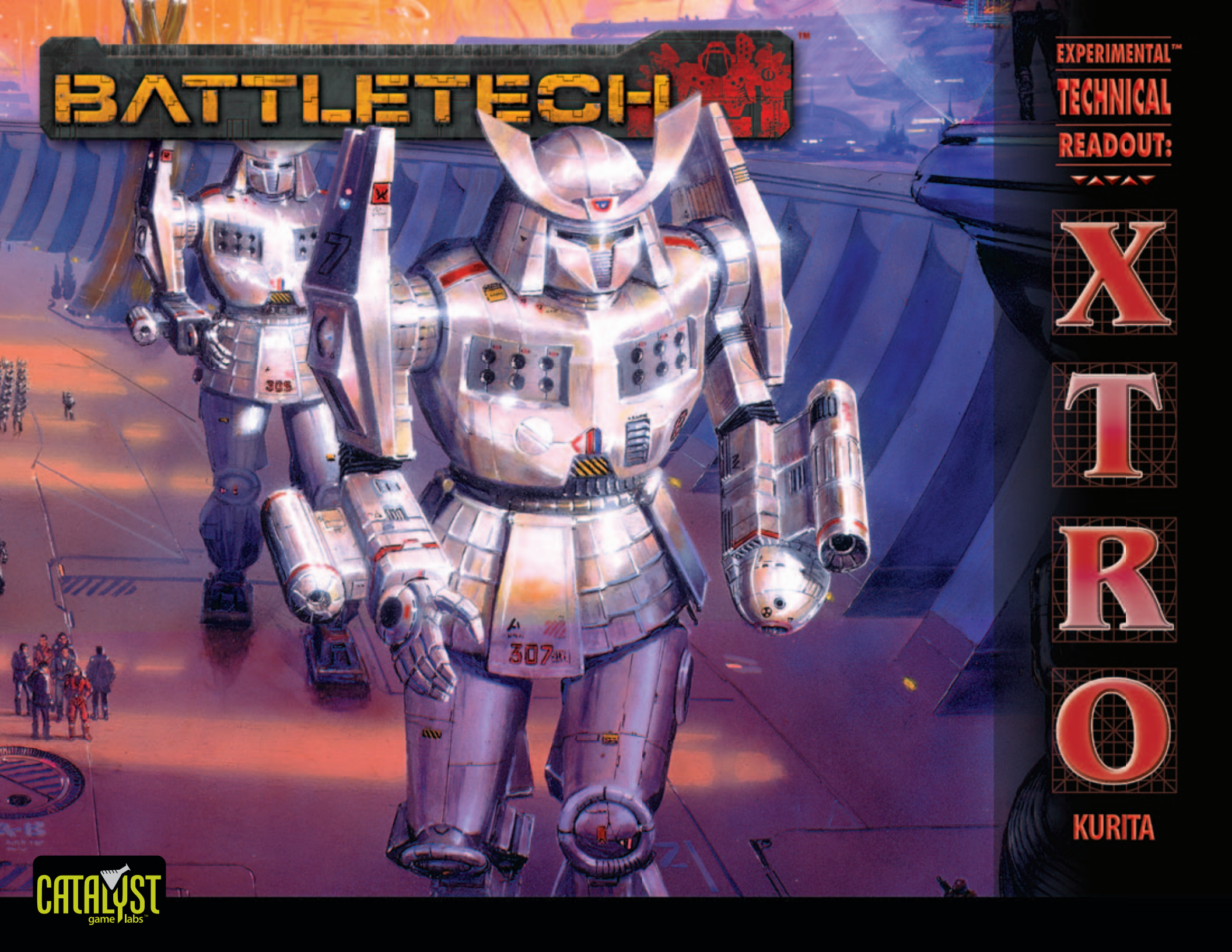
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INTRODUCTION

INCOMING MESSAGE

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To: Kiyomori Minamoto
Gunji-no-Kanrei, DCMS
Luthien
Eyes Only

The Blakists' savagery in prosecuting their Jihad has wounded the Dragon more severely than any other conflict in our history. The surprise they achieved in launching their initial attacks allowed them to achieve tremendous gains at our expense. The sudden need for war materiel this caused derailed a number of our advanced research projects, preventing them from reaching fruition. However, now that we have managed to deal the Blakists several setbacks, such as on Deiron and Luthien, several select projects have resumed under the direct supervision of the ISF. Some have even played a role in achieving our most recent victories.

It is critical to note that many of the upgraded units and chasses to be found in the attached report have not yet been tested under fire. Others are still on the drawing board for the most part, with perhaps one working prototype to speak of. Few have seen proper field-testing, with the requirements of combat against the Blakists diverting even those lesser MechWarriors usually tasked with proving such action. For those units that have seen combat, the performance and theater of use will be noted. The research efforts span the range of unit types, from battle armor to tank, aerospace fighter to DropShip, with five new 'Mechs highlighting the development projects.

The integration and application of new and refined technology remains somewhat problematic. Compounding production and delivery issues for the quantities requested is the ideal design philosophy for its use. While some of the newly- and re-designed units found on the following pages may never serve the Dragon in a large-scale fashion, some seem to suffer from "new toy" syndrome, where a more modern or experimental item is included rather than a more reliable and better-suited older tech item. Nevertheless, the efforts continue apace despite (and because of) the war with the Blakists.

If recent history has taught us nothing else, it is that we need be prepared to face enemies from all sides at any moment. With the Clans to one side, the Suns on another, pirates and other periphery scum to another, we were hit from within by the Black Dragons and stabbed deeply by the Blakists, plus the internecine fighting on the Azami worlds. We thus must ever pursue the highest quality weapons and the newest technology available to prevent any enemy from attaining a battlefield edge over our forces. While we succeeded against the Clans less than two decades ago, they fought less brutally than the Blakists do. We must prepare especially for those foes that possess superior technology and lack the honor of restraint. The following entries are but one step in the eternal path towards preparation.

Shakir Jerrar
ISF Director
New Samarkand
3 June 3078

INCOMING MESSAGE

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Kurita* provide players with a sampling of the various custom designs that have arisen in the technical divisions of the military manufacturers of the Combine. 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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Special Thanks: Thanks to Herb for this opportunity and to Ben for letting me play in his sandbox. This one's for Team Davion and the High Commandos (in no particular order): Chris, Jonathan, Edward, John, Ethan, Vanessa, Ben, Dave, Ray, Frederic, Jay, Rob, Thomas and others through the years since GenCon '05. Hey, only someone from TD could design worthy opposition for us, no?

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JR10-X JENNER

Field Testing Summation: Prototype JR7-K Chassis Refit
Producer/Site: Luthien Armor Works, New Samarkand
Supervising Technician: Manohar Kulkarni
Project Start Date: 3072
Non-Production Equipment Analysis:
Composite Internal Structure
Torso-Mounted Cockpit
Null-Signature System
Angel ECM

Overview

The *Jenner* has delivered exemplary service to the Combine ever since its introduction in 2784. The design is so robust and well-conceived that the Clans designed their own *Jenner IIC* after being humbled by our forces during their invasion. Throughout its long service, few variants were built until the push to get upgraded 'Mechs to slow the Clans. The minimally upgraded JR7-K began construction in 3049, when proper field testing was cut short. The *Jenner* was never revisited for upgrading.

To increase survivability of our recon forces, several prototype *Jenner*s were designed and construction begun on Luthien prior to the Jihad's outbreak. The destruction of the Luthien Armor Works facilities on Luthien saw the prototype construction shift to their New Samarkand factory. The lack of proper tooling for the *Jenner* has stalled production. Thus far, the JR10-X has been built in only a short test run. Scale-up is on hold until industrial engineers can properly configure the factory tooling, which allows more time for battle testing. Production of the JR7-K was commissioned Aix-la-Chapelle to supplement combat losses in the meantime.

Two factors governed the design of the JR10-X. First, protecting the MechWarrior and second, increasing the 'Mech's lethality. The first goal was approached by moving the cockpit from its forward-mounted position into the torso itself. An Angel ECM system, long in development but still absent from common construction, and a Null-Signature system, give the MechWarrior exceptionally protection. With both a composite internal structure and an XL engine, enough weight was saved that more armor could be used than on any prior *Jenner* variant. The vulnerable missiles were removed and replaced with additional medium lasers. This removes the danger posed by the ammunition. Even though the JR7-K used CASE, this would remain an unsuitable arrangement given the JR10-X's XL engine. Two additional jump jets and upgrading to double heat sinks complete the changes.

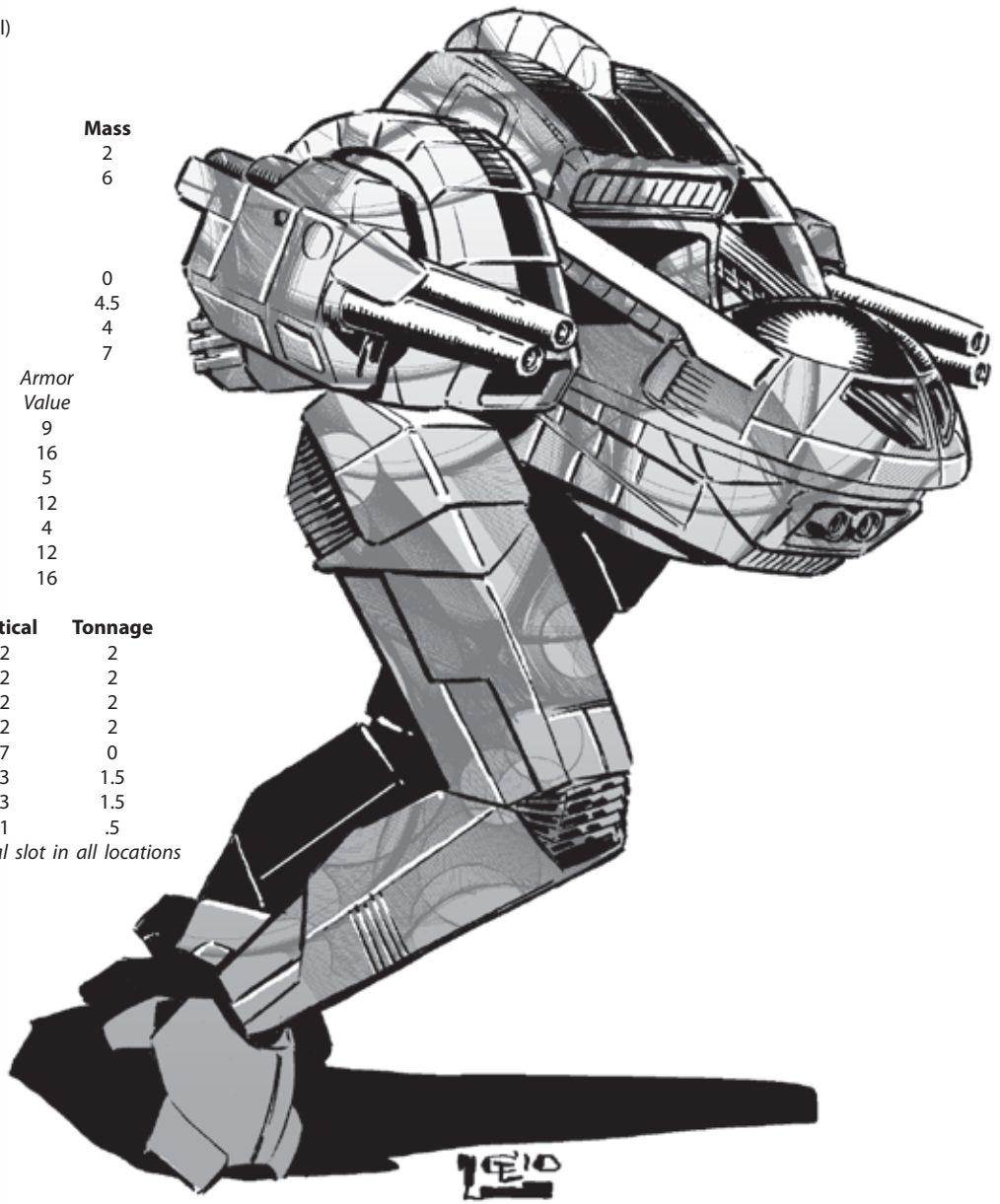
One JR10-X accompanied the Second Dieron Regulars when they landed on Dieron in 3077. The Angel system fared exceptionally at disrupting the Blakists' C^3i networks. While this led to concentration of fire upon the prototype, its null-sig system and exceptional armor protection served their purpose. The new cockpit location also succeeded when experienced enemies focused their aim on the old location and the MechWarrior was spared. Extreme damage, however, resulted in the MechWarrior retreating, which luckily saved him and the 'Mech when the LAW factory was destroyed.

Type: **JR10-X Jenner**
Technology Base: Inner Sphere (Experimental)
Tonnage: 35
Battle Value: 1,452

Equipment			**Mass**
Internal Structure:	Composite		2
Engine:	245 XL		6
Walking MP:	7		
Running MP:	11		
Jumping MP:	7		
Heat Sinks:	10 [20]		0
Gyro (Compact):			4.5
Cockpit (Torso-Mounted):			4
Armor Factor (Light Ferro):	118		7
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	16	
Center Torso (rear)		5	
R/L Torso	8	12	
R/L Torso (rear)		4	
R/L Arm	6	12	
R/L Leg	8	16	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
2 Medium Lasers	RA	2	2
2 Medium Lasers	LA	2	2
2 Medium Lasers	H	2	2
Angel ECM	RT	2	2
Null Sig System	*	7	0
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
Jump Jet	CT	1	.5

**The Null-Signature System occupies 1 critical slot in all locations except the BattleMech's head*



EXPERIMENTAL

WFT-2X WOLF TRAP "BEAR TRAP"

Field Testing Summation: Prototype WFT-1 Chassis Refit
Producer/Site: Luthien Armor Works, New Samarkand
Supervising Technician: Akihisa Inoue
Project Start Date: 3075
Non-Production Equipment Analysis:
Silver Bullet Gauss Rifle
Medium X-Pulse Lasers

Overview

The *Wolf Trap* never met with the reception its designers had hoped for. Though a capable design, it largely failed in its role for defeating the Lyran *Wolfhound*s it was built to hunt. There was also the successful argument that fielding a 'Mech solely to face one specific threat was a waste of resources. That the *Wolf Trap* is heavier than and as fast as its prey makes the cost even harder to bear given its relative lack of success; *Wolfhound*s can be constructed faster and cost less to replace than any losses the WFT might generate. Thus, while new variants have proliferated even for newer 'Mechs than the WFT-1, virtually no variants of the *Wolf Trap* have been produced since its premier.

Choosing to use the *Wolf Trap* chassis as a test bed for new weapons was proposed at an engineering meeting and met with some approval (or, rather, the least disapproval, given the lack of enthusiasm among some of LAW's design staff). After considering various prototype refits, one design deemed extremely radical on paper was eventually constructed—but only after a compromise with the obstinate Akihisa Inoue, the lead engineer who laid down the specs.

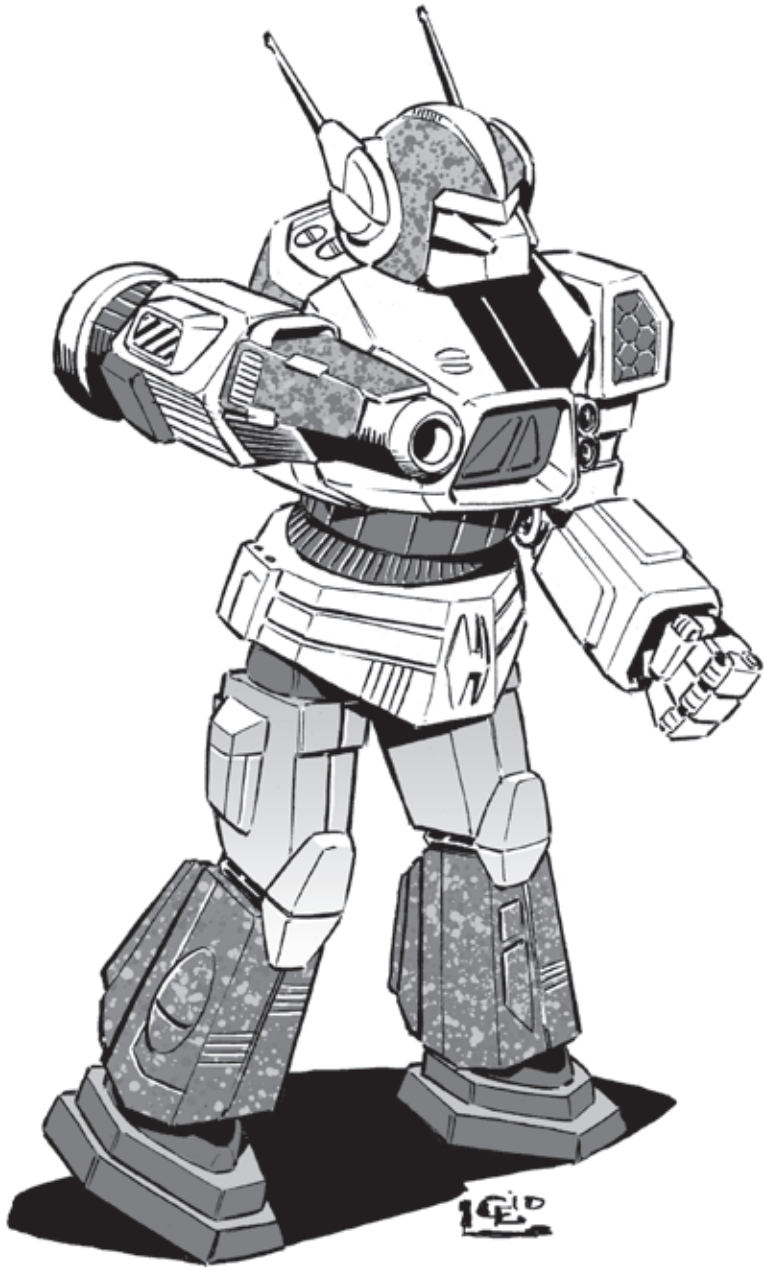
Rather than drop all secondary weapons and redesign the torso to mount a heavy Gauss rifle (as Inoue originally proposed) as its solitary weapon, a lighter "Silver Bullet" Gauss rifle was used instead, the first such weapon produced in the Combine. Nicknamed "*Bear Trap*" by many, the WFT-2X thus gains greater range and killing power. Backing up the Gauss are two medium X-pulse lasers, which mate the accuracy of pulse lasers with the range of standard lasers. As both weapon systems were initially developed in the Federated Commonwealth, the WFT-2X is the first DCMS prototype to mount either. While all other components were re-used from the WFT-1, the armor was replaced with a greater amount of light ferro fibrous to alleviate the oft-voiced concern of the WFT-1's thin skin.

Unfortunately, the "*Bear Trap*" has not seen combat yet. The design appears sound on paper, but with only one operational prototype developed as proof-of-concept, the utility of the 'Mech remains to be proven.

Type: **WFT-2X Wolf Trap "Bear Trap"**
Technology Base: Inner Sphere (Experimental)
Tonnage: 45
Battle Value: 1,211

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
Engine:	270 XL		7.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	143		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	17	
Center Torso (rear)		5	
R/L Torso	11	17	
R/L Torso (rear)		5	
R/L Arm	7	14	
R/L Leg	11	20	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Silver Bullet Gauss Rifle	RA	7	15
Ammo (Silver Bullet) 16	RA	2	2
2 Medium X-Pulse Lasers	LT	2	4



EXPERIMENTAL

NDA-3X NO-DACHI

Field Testing Summation: Prototype NDA-1K Chassis Refit
Producer/Site: Cosby BattleMech Research Firm, Kajikazawa
Supervising Technician: Hideki Kurosawa
Project Start Date: 3075
Non-Production Equipment Analysis:

- Supercharger
- Clan Ferro-Fibrous Armor
- Clan Double Heat Sinks
- Armored Cockpit
- Vibroblade
- Clan ER PPC
- Clan LRM-15s w/ Artemis IV FCS
- Clan ER Medium and ER Small Lasers

Overview

The *No-Dachi* has been a resounding success since its introduction in 3059. Its fearsome appearance serves to embolden its MechWarriors and put enemies off balance. The gracefully curved katana makes it a 'Mech that any Combine MechWarrior would be proud to pilot. Rather than tamper with success, the engineers at Cosby BattleMech Research Firm sought to enhance the 'Mech's lethality without compromising its aesthetics or combat capabilities.

While the *No-Dachi* still wields a sword, it is a new vibroblade version. While deadly to enemies unpowered, its damage is increased when activated, enhancing the blade's cutting power with high frequency vibrations. As this reduces the need for the expensive and bulky triple strength myomers of the original design, the musculature was replaced with standard fibers. An engine supercharger boosts the NDA-3X to higher top speeds than prior variants, while an armored cockpit and a heavier load of Clan ferro-fibrous armor serve to protect the MechWarrior in close-quarters and melee combat. A head-mounted Clan-spec medium laser provides a singular punctuation to enemies after the vibroblade slices them open, while a Clan-spec small laser provides some coverage against rear-ward enemies.

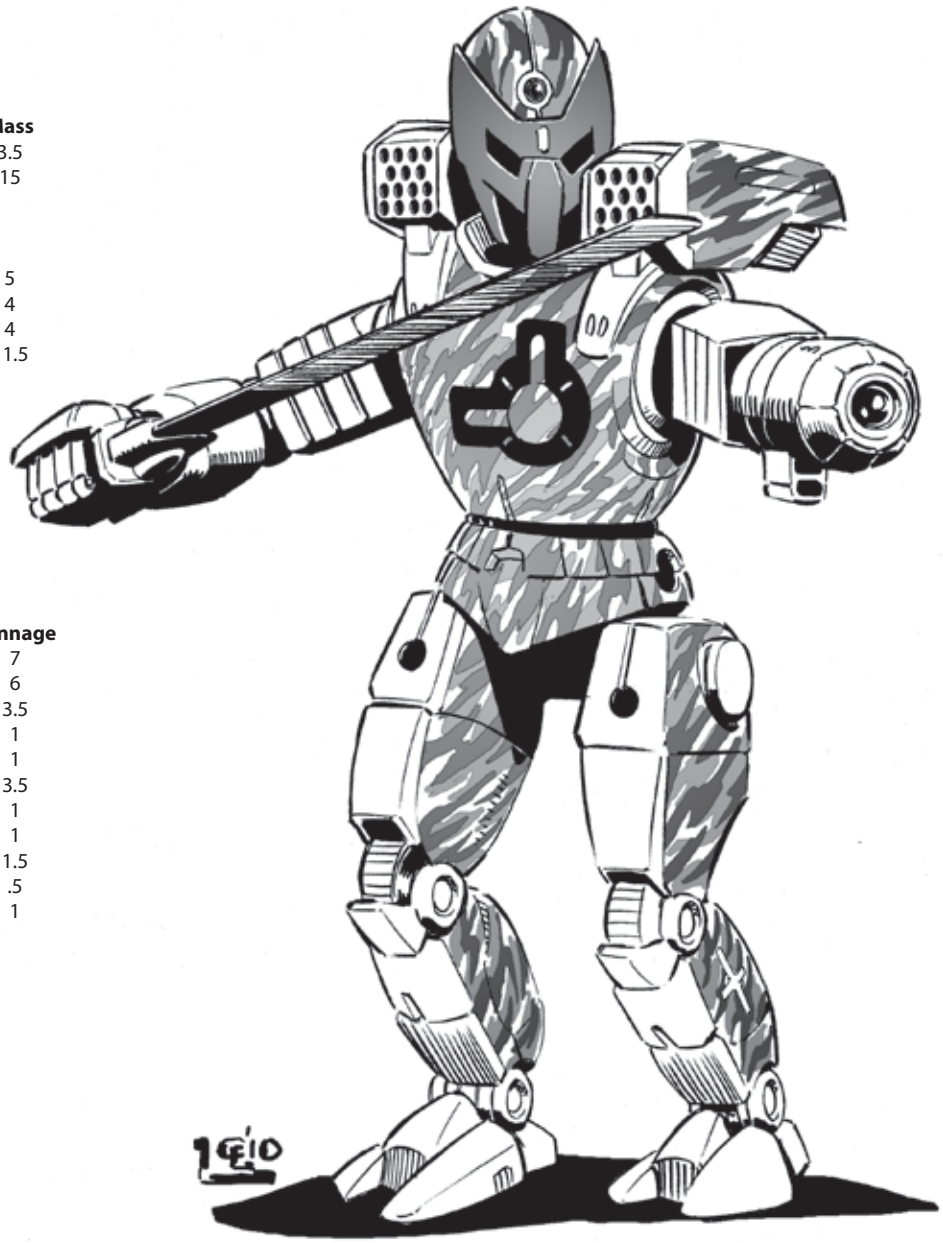
Among the few complaints about this experimental *No-Dachi* was the inaccuracy of its MRMs. Though inexpensive to produce and maintain, Cosby heeded these complaints as well. Engineers scrapped the unguided missiles for a pair of Clan-made, Artemis-enhanced LRM racks. Carrying only two tons of ammo limits these weapons, but the addition of a Clan ER PPC ensures that this machine can deal out punishing fire while closing in for the kill with a devastating vibroblade attack.

Proving ground evaluations against NDA-1Ks have showcased the 3X's higher closing speed as well as the increased long-range punch of its Clan PPC and LRMs. These features made it possible for the prototype to dissect its older siblings with ease once it reached sword range.

Type: **NDA-3X No-Dachi**
Technology Base: Mixed (Experimental)
Tonnage: 70
Battle Value: 2,609

Equipment			**Mass**
Internal Structure:	Endo Steel		3.5
Engine:	350 XL		15
Walking MP:	5		
Running MP:	8 [10]		
Jumping MP:	0		
Heat Sinks:	15 [30] (C)		5
Gyro:			4
Cockpit (Armored):			4
Armor Factor (Clan Ferro):	217		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	32	
Center Torso (rear)		12	
R/L Torso	15	22	
R/L Torso (rear)		8	
R/L Arm	11	22	
R/L Leg	15	30	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Large Vibroblade	RA	4	7
ER PPC (C)	LA	2	6
LRM 15 (C)	RT	2	3.5
Artemis IV (C)	RT	1	1
Ammo (LRM) 8	RT	1	1
LRM 15 (C)	LT	2	3.5
Artemis IV (C)	LT	1	1
Ammo (LRM) 8	LT	1	1
Supercharger	LT	1	1.5
ER Small Laser (C)	LT (R)	1	.5
ER Medium Laser (C)	H	1	1



EXPERIMENTAL

HTM-35X HATAMOTO-KAERU

Field Testing Summation: Prototype HTM-27T Chassis Refit
Producer/Site: Maltex Corporation, Unity
Supervising Technician: Miroslav Vondrus
Project Start Date: 3075
Non-Production Equipment Analysis:
Composite Internal Structure
BattleMech Underwater Maneuvering Unit
MechWarrior Aquatic Survival System
Full-Head Ejection System

Overview

From the time of its original birth as an extreme *Charger* chassis refit, the *Hatamoto* has been among the most versatile and distinctive of Combine BattleMechs, as iconic as the *Atlas*. Though not an OmniMech, the many variants to date show that design flexibility need not always require expensive pod technology. From the *Hatamoto-Chi* to the *-Kaze*, *-Hi*, *-Ku* and *-Mizu*, engineers at Maltex Corporation on Nirasaki surprised MechWarriors and competitors alike with this design's versatility. The newest prototype, the *Hatamoto-Kaeru*, is an unusual new type based off the HTM-27T *Hatamoto-Chi*. An avid SCUBA diver, engineer Miroslav "Mike" Vondrus, was inspired by his hobby to construct this version specialized in amphibious operations.

Maltex has already turned out a lance of *Hatamoto-Kaeru* prototypes for testing, and we believe the variant might have some longevity, though its application and distribution is sure to be limited, as its primary focus is on worlds known or suspected of having underwater command bases. The high price per unit will surely limit orders for the *-Kaeru*, with its compact new composite internal structure, despite the massive amount of ferro-fibrous armor protecting it. The large XL engine also contributes significantly to the overall cost.

Special environmental sealing and large thrusters comprise the BattleMech underwater maneuvering system (UMU). Appearing similar to jump jets, the UMU activates automatically when the 'Mech submerges, propelling the *-Kaeru* at a respectable 43 kph underwater. SRT launchers in the legs complement LRT launchers in the torso, while the rest of the firepower is energy-based for surface and submerged combat. An early design simulation saw a partially submerged *-Kaeru* firing its SRTs at immersed targets while training its battery of medium lasers and snub-nose PPCs against targets above the surface.

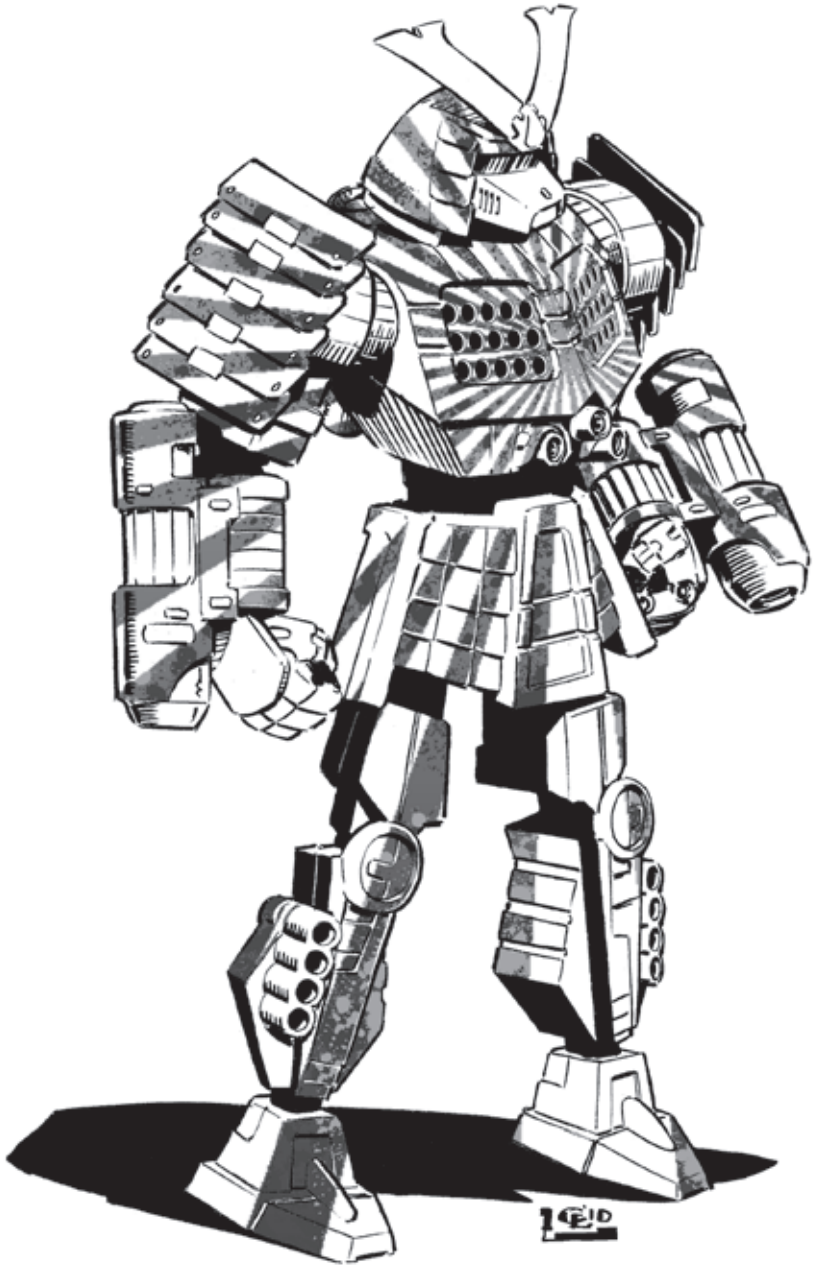
With a 'Mech destined for underwater combat, it was logical to include additional protection for the MechWarrior. Thus, a MechWarrior Aquatic Survival System was installed. The MASS will protect the cockpit and its life support systems in the event that the *-Kaeru*'s head armor is breached. Moreover, a full-head ejection system can carry the MechWarrior safely to the surface in the event of a forced ejection while underwater.

Type: **HTM-35X Hatamoto-Kaeru**
Technology Base: Inner Sphere (Experimental)
Tonnage: 80
Battle Value: 1,961

Equipment			**Mass**
Internal Structure:	Composite		4
Engine:	320 XL		11.5
Walking MP:	4		
Running MP:	6		
UMU MP:	4		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor (Ferro):	247		14
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	35	
Center Torso (rear)		15	
R/L Torso	17	25	
R/L Torso (rear)		9	
R/L Arm	13	26	
R/L Leg	17	34	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Snub Nose PPC	RA	2	6
Snub Nose PPC	LA	2	6
LRT 15	RT	3	7
Ammo (LRT) 8	RT	1	1
LRT 15	LT	3	7
Ammo (LRT) 8	LT	1	1
SRT 4	RL	1	2
SRT 4	LL	1	2
Ammo (SRT) 25	RT	1	1
2 Medium Lasers	RT	2	2
2 Medium Lasers	LT	2	2
Medium Laser	CT	1	1
2 UMUs	RT	2	2
2 UMUs	LT	2	2
MASS	H	1	1.5

Note: *Equipped with Full-Head Ejection System*



EXPERIMENTAL

BNZ-X BANZAI

Field Testing Summation: Prototype MAL-1K Chassis Refit
Producer/Site: Luthien Armor Works, New Samarkand
Supervising Technician: Mariella Irabu
Project Start Date: 3076
Non-Production Equipment Analysis:

Supercharger
Booby Trap
Full-Head Ejection System
Large Vibroblade
Clan Large and Medium Pulse Lasers
Clan ER Small Laser

Overview

Similar to how the *Hatamoto* series was born from a redesign of the *Charger* BattleMech, so too is the *Banzai* regarded to be a new, separate 'Mech class from the *Daboku* (*Mauler*). When tasked with upgrading the *Daboku* with the plethora of new technologies, Engineer Mariella Irabu felt too limited by the base chassis, and scrapped everything but the MAL-1K's endo steel skeleton.

A massive 360-rated XL engine began her new design, with both MASC and a supercharger added to produce an assault 'Mech faster than many lighter designs. Knowing that space would be critical inwith the bulky structure, Irabu chose to use standard armor early on, allocating a huge fraction of the total weight.

For long-range punch, Irabu scrapped her original plan for paired capacitor-augmented ER PPCs in each arm, and instead installed captured Clan-made large and medium pulse lasers. With fifteen freezers to control the heat load, the choice was undoubtedly a wise one. A large vibroblade was mounted for close-in combat, though MechWarriors should be aware of the heat load incumbent upon activation of the blade. A Clan spec ER small laser consumes the remaining weapons tonnage.

Most intriguing, however, is the booby trap. Intended primarily to deny salvage to the enemy, this explosive device ties into multiple systems to ensure a complete and devastating destruction of the unit under extreme conditions. Activation of this device is initiated on manually triggering the 'Mech's full-head ejection system, or in the event of catastrophic engine or cockpit damage.

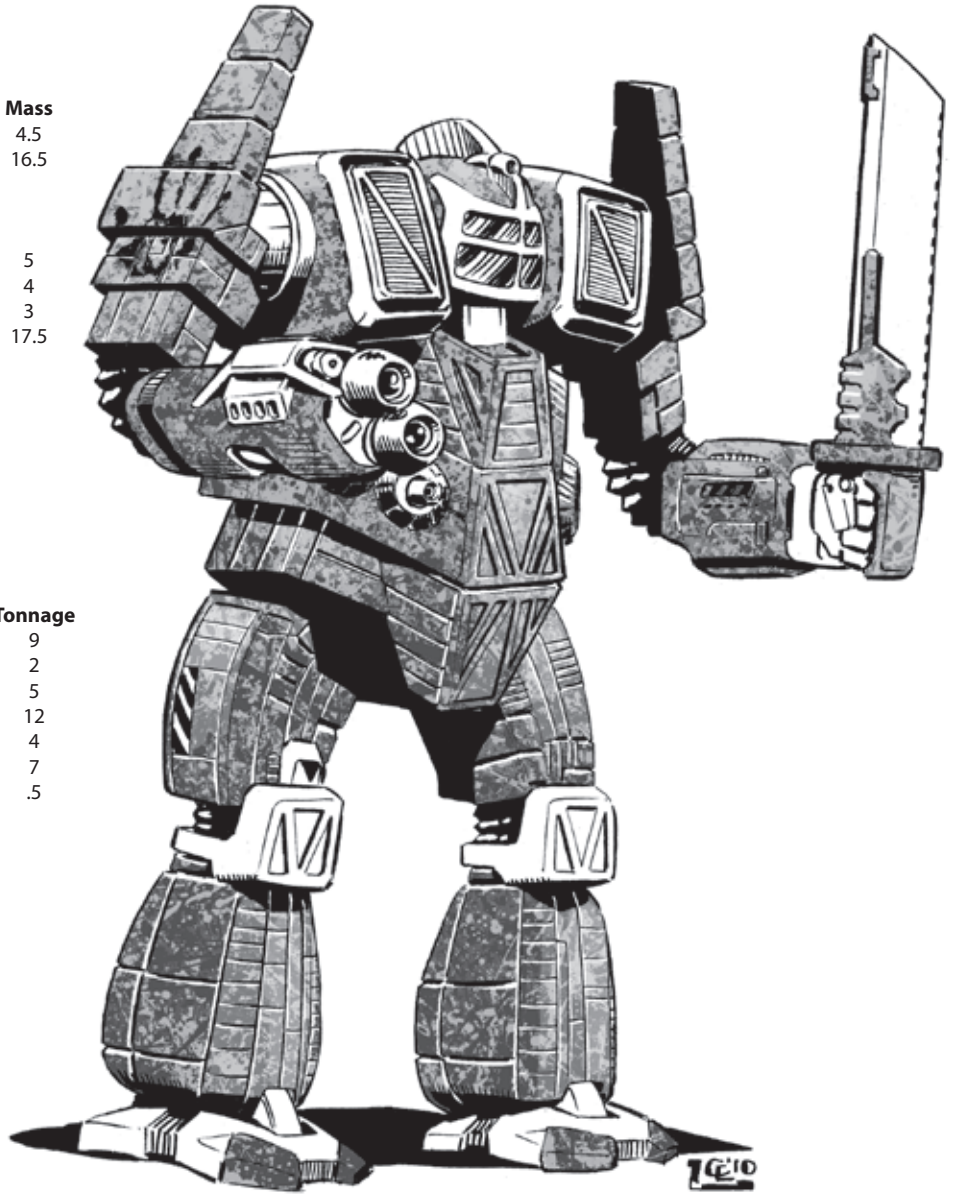
The first completed *Banzai* prototype accompanied the Eighth Dieron Regulars to Dieron's liberation. *Sho-sa* Mikael Murakawa led the charge to Fortress Dieron, surprising comrades and foes alike with the 'Mech's incredible speed. Blasting and slicing through the defended entrance, he held until reinforcements arrived. As he attempted to withdraw (due to heavy damage), his engine was breached and the ejection system triggered. When the booby trap went off, numerous Blakists—and several friendlies—were killed outright. While the ejected head landed clear, the *sho-sa* was unfortunately killed by the rough landing. BattleROMs nevertheless proved the efficacy of the design, and so three others have been constructed and await dedicated testing or combat assignments.

Type: **BNZ-X Banzai**
Technology Base: Mixed (Experimental)
Tonnage: 90
Battle Value: 2,647

Equipment			**Mass**
Internal Structure:	Endo Steel		4.5
Engine:	360 XL		16.5
Walking MP:	4		
Running MP:	6 [10]		
Jumping MP:	0		
Heat Sinks:	15 [30]		5
Gyro:			4
Cockpit:			3
Armor Factor:	279		17.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	29	44	
Center Torso (rear)		14	
R/L Torso	19	28	
R/L Torso (rear)		10	
R/L Arm	15	30	
R/L Leg	19	38	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Booby Trap	CT	1	9
Supercharger	CT	1	2
MASC	LT	5	5
2 Large Pulse Lasers (C)	RA	4	12
2 Medium Pulse Lasers (C)	RT	2	4
Large Vibroblade	LA	4	7
ER Small Laser (C)	H	1	.5

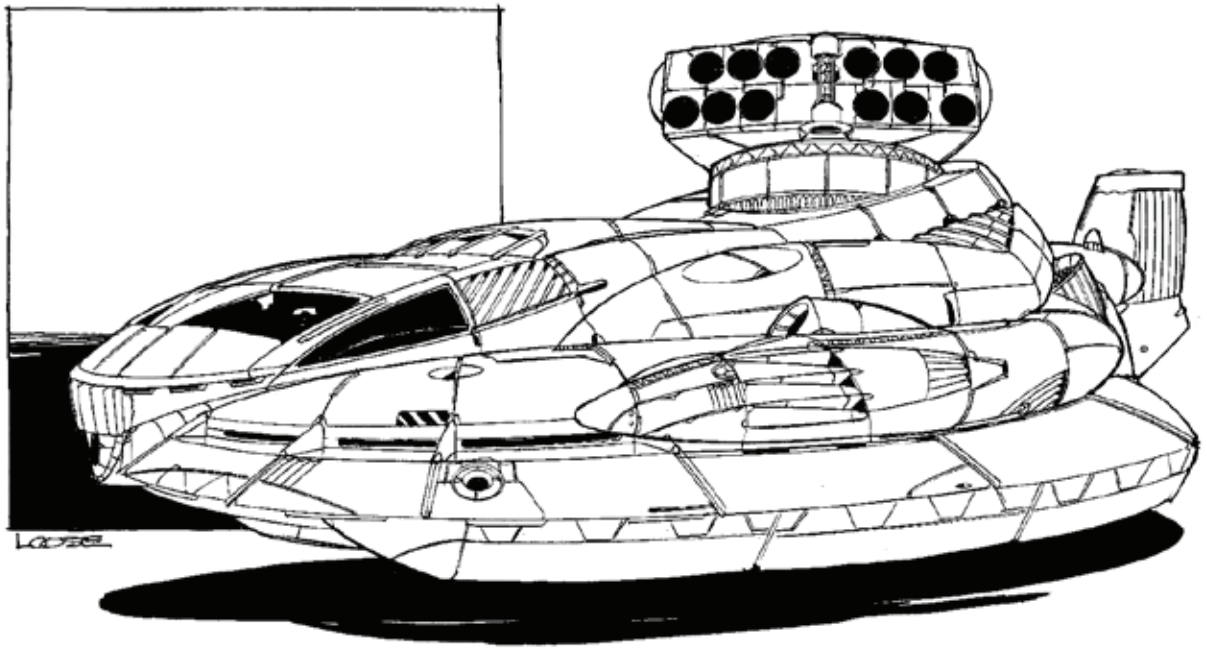
Note: *Equipped with Full-Head Ejection System*



EXPERIMENTAL

PEGASUS X

Field Testing Summation: Prototype Pegasus Chassis Refit
Producer/Site: Scarborough Manufacturing Annex, Algedi
Supervising Technician: Robert McMichaelson
Project Start Date: 3073
Non-Production Equipment Analysis:
Supercharger
Medium X-Pulse Lasers



Overview

While Scarborough only recently redesigned its Pegasus with several new variants, their engineering staff at their new Algedi Annex continued these efforts to improve the performance and capabilities of this model hovertank. While not as radical a modification compared to some of the other units in this report, the performance improvement is impressive.

Installing a more expensive but less massive extra-light engine to replace the fusion plant in Scarborough's newer variants, project engineer Robert McMichaelson boosted the Pegasus' standard cruising speed by more than twenty percent. Adding a supercharger boosted the top speed even further than prior variants, and test data estimated a maximum land speed of over 237 kph. This extreme mobility promises to make the experimental Pegasus-X a tremendously useful recon and harassing unit.

In addition to the engine upgrades, McMichaelson added unit coordination technologies to the Pegasus-X. By installing a C^3 slave, this vehicle provides a powerful element to any C^3-equipped company. It can blast through or circle past enemy positions faster than most opponents can track, perform rear area attacks and provide targeting data to its comrades to finish the job.

A mix of old and new technologies were used to arm the Pegasus-X. Seeking to ensure accurate fire from the crew, the vehicle mounts a Streak SRM 6 launcher and a pair of experimental X-pulse lasers. The lasers provide extreme accuracy with the same reach as the missiles, which enable this vehicle to pelt opposing vehicles and infantry with deadly efficiency.

Unfortunately, the first full-scale test of the Pegasus-X suffered a catastrophic failure when the engine supercharger was engaged and misfired. While this scuttled the test, the remaining systems were unimpaired, suggesting a robust design and integration of the speed-boosting components. Evaluation of the failure mechanism proceeds apace under McMichaelson's supervision, but further field tests have been postponed indefinitely. (Unofficially, McMichaelson promises a new test before the year ends.)

Type: **Pegasus X**
Technology Base: Inner Sphere (Experimental)
Movement Type: Hover
Tonnage: 35
Battle Value: 1,119

Equipment		Mass
Internal Structure:		3.5
Engine:	210 XL	7
Type:	Fusion	
Cruising MP:	11	
Flank MP:	17 [22]	
Heat Sinks:	12	2
Control Equipment:		2
Turret Equipment:		1
Lift Equipment:		3.5
Power Amplifier:		0

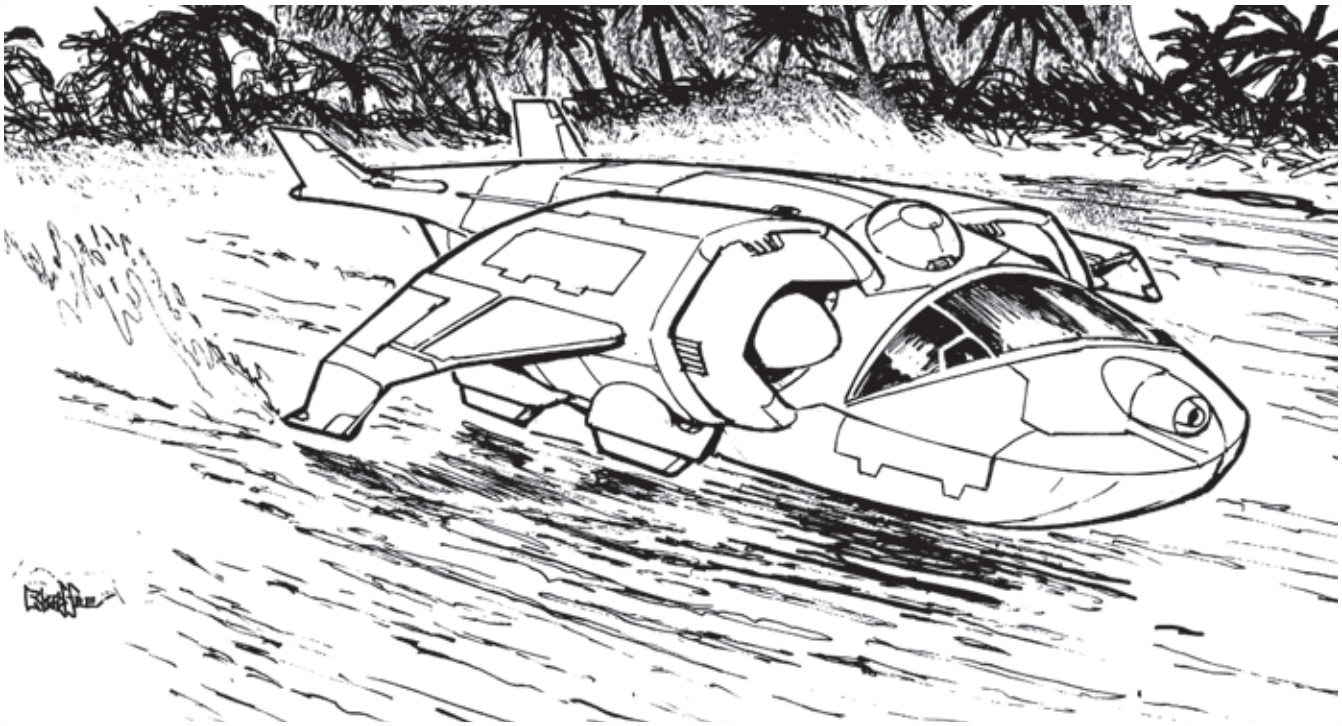
Equipment		Mass
Armor Factor (Heavy Ferro):	89	4.5
	Armor Value	
Front	24	
R/L Side	18/18	
Rear	11	
Turret	18	

Weapons and Ammo	Location	Tonnage
2 Medium X-Pulse Lasers	Turret	4
Streak SRM 6	Turret	4.5
Ammo (Streak) 15	Body	1
C^3 Slave	Body	1
Supercharger	Body	1

EXPERIMENTAL

HIRYO "HOUND" INFANTRY TRANSPORT

Field Testing Summation: Custom Hiryo Hybrid Refit
Producer/Site: Pesht Motors, Unity
Supervising Technician: Montague Waltrip
Project Start Date: 3077
Non-Production Equipment Analysis:
Environmental Sealing
Bloodhound Active Probe
C^3 Remote Sensor Launcher
Medium X-Pulse Laser



Overview

Continuing their improvement program, Pesht Motors has developed another new variant on their Hiryo WiGE battle armor transport. Sacrificing some of the vehicle's carrying capacity in favor of crew protection, this new variant has been dubbed the "Hound" due to its advanced active probe system. Although in the earliest stages of field-testing, taking place as it does during the current conflict, the new Hiryo offers some interesting modifications compared to the original and subsequent variant. While the cost per unit is markedly increased—mainly due to the engine—it seems to be justified in light of the performance the upgrades afford. As with all new designs, however, the production model may differ significantly from the version seen in the earliest stages.

A bulkier, but much lighter, XL engine replaces the Hiryo's standard light fusion plant. While the top speed remains the same, the "Hound" is better suited to reconnaissance thanks to the Bloodhound active probe it carries, this gives the "Hound" the ability to locate hidden Purifier suits and other well-camouflaged units.

The firepower of prior Hiryos—originally deemed suitable because the vehicle's prime mission is to deliver battle armor squads and leave as fast as possible—is further reduced in the "Hound" to a single medium X-pulse laser, providing the accuracy and damage of a pulse laser with the range of a standard laser. This reduction in firepower allows the "Hound" to carry a C^3 remote sensor launcher. Deployed properly, this system enables a friendly C^3-equipped force to better target the hidden enemies the "Hound" detects without endangering a dedicated C^3-equipped unit in the process. But while supporting fire from friendly units will be beneficial, is it not yet certain if it justifies neutering the "Hound's" weaponry.

In exchange for these changes, the "Hound's" cargo capacity is half that of the standard Hiryo, allowing only one armored squad to be carried into combat. Environmental sealing, however, affords these troops even better protection against hostile atmospheres and chemical weapons, a prudent modification given the events of the current conflict.

Type: **Hiryo "Hound"**
Technology Base: Inner Sphere (Experimental)
Movement Type: WiGE
Tonnage: 40
Battle Value: 628

Equipment		Mass
Internal Structure:		4
Engine:	205 XL	7
Type:	Fusion	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		4
Power Amplifier:		0
Turret:		0

Equipment		Mass
Armor Factor (Heavy Ferro):	119	6
	Armor Value	
Front	34	
R/L Side	30/30	
Rear	25	

Weapons and Ammo	Location	Tonnage
Bloodhound Active Probe	Front	2
Medium X-Pulse Laser	Front	2
C^3 Remote Sensor Launcher	Front	4
Ammo (C^3 Sensors) 4	Body	1
Battle Armor Compartment	Body	4
Environmental Sealing	—	4

EXPERIMENTAL

TOKUGAWA YUMI

Field Testing Summation: Custom Tokugawa Hybrid Refit
Producer/Site: Buda Imperial Vehicles, Luthien
Supervising Technician: Roald Vu (deceased)
Project Start Date: 3067
Non-Production Equipment Analysis:
Clan Ferro-Fibrous Armor
XXL Engine
Extended LRM 15
Hyper-Velocity AC/10

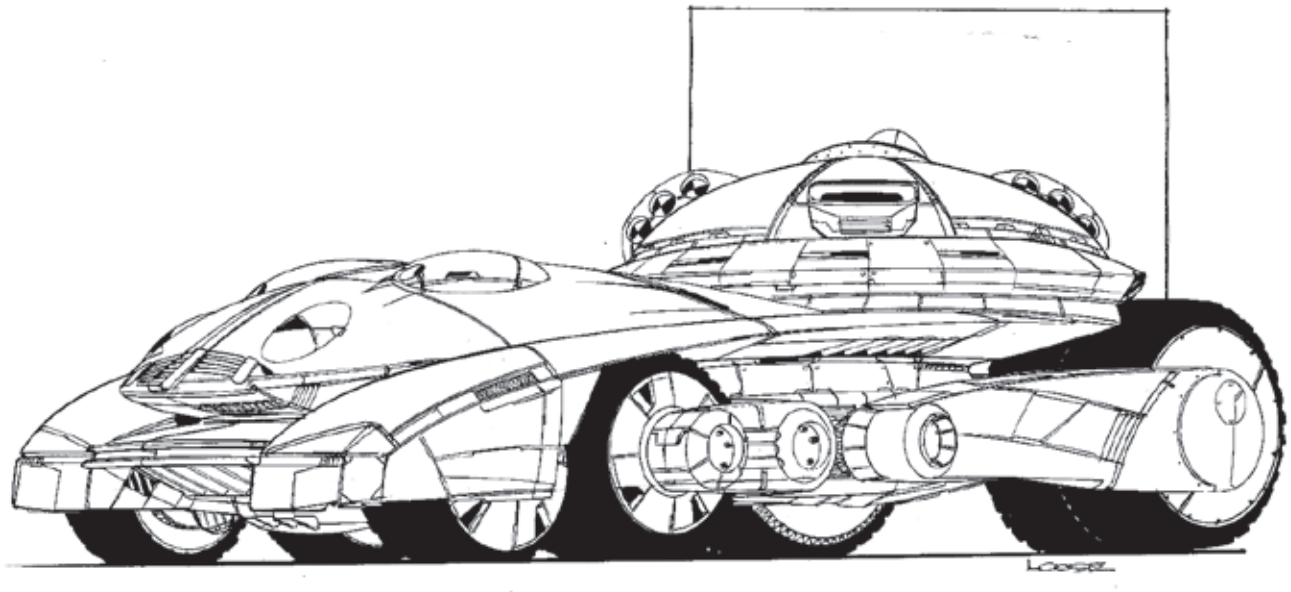
Overview

When Luthien was attacked, the damage to the various manufacturing facilities there was extensive. Some may never be repaired. One that was spared the worst in the attacks was Tokugawa production line of Buda Imperial Vehicles. Repairs continue apace, but the most important find amidst the rubble was the specs and partially-built prototype Tokugawa Yumi. The Yumi variant was not intended for production. Rather, it was a custom modification conceived as a means to test several new weapon systems. As the DCMS directly provided the specifications for the Yumi to the Buda engineering staff, it would have been a critical loss should the data or prototype have been captured or destroyed.

Many in the DCMS considered extended LRM technology dead, but supporters prevailed in using the Yumi as a final ELRM test bed. Though it boasts an effective range of over a kilometer, inaccuracy issues still plague the ELRM system. Using a C^3 system as part of the targeting package seems to have improved the reliability enough to warrant inclusion in some specialized combat deployments, perhaps as an intermediary of long-range missile fire and artillery bombardment. Without a C^3 system, anything short of infantry spotting or a long clear field of fire makes the system problematic at best.

Similarly, the hyper-velocity autocannon is a new technology. As the first Combine unit to install or test the weapon, its accuracy is all one could hope for. However, the resulting smoke cloud that is generated from firing the HV AC/10 is a guarantee that the firing unit will become an obvious target. This precludes the weapon from deployment with any covert forces. Though the weapon ranges one-third farther than standard ACs of its class and the weapon cost is only slightly more expensive, this is offset by tripled ammo costs. Over the long-term, a Gauss rifle refit may prove more efficient.

As noted, the Yumi is only a unique prototype at this time. As such, accommodating the heavy weapons, Clan-made armor, XXL-class engine, and the hard-to-find ammunition is difficult and expensive. Buda engineers have suggested using an XL engine and standard ferro fibrous armor to reduce weight and produce a more combat-worthy tank, but at present there is little interest, due to the superior performance and easier maintenance of extant Tokugawa variants.



Type: **Tokugawa Yumi**
Technology Base: Mixed (Experimental)
Movement Type: Wheeled
Tonnage: 60
Battle Value: 1,116

Equipment		Mass
Internal Structure:		6
Engine:	280 XXL	8.5
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3
Turret Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Armor Factor (Clan Ferro):	163	8.5
	Armor Value	
Front	36	
R/L Side	33/33	
Rear	30	
Turret	31	

Weapons and Ammo	Location	Tonnage
Extended LRM 15	Turret	12
Ammo (ELRM) 12	Body	2
HVAC/10	Turret	14
Ammo (HVAC) 16	Body	2
C^3 Slave	Body	1

EXPERIMENTAL

ON-2X ONI

Field Testing Summation: Prototype ON Chassis Refit
Producer/Site: Wakizashi Enterprises, Chatham
Supervising Technician: Russell Honda
Project Start Date: 3077
Non-Production Equipment Analysis:
Vehicular Stealth Armor
Angel ECM
Binary Laser (Blazer) Cannon
Laser Anti-Missile System

Overview

After several lackluster attempts to adapt Capellan BattleMech stealth armor to vehicle use, our unsuccessful efforts became moot after the Capellans completed the development for themselves. Since past relations were—at best—an alliance of convenience, it was certain that with the privations of the Jihad would leave House Liao unwilling to share this new military secret with the Combine. Fortunately, the Blakists compromised the Confederation's military secrets first, and through them, the technology leaked to other states as the Word's defeats mounted.

Realizing the severe impact this new armor will have in future conflicts, testing the vehicular stealth system—both for our own use and to devise countermeasures—was deemed a top priority. It was for this reason that the pre-existing upgrade program for the *Oni* aerospace fighter was re-tasked to apply the new armor.

Employing an Angel ECM instead of the standard Guardian improves the disruptive reach of the fighter's electronic warfare capabilities. While the Angel's effect is negated when the stealth armor is active, the survivability of the new *Oni* is greatly enhanced, with enemies forced into short range for accurate targeting. At such distances, any enemy craft would then be within reach of the *Oni*'s rear-firing medium pulse laser. For extra protection, a laser anti-missile system helps protect against missile fire, freeing the *Oni* from ammunition dependence, though at a high cost in waste heat.

An old—but effective—binary laser cannon is mounted in the nose, which delivers solid damage, especially when backed up by an MRM launcher that is enhanced by the new Apollo fire control system. The wings add a single ER medium laser each for additional strafing power. Heat is generally not a problem when strafing, but the sinks can be overtaxed should the *Oni* attempt to strafe while its stealth armor is active, or should it take missile fire and its laser AMS engages at an inopportune moment.

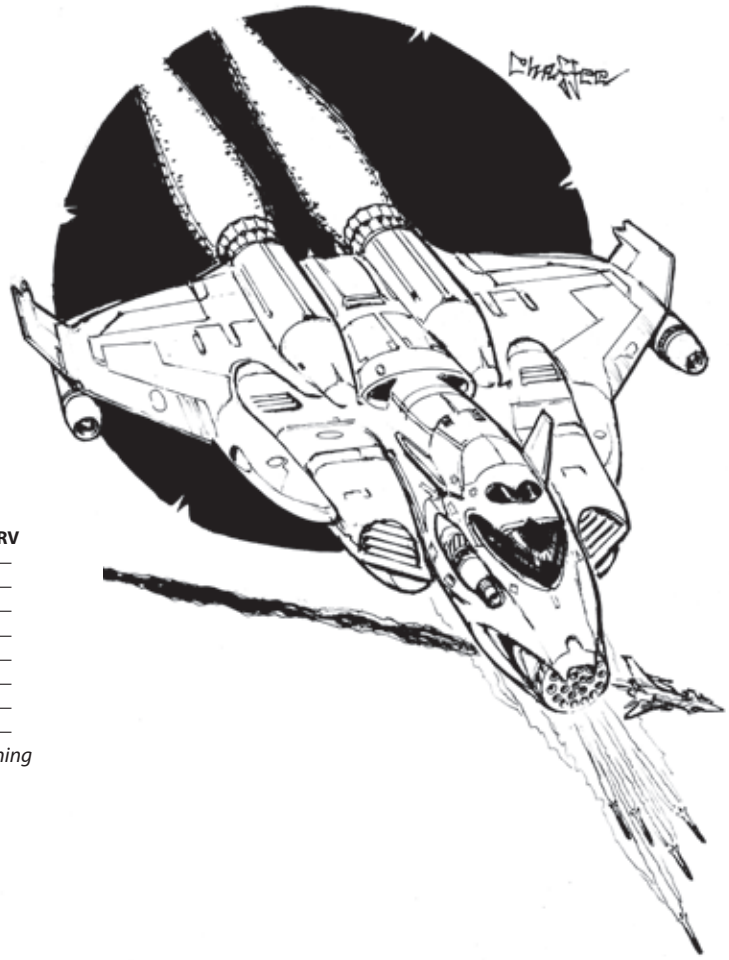
Combined with an XL engine installed for weight savings, it is clear that Wakizashi's Russell Honda spared no expense in upgrading the *Oni*, producing a very costly fighter overall. Furthermore, it should be noted that as of yet, no vehicular stealth armor is being manufactured domestically. The first production batch—to be produced by Chatham Armorers—is not expected for at least two years.

Type: **ON-2X Oni**
Technology Base: Inner Sphere (Experimental)
Tonnage: 55
Battle Value: 1,733

Equipment		**Mass**
Engine:	275 XL	8
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	0
Heat Sinks:	15 [30]	5
Fuel:	160	2
Cockpit:		3
Armor Factor (Veh. Stealth)*:	136	8.5
	Armor Value	
Nose	45	
Wings	34 / 34	
Aft	23	

Weapons and Ammo	**Location**	**Mass**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
Binary Laser Cannon	Nose	9	16	12	12	—	—
MRM-30 w/ Apollo FCS	Nose	11	10	18	18	—	—
Ammo (MRM) 8	—	1	—	—	—	—	—
Laser AMS	Nose	1.5	7	—	—	—	—
ER Medium Laser	RW	1	5	5	5	—	—
ER Medium Laser	LW	1	5	5	5	—	—
Medium Pulse Laser	Aft	2	4	6	—	—	—
Angel ECM	Aft	2	—	—	—	—	—

**Vehicular Stealth Armor occupies 1 slot on each wing, requires functioning ECM to operate, and generates 10 heat per turn while in operation.*



EXPERIMENTAL

SL-17X SHILONE

Field Testing Summation: Custom SL-17 Chassis Refit
Producer/Site: Wakizashi Enterprises, Chatham
Supervising Technician: Senior Engineer Pablito Reynolds
Project Start Date: 3075
Non-Production Equipment Analysis:
Chaff Pods
Improved Heavy Gauss Rifle
Clan Medium Pulse Lasers

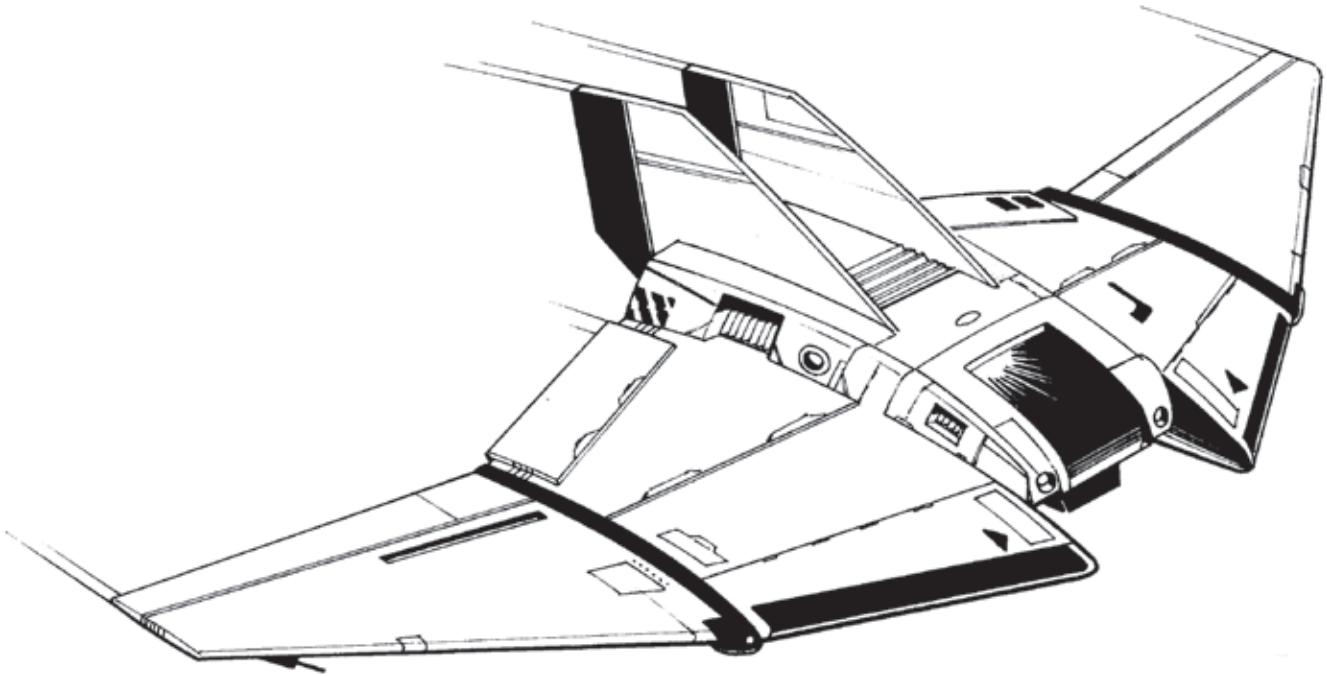
Overview

Near the end of their civil war, our agents learned that the Lyrans had refined the technology of their already-impressive heavy Gauss rifle. Apparently, through use of heavier and bulkier components, the projectile speed is able to remain constant throughout its flight. Through no small amount of effort, plans were obtained and efforts begun to construct one of these fearsome weapons for testing. Though slowed greatly by the Jihad, a single prototype was finally produced. To maintain secrecy, the research effort was performed at Wakizashi Enterprises on Chatham instead of at a combat vehicle or BattleMech manufacturing facility.

Stripping down an SL-17R *Shilone*, Pablito Reynolds, the engineer assigned the project, was able to reconfigure the nose assembly to mount the massive cannon. More massive than even the standard heavy Gauss rifle, both of the *Shilone*'s forward-facing LRMs and its rear-facing SRMs had to be removed; three tons of ammo allow the cannon to destroy numerous enemy targets. Reynolds was able to squeeze the nose-mounted large laser back in beneath the cannon, and also upgraded the wing-mounted lasers to Clan versions. The weight of these new systems required removing one ton of fuel capacity from the *Shilone*.

Since the armor had to be removed for the refit, Reynolds took the initiative to replace it with ferro-aluminum. This provides the same protection for less weight. Also, with the aft SRM protection gone, he installed two test-quality chaff pods to aid pilots who acquire a tail. With more time, he reported, the engine might be upgraded to an XL class of the same rating to reduce the weight further, possibly allowing some of the missiles to remain or to improve armor.

The first flight test showed that the trim of the fighter was off, with the pilot nearly crashing soon after takeoff. The chassis was re-examined and, after Reynolds made some minor adjustments, the second flight proceeded much more smoothly. The devastating long-range power of the improved Gauss rifle impressed the DCMS representatives who witnessed the test. However, as no facility yet exists to mass-produce the weapon, it is doubtful this new variant or any other combat unit based on it will soon be produced in any quantities worth mentioning.



Type: **SL-17X Shilone**
Technology Base: Mixed (Experimental)
Tonnage: 65
Battle Value: 1,917

Equipment		Mass
Engine:	260	13.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	6	0
Heat Sinks:	10 [20]	0
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro-Aluminum):	188	10.5
	Armor Value	
Nose	60	
Wings	45 / 45	
Aft	38	

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss Rifle	Nose	20	2	22	22	22	0
Ammo (Heavy Gauss) 12	—	3	—	—	—	—	—
Large Laser	Nose	5	8	8	8	0	0
Med Pulse Laser (C)	RW	2	4	7	7	0	0
Med Pulse Laser (C)	LW	2	4	7	7	0	0
2 Chaff Pods	Aft	2	0	—	—	—	—

NEKOHONO'O HQ

Field Testing Summation: Prototype *Nekohono'o* Hull Refit
Producer/Site: BBP Industries, New Samarkand
Supervising Technician: Charles Mitchell Lamb III
Project Start Date: 3077
Non-Production Equipment Analysis:
Cruise Missile/70s
Cruise Missile/120s
Naval C³ System

Overview

Scarcely a decade out of its initial production run, the *Nekohono'o* remains a top-of-the-line assault DropShip. Built to transport troops in large numbers and still put a tremendous amount of firepower into the enemy, one might wonder why it should be included in a document concerning upgrades. While tampering with success might be anathema to those of other manufacturers, the staff at BBP Industries constantly strives for improvement, and their crowning achievement in military DropShips is no exception. Despite losing their primary facilities on Luthien, BBP managed to start this prototype refit at their R&D site on New Samarkand in 3077.

With a greater focus on ground support and combat command, the first change made was to replace the original small craft bays with enough BattleMech cubicles to carry a command company into the theater, while retaining the battle armor and aerospace fighter bays per the standard design.

Swapping out the MRMs and a good deal of cargo space for newly developed cruise missile artillery essentially provides the grounded *Nekohono'o HQ* with an artillery capability comparable to orbital bombardment as far as potential targets are concerned. This change also necessitated the removal of most of the ship's Kraken-T launchers and the addition of more double-strength heat sinks. Shorter-range artillery support—aided by friendly units with TAG—is provided by several Arrow IV systems to supplement the cruise missiles. The ER PPCs were upgraded to heavy PPCs and Apollo fire control systems were added to the remaining MRM launchers. An LB 10-X autocannon battery was added to the nose for anti-aerospace firepower.

The HQ variant sports a much larger communications suite that allows it to tie into any allied satellite imaging systems that might be available. By sharing this information with friendly units, the *Nekohono'o* HQ enables remarkable unit coordination. Further complementing coordination of theater forces, the HQ variant mounts both a Large Naval Comm Scanner Suite and a new Naval C³ system. While of little benefit on the ground, these systems go far toward ensuring the HQ can make planetfall safely.

Nekohono'o HQ-Class DropShip
Type: Military Spheroid
Use: Assault Ship
Tech: Inner Sphere (Experimental)
Introduced: 3077
Mass: 16,000
Battle Value: 40,137

Fuel: 400 tons (12,000)
Tons/Burn Day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 550 (1100)
Structural Integrity: 16

Armor

Nose:	310
Sides:	236
Aft:	175

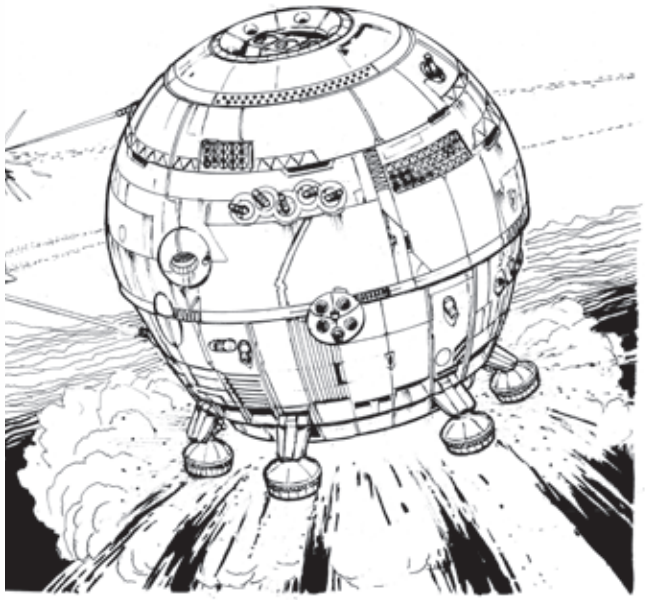
Cargo

Bay 1: Fighters (6)	2 Doors
Bay 2: BattleMechs (12)	2 Doors
Bay 3: Battle Armor (27 squads)	2 Doors
Bay 4: Cargo (1,642.5 tons)	2 Doors

Escape Pods: 6
Life Boats: 0
Crew: 18 officers, 11 enlisted/non-rated, 13 gunners, 24 Second Class passengers

Note: Mounts 57 tons of Ferro-Aluminum armor, Large NCSS, Naval C³, and Communications Equipment (12 tons)

Ammunition: 10 Kraken-T missiles (1,000 tons), 40 rounds Screen Launchers (400 tons), 36 rounds MRM 40 ammunition (6 tons), 60 rounds Streak SRM 6 ammunition (4 tons), 60 Cruise Missile/70 (2100 tons), 20 Cruise Missile/120 (1200 tons), 64 rounds Gauss Rifle ammunition (16 tons), 60 Arrow IV Missiles (12 tons), 560 rounds of LB 10-X AC ammunition (56 tons), 150 rounds of Streak SRM 4 ammunition (6 tons).



Weapons:		Capital Attack Values (Standard)				
Arc	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**	**Bay Type**
Nose (104 heat)						
1 Kraken-T (10 Missiles)	50	10 (100)	10 (100)	10 (100)	10 (100)	Capital Missile
2 MRM-40 + Apollo FCS (36 Rounds)	24	5 (48)	5 (48)	—	—	MRM
4 LB 10-X AC (360 Rounds)	8	2 (24)	2 (24)	—	—	LB-X AC
5 Streak SRM6 (60 Rounds)	20	6 (60)	—	—	—	SRM
FL/FR (414 heat)						
3 Cruise Missile/70 (30 Missiles)	210	21 (210)	21 (210)	21 (210)	21 (210)	Artillery*
1 Cruise Missile/120 (10 Missiles)	120	12 (120)	12 (120)	12 (120)	12 (120)	Artillery*
2 Arrow IV (30 Missiles)	20	4 (40)	4 (40)	4 (40)	4 (40)	Artillery*
4 Gauss Rifles (64 Rounds)	4	6 (60)	6 (60)	6 (60)	—	Autocannon
4 Heavy PPCs	60	6 (60)	6 (60)	—	—	PPC
AL/AR (43 heat)						
Screen Launcher (20 Rounds)	10	—	—	—	—	Screen
5 LB 10-X AC (200 Rounds)	10	3 (30)	3 (30)	—	—	LB-X AC
3 Streak SRM 4 (75 Rounds)	9	2 (24)	—	—	—	SRM
3 ER Medium Lasers	15	2 (15)	2 (15)	—	—	Laser
Aft (70 heat)						
7 Large Pulse Lasers	70	6 (63)	6 (63)	—	—	Pulse Laser

**Artillery weapons may only be fired when the DropShip is landed*

EXPERIMENTAL

KAGE C

Field Testing Summation: Prototype Kage Chassis Refit
Producer/Site: New Samarkand Metals, New Samarkand
Supervising Technician: Benjiro Klinefelter
Project Start Date: 3077
Non-Production Equipment Analysis:
Battle Armor C³ System

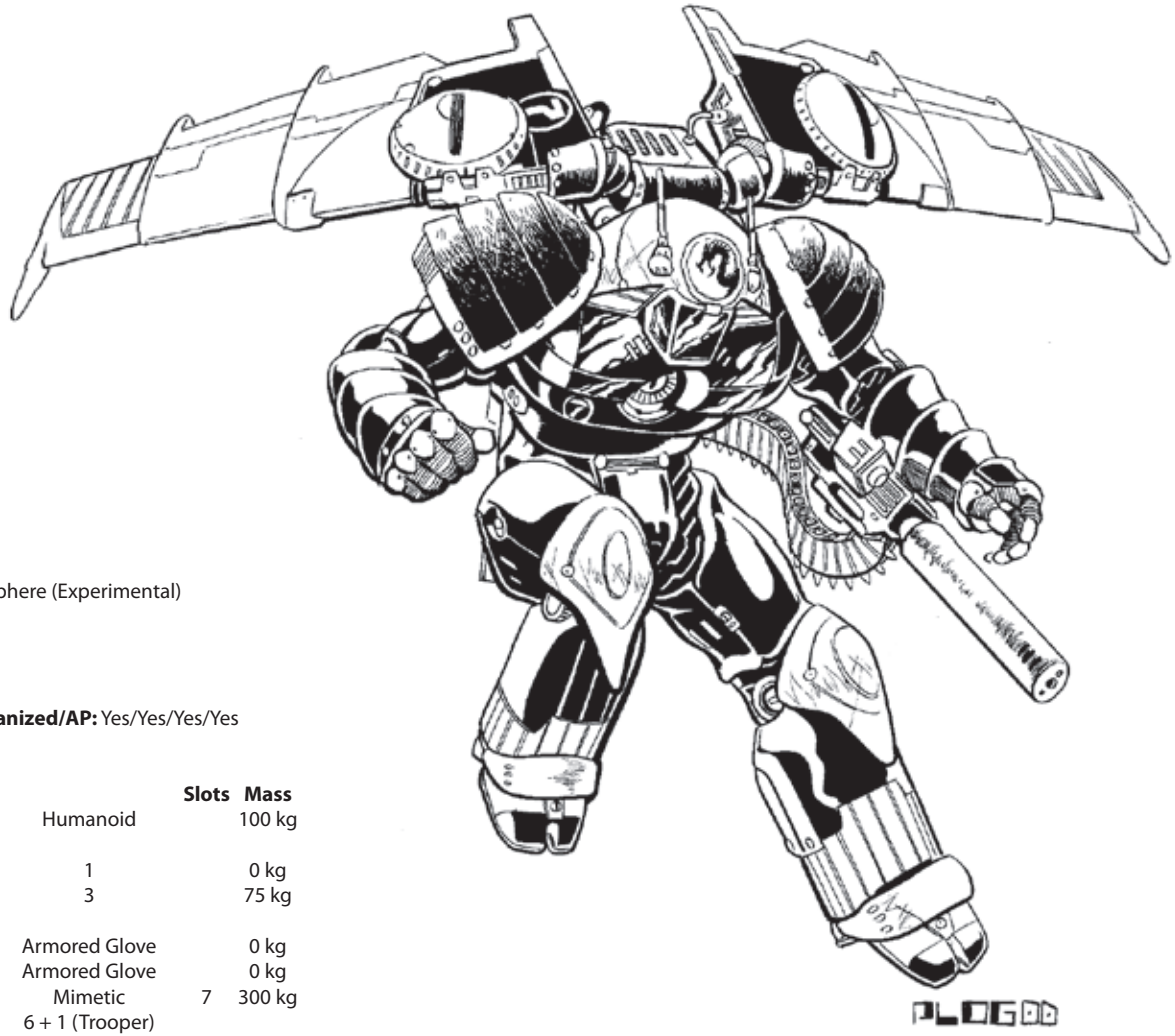
Overview

The primary battle suit for DEST infiltration units, the Kage has proven time and again to be a valuable part of the Combine's arsenal. With few complaints from those who wear the Kage for combat and irregular operations, little change was attempted for its upgrade. However, Kage squads often operate on their own, independent of any other combat formation. Given the Kage suits' renowned stealth abilities, various unit commanders have suggested a suit variant to serve as part of a larger force. Engineer Benjiro Klinefelter of New Samarkand Metals has attempted to address this request.

First, the Kage's armor has not been updated since the suit's inception. While the basic stealth armor is reliable and well known, there are superior options. Though Klinefelter felt standard stealth armor would be an adequate upgrade, he was swayed to use mimetic armor salvaged from Blakist Purifier suits found in the ruins on Pesht. The lighter weight of the mimetic armor allowed engineers to install an additional 20 percent protection compared to standard Kages. With its superior camouflage ability, especially for a stationary suit, this mimetic Kage can find an observation position and guide friendly fire onto our enemies with less fear of detection.

To provide the targeting assistance, Klinefelter installed an experimental battle armor C³ system, also salvaged from Blakist suits on Pesht. While allowing a Kage squad to link into a friendly C³ network, the system occupies one-third of the Kage's entire suit weight. Combined with the bulk of the mimetic armor, this left few options for additional armament. Furthermore, the partial wing assembly was too heavy for the suit's new design and had to be removed.

For field trials, the first squad of Kage Cs was delivered into the hands of *Tai-sa* Richard Cenkar's *Yoninisuu*. With their recent activities on Vega recently concluded, the *Yoninisuu* were given a brief retraining period on New Samarkand to evaluate the Kage C. Although the team was vocal in its displeasure at the lack of offensive weaponry, and stated that they were ill suited to actual battle, New Samarkand Metals claims the trials were successful. Plans for a limited production run of Kage Cs are already in the works.



Type: Kage C
Technology Base: Inner Sphere (Experimental)
Chassis Type: Humanoid
Weight Class: Light
Maximum Weight: 750 kg
Battle Value: 26
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes
Notes: None.

Equipment		Slots	Mass
Chassis:	Humanoid		100 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	3		75 kg
Manipulators:			
Left Arm:	Armored Glove		0 kg
Right Arm:	Armored Glove		0 kg
Armor:	Mimetic	7	300 kg
Armor Value:	6 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Battle Armor C³ System	Body	1	250 kg

VOID CALTROP

Field Testing Summation: Prototype Void Hybrid Refit
Producer/Site: Ishikawajima-Harima BAI, Luthien
Supervising Technician: Dante Harima
Project Start Date: 3078
Non-Production Equipment Analysis:
Mechanical Jump Booster
Clan Improved Stealth Armor
Clan ER Small Laser

Overview

As one of the newest DCMS battle suits, no official program was commissioned to investigate potential upgrades for the Void. However, the development team at Ishikawajima-Harima BAI, led by Dante Harima, chose to pursue a path to a new variant without waiting for a request. Hoping to garner an early foothold on future contracts by presenting a completely upgraded suit developed in secrecy, our investigations learned of these design and testing efforts without alerting the technical staff at Ishikawajima-Harima.

Seeking to master the new battle armor mechanical jump booster systems we first learned of via intelligence gathering from captured Blakist documents, the Void's jump jets have been removed. While trading the jets for the boosters drastically reduces the suit's jump range, the new Void variant gains additional running speed that alleviates any mobility concerns.

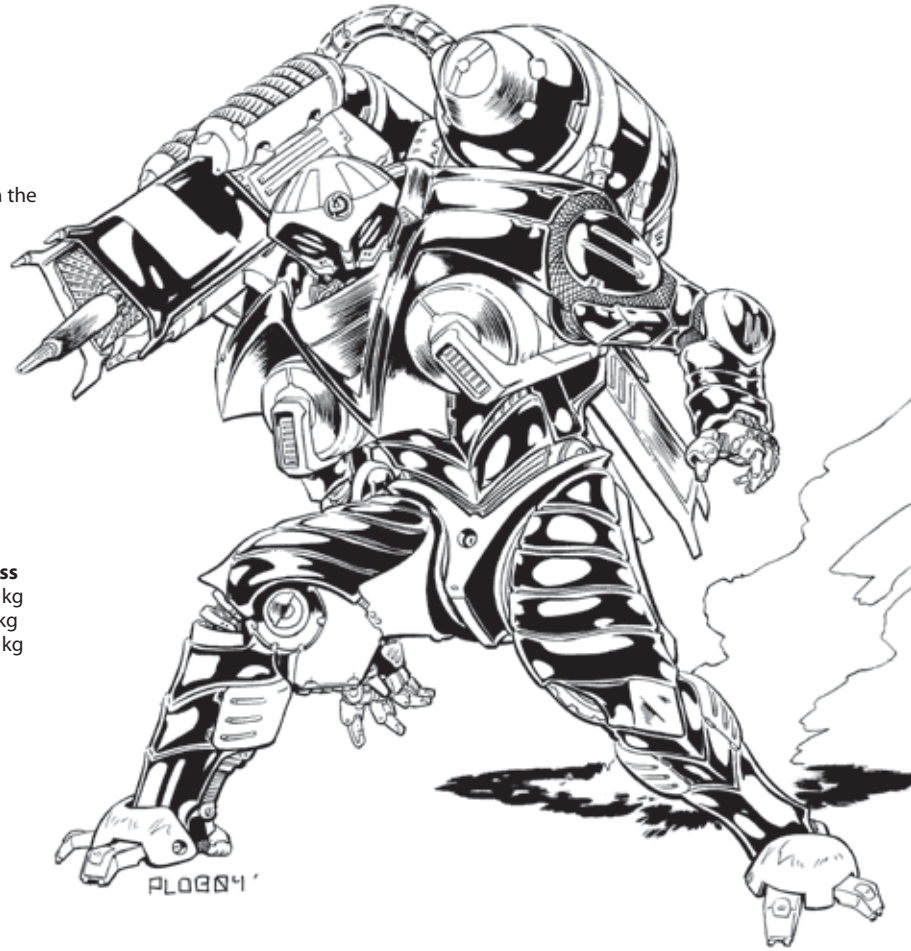
Replacing the Void's stealth armor with a lighter Clan equivalent, Harima succeeded in increasing the protection by 40 percent and even saved weight in the process. To aid in swarming attacks (which the heavy battle claws now facilitate), the body-mounted support PPC was replaced with a right arm-mounted Clan-spec ER small laser that easily doubles the suit's damage potential for a small sacrifice in range. The torso then adds a mine dispenser. It is this minelayer capability that gives this Void variant its nickname, the Caltrop.

ISF operatives report that field tests have yet to be performed, though a brief functionality test performed by one of Harima's team verified the mobility and targeting systems. It is expected that Ishikawajima-Harima will soon announce their redesign project if it meets with further success. From the design specs, Harima clearly seeks to provide a remarkably enhanced battle suit for the DCMS, which should be lauded. One should note, however, the potential implications of this secret development effort. While the intent of their directors may be to improve their products for the Dragon, the possibility remains that Ishikawajima-Harima may have sought to sell this new design to hostile forces or perhaps to create a unauthorized covert corporate security force. To ensure against this eventuality, increased surveillance has been implemented of both the board of directors and the top engineering staff.

Type: Void Caltrop
Technology Base: Mixed (Experimental)
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battle Value: 58
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: May not attempt Anti-Mech Swarm and Leg Attacks in the same turn as it uses Jump MP.

Equipment		Slots	Mass
Chassis:	Humanoid		175 kg
Motive System:			
Ground MP:	3		40 kg
Jump MP:	1		0 kg
Manipulators:			
Left Arm:	Heavy Battle Claw		20 kg
Right Arm:	Heavy Battle Claw		20 kg
Armor:	Improved Stealth (C)	5	245 kg
Armor Value:	7 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
ER Small Laser (C)	RA	2	350 kg
Mine Dispenser	Body	2	50 kg
Mechanical Jump Booster	—	—	100 kg



EXPERIMENTAL

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: JR10-X JENNER

Movement Points:
Walking: 7
Running: 11
Jumping: 7

Tonnage: 35
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	H	3	5 [DE]	—	3	6	9
1	Angel ECM	RT	—	[E]	—	—	—	6
1	Null-Signature System	—	10	[E]	—	—	—	—

Notes: Composite Internal Structure

BV: 1,452

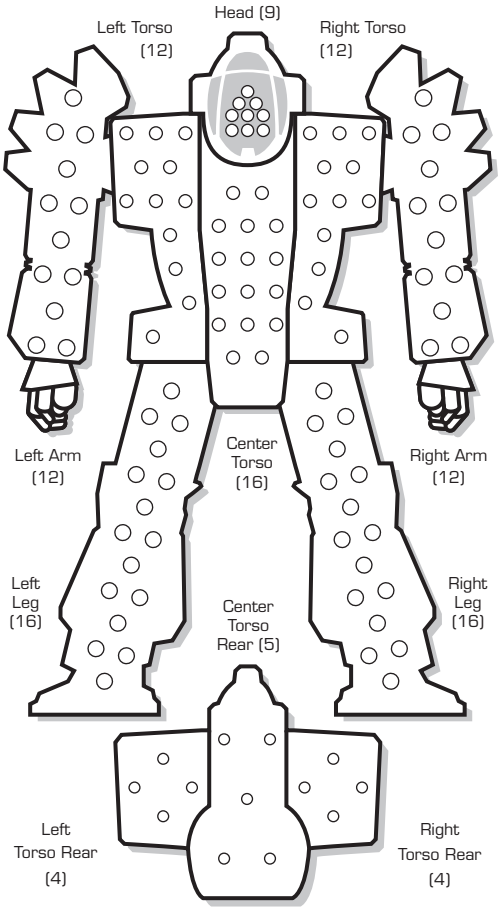
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

4-6:
1. Double Heat Sink
2. Jump Jet
3. Jump Jet
4. Jump Jet
5. Null-Signature System
6. Light Ferro-Fibrous

Left Leg

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

Head

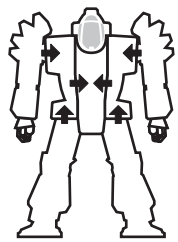
1. Sensors
2. Sensors
3. Medium Laser
4. Medium Laser
5. Light Ferro-Fibrous
6. Roll Again

Center Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

4-6:
1. XL Fusion Engine
2. XL Fusion Engine
3. Cockpit
4. Sensors
5. Jump Jet
6. Null-Signature System

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Null-Signature System
6. Light Ferro-Fibrous

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

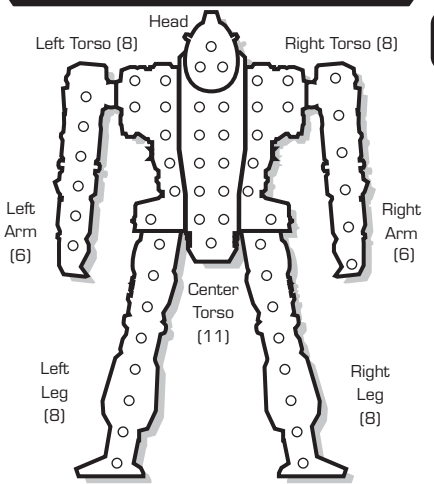
1-3:
1. Life Support
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6:
1. Jump Jet
2. Angel ECM
3. Angel ECM
4. Null-Signature System
5. Light Ferro-Fibrous
6. Roll Again

Right Leg

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

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
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 Sinks: 10 (20) Double

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: WFT-2X WOLF TRAP "BEAR TRAP"

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 45
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Silver Bullet Gauss Rifle	RA	1	15 [DB,XC,F,X]	2	7	15	22
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9

BV: 1,211

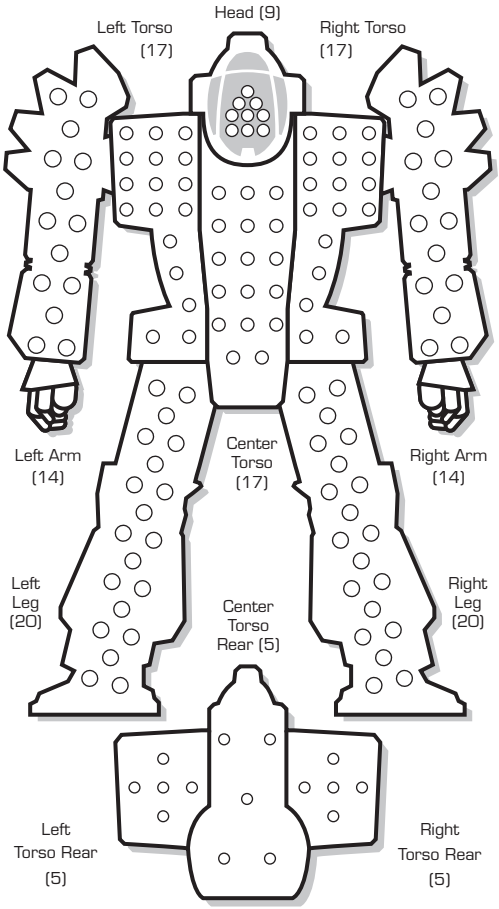
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium X-Pulse Laser
5. Medium X-Pulse Laser
6. Endo Steel

1-3

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

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

Center Torso

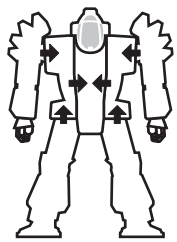
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Silver Bullet Gauss Rifle
4. Silver Bullet Gauss Rifle
5. Silver Bullet Gauss Rifle
6. Silver Bullet Gauss Rifle

4-6
1. Silver Bullet Gauss Rifle
2. Silver Bullet Gauss Rifle
3. Silver Bullet Gauss Rifle
4. Ammo (Silver Bullet) 8
5. Ammo (Silver Bullet) 8
6. Endo Steel

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

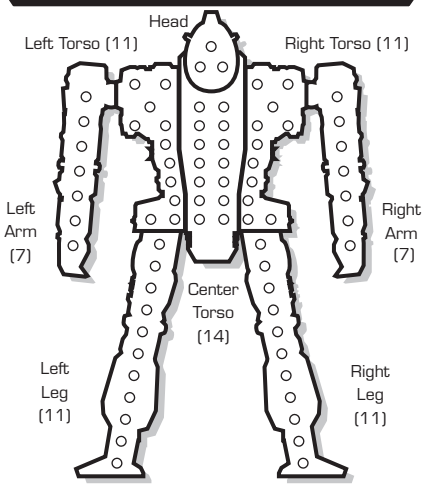
1-3
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

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

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	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: NDA-3X NO-DACHI

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 0

Tonnage: 70
Tech Base: Mixed (IS) (Experimental)
Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Vibroblade	RA	7	14* [ME,V]	—	—	PHYS	—
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
1	LRM 15 (C) w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 (C) w/Artemis IV FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Supercharger	LT	—	[PE]	—	—	—	—
1	ER Sml. Laser (C)	LT(R)	2	5 [DE]	—	2	4	6
1	ER Med. Laser (C)	H	5	7 [DE]	—	5	10	15

*8 when deactivated

BV: 2,609

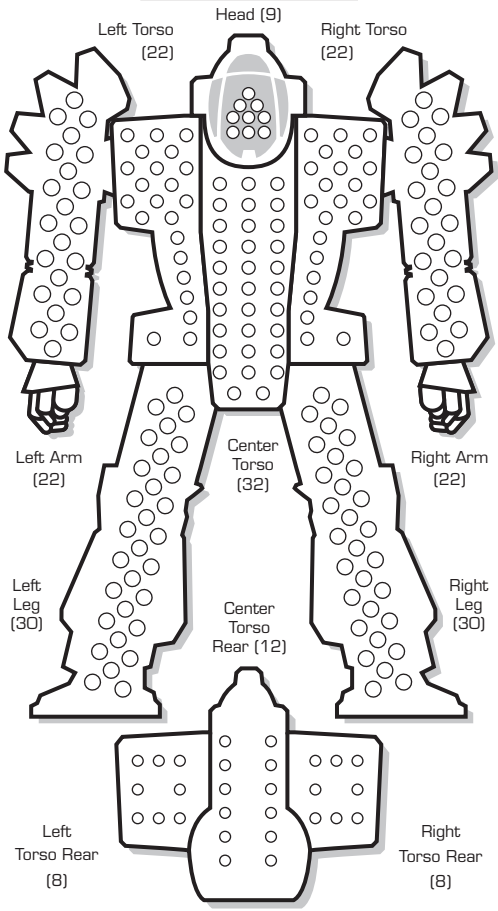
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC (C)
5. ER PPC (C)
6. Ferro-Fibrous (C)

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15 (C)
5. LRM 15 (C)
6. Artemis IV FCS (C)

1. Ammo (LRM 15) 8
2. Supercharger
3. ER Small Laser (R) (C)
4. Ferro-Fibrous (C)
5. Endo Steel
6. Endo Steel

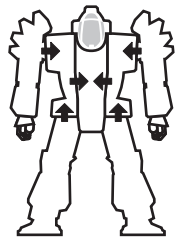
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous (C)
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser (C)
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink (C)
6. Double Heat Sink (C)

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Vibroblade
6. Large Vibroblade

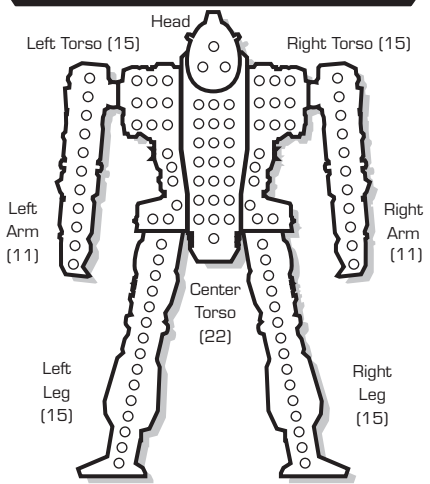
1. Large Vibroblade
2. Large Vibroblade
3. Ferro-Fibrous (C)
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15 (C)
5. LRM 15 (C)
6. Artemis IV FCS (C)

1. Ammo (LRM 15) 8
2. Ferro-Fibrous (C)
3. Ferro-Fibrous (C)
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous (C)
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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 Sinks: 15 (30) Double

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: HTM-35X HATAMOTO-KAERU

Movement Points:
Walking: 4
Running: 6
UMU: 4

Tonnage: 80
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	LRT 15	RT	5	1/Trp [M,C,S]	6	7	14	21
1	LRT 15	LT	5	1/Trp [M,C,S]	6	7	14	21
1	SRT 4	RL	3	2/Trp [M,C,S]	—	3	6	9
1	SRT 4	RL	3	2/Trp [M,C,S]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Note: Composite Internal Structure. Full-Head Ejection System

BV: 1,961

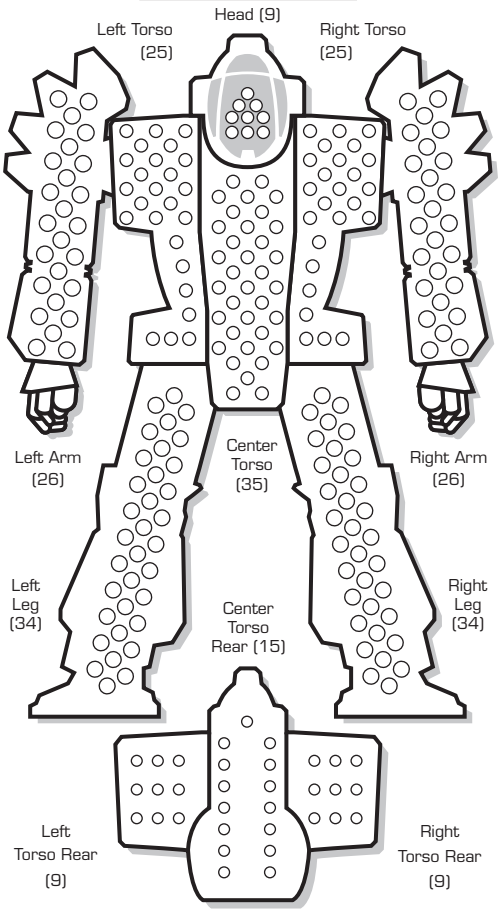
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

1-3

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

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. UMU
5. UMU
6. LRT 15

1-3

1. LRT 15
2. LRT 15
3. Ammo (LRT 15) 8
4. Medium Laser
5. Medium Laser
6. Roll Again

4-6

Left Leg

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

Head

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

Center Torso

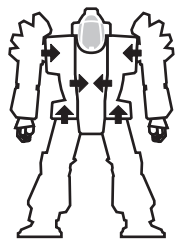
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Laser
6. Ferro-Fibrous

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

1-3

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

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. UMU
5. UMU
6. LRT 15

1-3

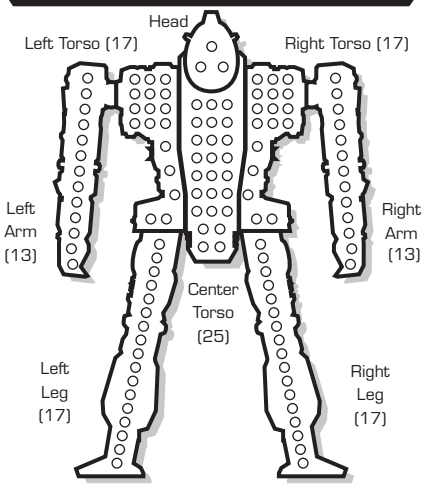
1. LRT 15
2. LRT 15
3. Ammo (LRT 15) 8
4. Ammo (SRM 4) 25
5. Medium Laser
6. Medium Laser

4-6

Right Leg

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

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
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 Sinks: 10 (20) Double

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: BNZ-X BANZAI

Movement Points:
Walking: 4
Running: 6 [10]
Jumping: 0

Tonnage: 90
Tech Base: Mixed (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Booby Trap	CT	—	[AE,OS]	—	—	—	—
1	Supercharger	CT	—	[PE]	—	—	—	—
2	Large Pulse Laser (C)	RA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser (C)	RT	4	7 [P]	—	4	8	12
1	Large Vibroblade	LA	7	14* [ME,V]	—	—	PHYS	—
1	ER Small Laser (C)	H	2	5 [DE]	—	2	4	6

*9 when deactivated

Notes: Full head ejection system

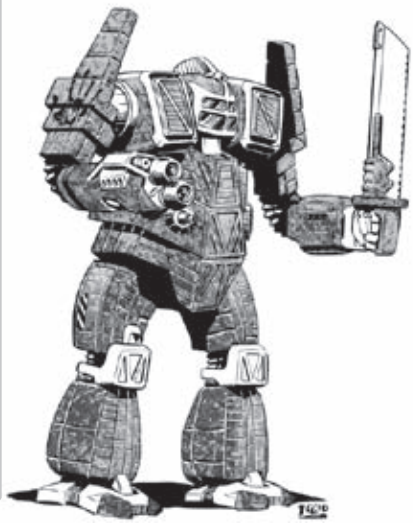
BV: 2,647

WARRIOR DATA

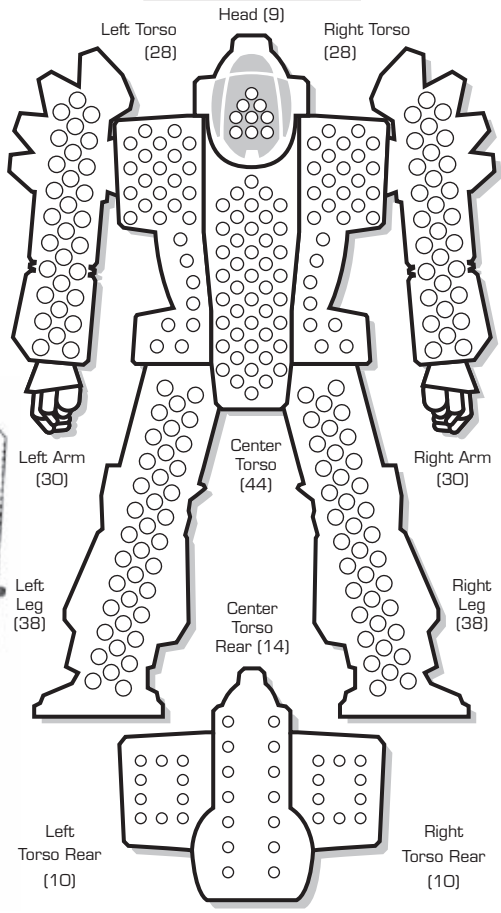
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Vibroblade
6. Large Vibroblade

1-3

1. Large Vibroblade
2. Large Vibroblade
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC

1-3

1. MASC
2. MASC
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser (C)
5. Sensors
6. Life Support

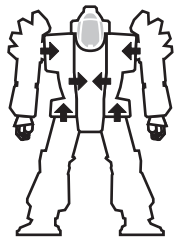
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Booby Trap
6. Supercharger

4-6

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser (C)
5. Large Pulse Laser (C)
6. Large Pulse Laser (C)

1-3

1. Large Pulse Laser (C)
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Pulse Laser (C)
5. Medium Pulse Laser (C)
6. Endo Steel

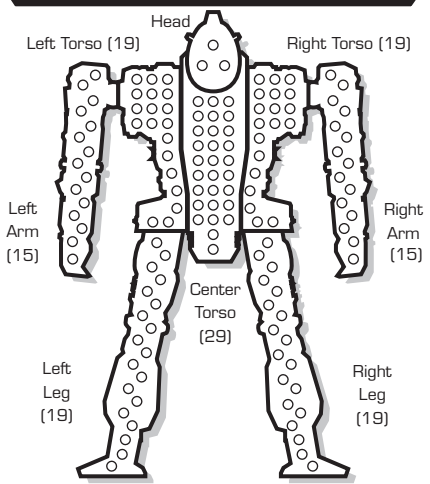
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. 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: 15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: PEGASUS X

Movement Points:
Cruising: 11
Flank: 17 [22]
Movement Type: Hover
Engine Type: Fusion with Supercharger

Tonnage: 35
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	T	6 [P]	—	3	6	9
1	Streak SRM 6	T	2/Msl [M,C]	—	3	6	9
1	C³ Slave	B	[E]	—	—	—	—

Ammo: (Streak SRM 6) 15

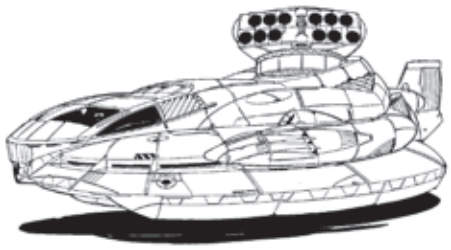
BV: 1,119

CREW DATA

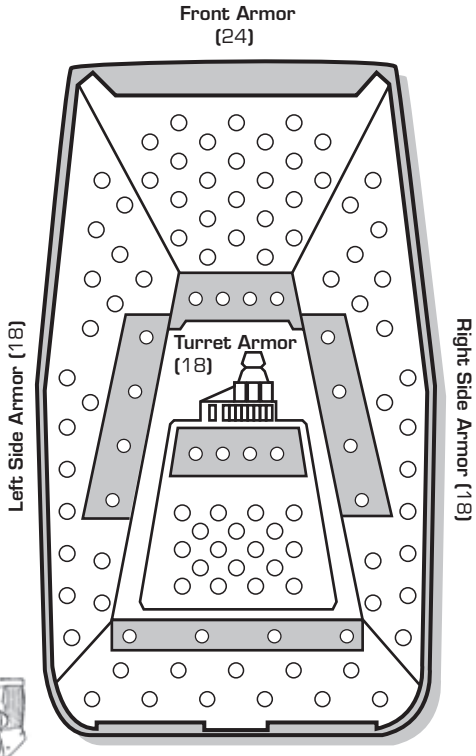
Crew: 3
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 (Modifier to all Skill rolls)
Driver Hit +2 (Modifier to Driving Skill rolls)

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



BATTLETECH™

WiGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: HIRYO "HOUND" INFANTRY TRANSPORT

Movement Points:
Cruising: 8
Flank: 12
Movement Type: WiGE
Engine Type: Fusion

Tonnage: 40
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	F	[E]	—	—	—	8
1	Medium X-Pulse Laser	F	6 [P]	—	3	6	9
1	C³ Remote Sensor Launcher	F	[M,E]	—	3	6	9

Notes:
Battlearmor Compartment (4 Tons)
Environmental Sealing

Ammo: (C³ Sensors) 4

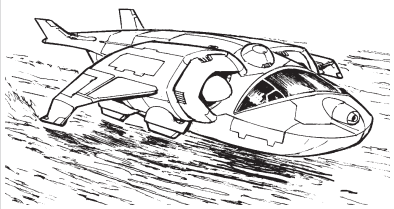
BV: 628

CREW DATA

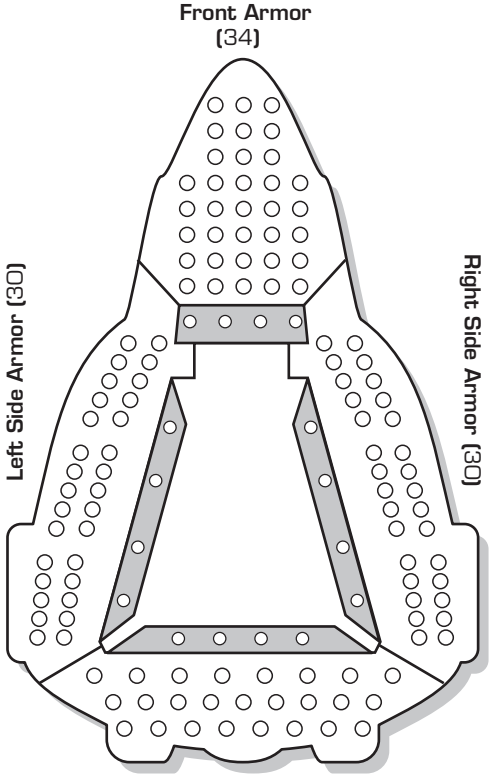
Crew: 3
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 (Modifier to all Skill rolls)
Driver Hit +2 (Modifier to Driving Skill rolls)

CRITICAL DAMAGE

Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: TOKUGAWA YUMI

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fusion

Tonnage: 60
Tech Base: Mixed (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ELRM 15	T	1/Msl [M,C,S]	10	12	22	38
1	HVAC/10	T	10 [DB,S,X]	—	6	12	20
1	C3 Slave	B	[E]	—	—	—	—

Ammo (CASE): (ELRM 15) 12, (HVAC 10) 16

BV: 1,116

CREW DATA

Crew: 4

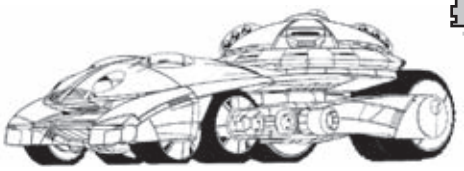
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

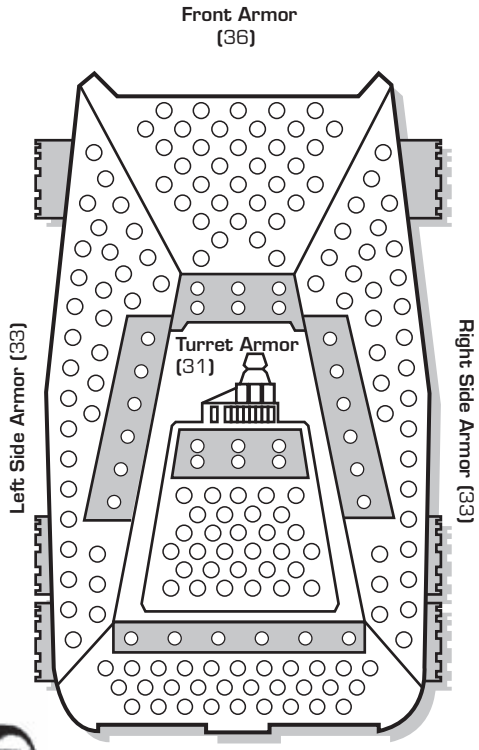
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	**FRONT**	**REAR**	**SIDE§**
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:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	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

	LOCATION HIT			
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™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: ON-2X ONI

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 55
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory

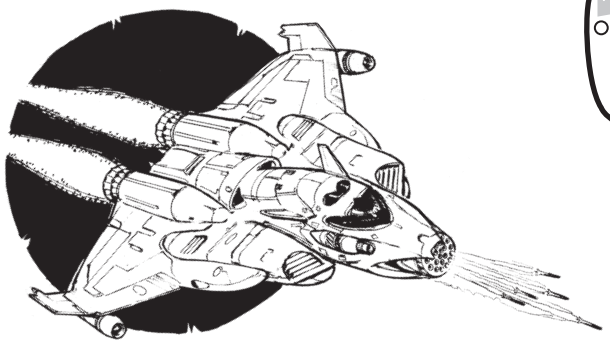
Standard Scale

Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Binary Laser Cannon [DE]	N	16	12	12	—	—
1	MRM 30 w/Apollo FCS [M,C,S]	N	10	18	18	—	—
	Ammo (MRM) 8	B	—	—	—	—	—
1	Laser AMS [PD]	N	7	—	Point Defense		
1	ER Medium Laser [DE]	L/RW	5	5	5	—	—
1	Medium Pulse Laser [P]	A	4	6	—	—	—
1	Angel ECM Suite [E]	A	—	—	—	—	—

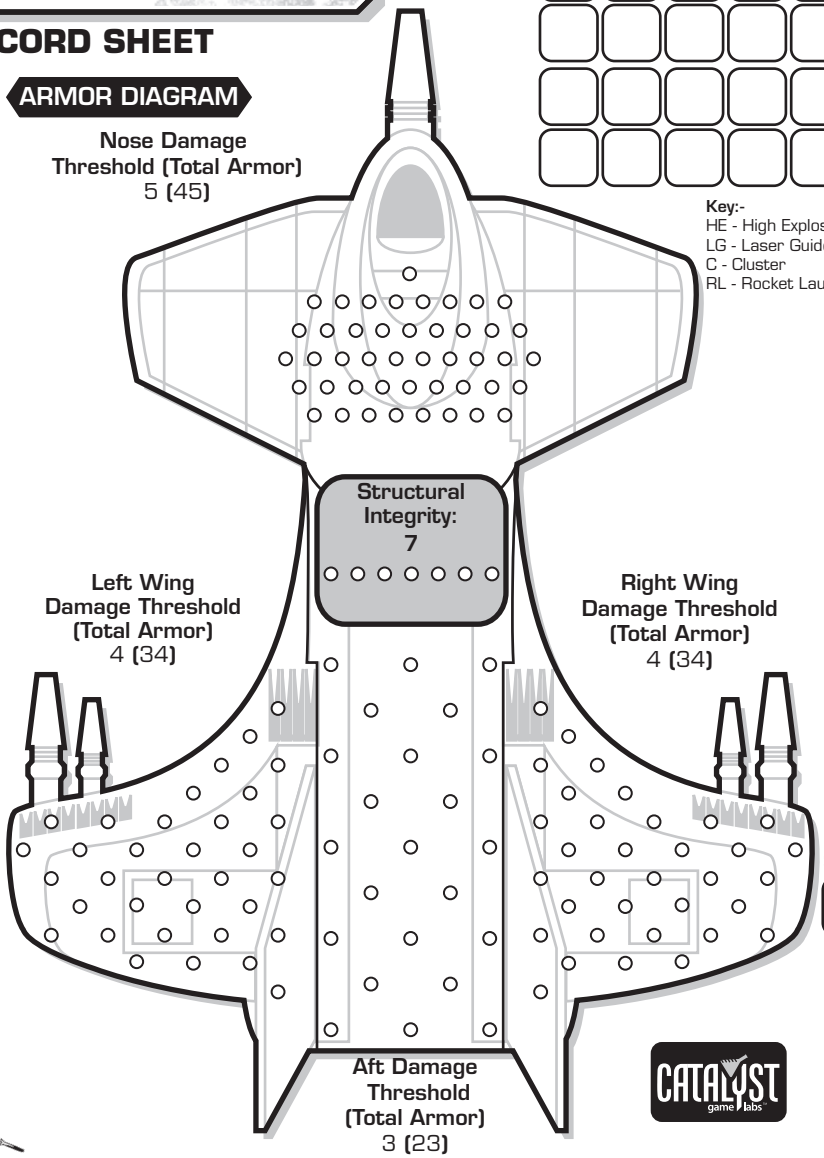
Notes: Vehicular Stealth Armor occupies 1 slot on each wing, requires functioning ECM to operate, and generates 10 heat per turn while in operation

Fuel: 160 Points

BV: 1,733



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

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

Heat Sinks: 15 (30) Double

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

VELOCITY RECORD

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

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

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: SL-17X SHILONE

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 65
Tech Base: Mixed (Experimental) Jihad

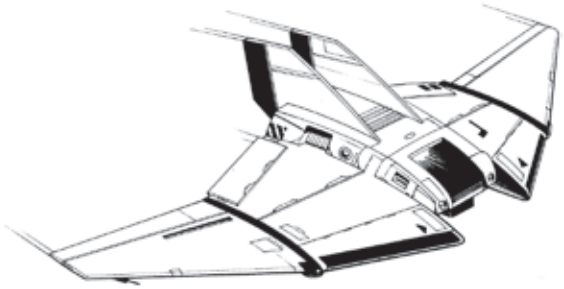
Weapons & Equipment Inventory

Standard Scale

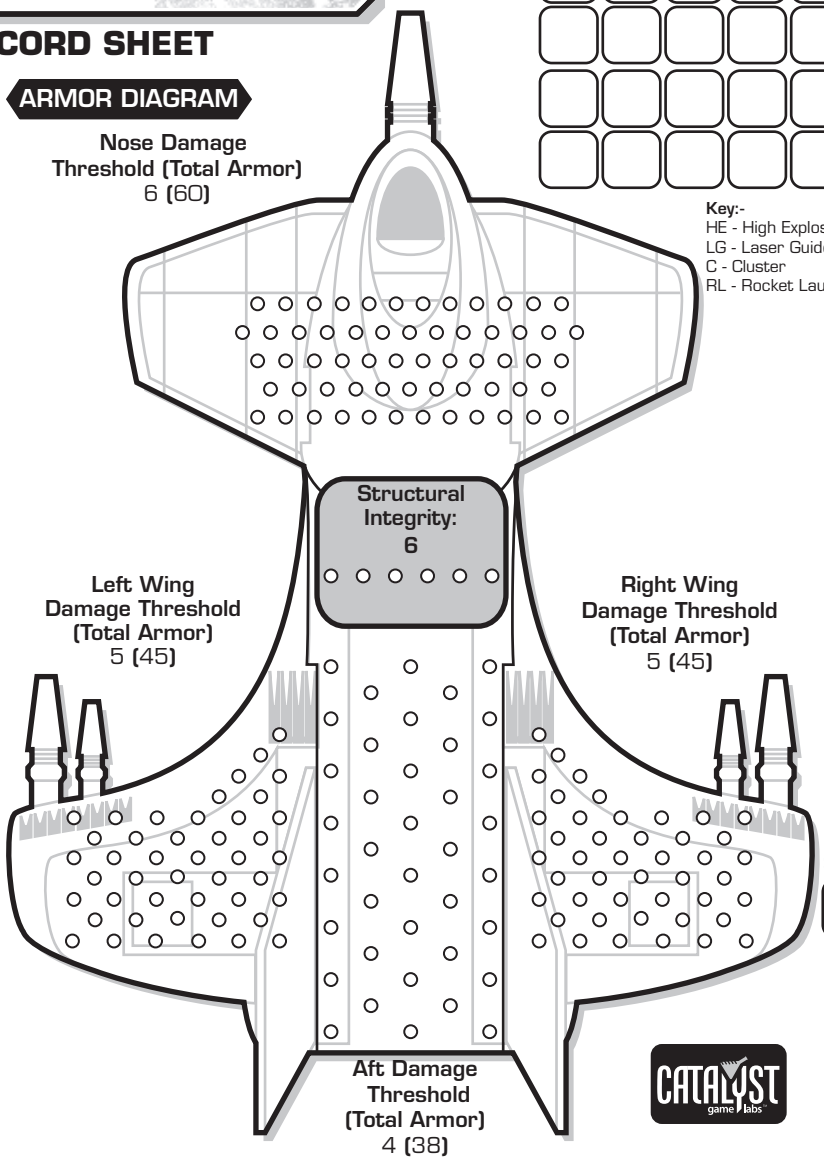
Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Improved Heavy Gauss Rifle [DB,X]	N	2	22	22	22	—
	Ammo (Heavy Gauss) 12	B	—	—	—	—	—
1	Large Laser [DE]	N	8	8	8	—	—
1	Medium Pulse Laser (C) [P]	L/RW	4	7	7	—	—
2	Chaff Pods [AE,E]	A	—	—	—	—	—

Fuel: 320 Points

BV: 1,917



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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

CRITICAL DAMAGE

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

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

HEAT DATA

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

Heat Sinks: 10 (20) Double

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

VELOCITY RECORD

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

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

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: NEKOHONO'O HQ

Name: _____ **Tonnage:** 16,000

Thrust: **Tech Base:** Inner Sphere (Experimental)

Safe Thrust: 5

Maximum Thrust: 8

Fighters/Small Craft: 6 / 0 **Launch Rate:** 4

Weapons & Equipment Inventory

Capital Scale			(1–12)	(13–24)	(25–40)	(41–50)
Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
1 Kraken-T (10 misl.)	N	50	10	10	10	10
1 Screen Launcher (20 rnds.)	AL/AR	10	—	—	—	—

Standard Scale			(1–6)	(7–12)	(13–20)	(21–25)
Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
2 MRM 40 (36 salvo) /w Apollo FCS	N	24	5(48)	5(48)	—	—
4 LB 10-X AC (360 rnds.)	N	8	2(24)	2(24)	—	—
5 Streak SRM 6 (60 salvo)	N	20	6(60)	—	—	—
3 Cruise Missile 70 (30 misl.)*	FL/FR	210	21(210)	21(210)	21(210)	21(210)
1 Cruise Missle 120 (10 misl.)*	FL/FR	120	12(120)	12(120)	12(120)	12(120)
2 Arrow IV (30 misl.)*	FL/FR	20	4(40)	4(40)	4(40)	4(40)
4 Gauss Rifle (64 rnds.)	FL/FR	4	6(60)	6(60)	6(60)	—
4 Heavy PPC	FL/FR	60	6(60)	6(60)	—	—
5 LB 10-X AC (200 rnds.)	AL/AR	10	3 (30)	3(30)	—	—
3 Streak SRM 4 (75 salvo)	AL/AR	9	2(24)	—	—	—
3 ER Medium Laser	AL/AR	15	2(15)	2(15)	—	—
7 Large Pulse Laser	A	70	6(63)	6(63)	—	—

*Artillery weapons may only be fired when the DropShip is landed

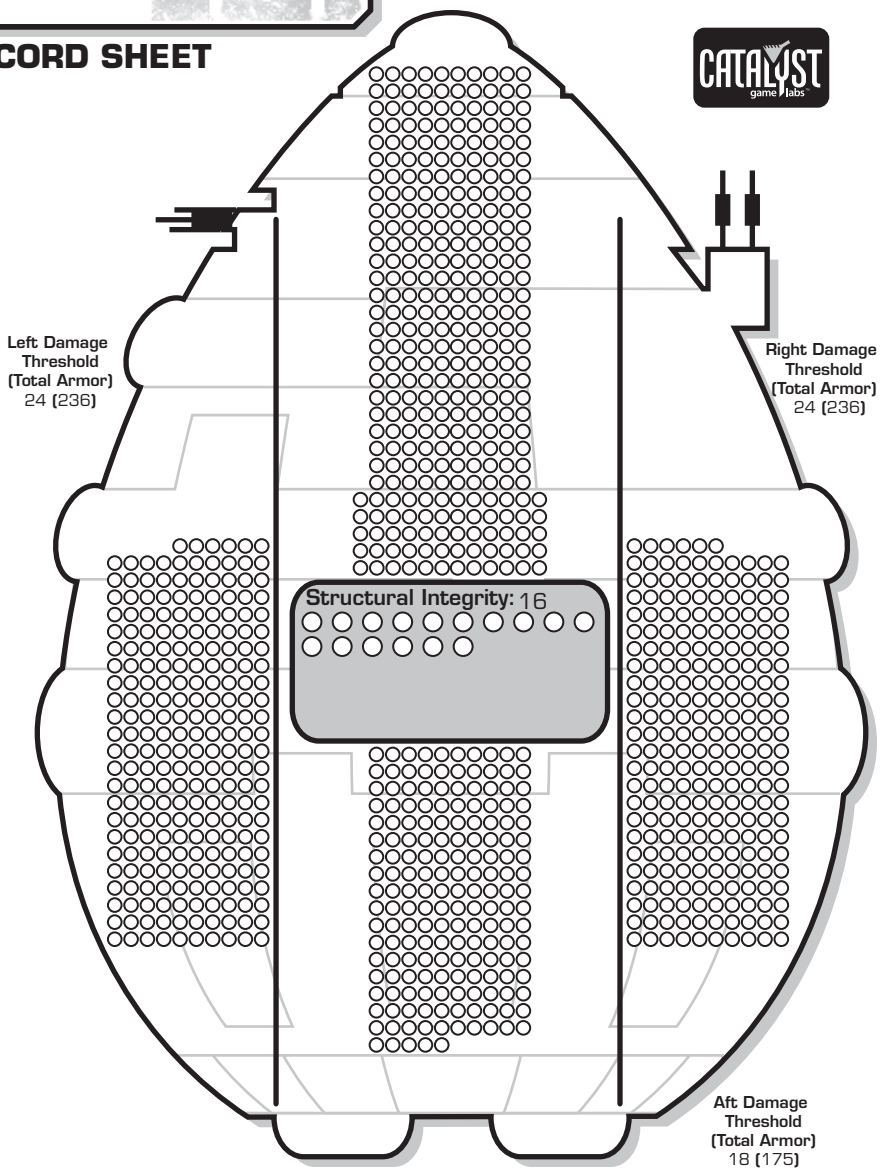
Cargo:
Bay 1: Fighters (6) (2 doors)
Bay 2: BattleMechs (12) (2 doors)
Bay 3: Battle Armor (27 squads) (2 doors)
Bay 4: Cargo (1,642.5 Tons) (2 doors)

Notes: Large NCSS, Naval C3, and Communications Equipment (12 tons)

BV: 40,137

ARMOR DIAGRAM

Standard Scale



CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 42 **Marines:** 0
Passengers: 24 **Elementals:** 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0 / 6

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	–1	–2	–3	–4	–5	D

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 550 (1,100) Double

Heat Generation Per Arc

Nose:	112	Aft:	70
Fore-Left:	414	Aft-Left:	43
Fore-Right:	414	Aft-Right:	43

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: KAGE C

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor C³ System	[E]	—	—	—	—

Armor: Mimetic - Movement Modifier (+3/+2/+1/+0)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 135

BATTLE ARMOR: SQUAD 2

Type: KAGE C

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor C³ System	[E]	—	—	—	—

Armor: Mimetic - Movement Modifier (+3/+2/+1/+0)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 135

BATTLE ARMOR: SQUAD 3

Type: KAGE C

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor C³ System	[E]	—	—	—	—

Armor: Mimetic - Movement Modifier (+3/+2/+1/+0)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 135

BATTLE ARMOR: SQUAD 4

Type: KAGE C

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor C³ System	[E]	—	—	—	—

Armor: Mimetic - Movement Modifier (+3/+2/+1/+0)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 135

BATTLE ARMOR: SQUAD 5

Type: KAGE C

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump MP:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Armor C³ System	[E]	—	—	—	—

Armor: Mimetic - Movement Modifier (+3/+2/+1/+0)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 135

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: VOID CALTROP

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump MP:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Mine Dispenser	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

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

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 302

BATTLE ARMOR: SQUAD 2

Type: VOID CALTROP

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump MP:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Mine Dispenser	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

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

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 302

BATTLE ARMOR: SQUAD 3

Type: VOID CALTROP

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump MP:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Mine Dispenser	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

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

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 302

BATTLE ARMOR: SQUAD 4

Type: VOID CALTROP

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump MP:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Mine Dispenser	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

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

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

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2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 302

BATTLE ARMOR: SQUAD 5

Type: VOID CALTROP

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3 **Jump MP:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Small Laser (C)	5 [DE]	—	2	4	6
Mine Dispenser	[E]	—	—	—	—
Mechanical Jump Booster	[E]	—	—	—	—

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

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○

2 ○○○○○○○○

3 ○○○○○○○○

4 ○○○○○○○○

BV: 302

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
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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