

BATTLETECH



EXPERIMENTAL™
TECHNICAL
READOUT:

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SUCCESSION
WARS

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

My Dearest Bertram,

I trust you're settling in nicely on Terra. I must admit that I was somewhat surprised to hear that you would not be returning to the new Checkswa campus on Donegal, though I suppose the allure of humanity's home can be very great indeed.

I am pleased that ComStar found a role for you beyond that of a media pundit for Mister Stone's new Republic. I feared for a time that they would transform you into some kind of cynical armchair politician had they kept you on INN much longer, and I know your passion has always been the study of history. I can also relate to your choice to focus on military history, as your brother did (God rest his soul). On Tharkad, I have always found that study immensely gratifying, and probably would even if it weren't the "family business". I'm sure Arastide would have been proud.

I especially applaud your recent contributions to the compilation of equipment seen in the early days of modern warfare, a research area that I have personally been pursuing of late, especially with respect to the developments that took place during the dark days of the Succession Wars. Contrary to the popular belief, of course, the destruction of knowledge and innovation during the twenty-ninth and thirtieth centuries was far from complete. In fact, this very destruction that forced new innovation, inevitably culminating in the renaissance we saw just as the Clans invaded—or, depending on how ironically one wishes to see it, the renaissance that inspired the Clans' decision to return to the Inner Sphere.

To whet your appetite, I have taken the liberty of compiling some of the Succession Wars' more remarkable records of experimental one-offs and field variants that tried to overcome the declining tech standards of their day. Many of these *were* failures, admittedly; developmental dead-ends that only served to prove a solution had to be sought elsewhere. Others were simply victims of the changing tides of warfare. But a few have left their footprints on military history that persists to this very day.

I should note upfront that the nature of these articles varies quite wildly. I have chosen to present these reports to you in a largely unedited form, to avoid tainting the primary sources. Thanks to my family's network of associates, I often find these tidbits quite fascinating, and far more exciting than the often-dry official reports one often finds in our court archives. Secrets of the trade, eh?

Let me know if you would like to pursue this particular avenue of research further. I am confident that the study of Succession Wars-era technological innovations is an area that won't fall under royal censorship.

And Bertram? Happy Birthday. I hope this reaches you on time.

Cordially yours,
Christopher Auburn
Tharkad, 22 January 3082 (sent via Priority HPG)

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Succession Wars* provide players with a sampling of designs maintained or even newly constructed in the dark days of lostech. The designs featured in this book reflect both limited-run production units and "one-offs" that never reached full factory production.

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*. While none of the units featured in this volume are considered tournament legal, their use in introductory games is appropriate due to their Succession War status.

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Special Thanks: This unique volume of the *Experimental Tech Readouts* series was originally dedicated to me (Herbert A. Beas II) as a birthday gift from the volunteers from the MUL Team and other noted above. Though presented to me as a complete (but entirely unofficial) PDF, it seemed only right to canonize these efforts and share the results with you, the reader, and the rest of the BattleTech community. To you—and to all of BattleTech's dedicated fans, volunteers, and players—I dedicate this special volume of the *Experimental Tech Readout* series!

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

FLE-14 FLEA

Field Testing Summation: *Flea* transitional model (ultralight)

Producer/Site: Earthwerks-FWL Incorporated

Supervising Technician: Alexi Demidov

Project Start Date: 2516 (production 2519)

Non-Production Equipment Analysis:

Ultralight BattleMech

Overview

Over the past twenty years, the Clans have spent a lot of development time on the ProtoMech, introducing modern battlefields to 'Mech-like units far lighter in mass than today's standards. Yet the Clans' efforts are far from unique; many times since the dawn of the BattleMech have seen a smattering of efforts to introduce the notion of an "ultralight" 'Mechs to the armies of the Inner Sphere. One of the very first attempts was the FLE-14 *Flea* Ultralight BattleMech, developed by Earthwerks Incorporated as a low cost alternative scout to the twenty-ton FLE-4, and a superior scout to the *Wasps* and *Stingers* of the day.

The FLE-14 featured a fifty percent speed increase over the heavier FLE-4 and an added short-range jump capability. Between these features and the single medium laser carried in the 'Mech's right arm, this left only a single ton's worth of armor to cover the entire frame, a meager level of protection for the battlefield.

Five hundred FLE-14s were originally produced—a small run for that day and age—but the 'Mech's reviews were poor from the start. Despite impressive speed, the fact that just about any weapon on the battlefield could cause a deadly armor breach did not lend the design well to sales. House Marik purchased most of the first run on spec, but soon relegated the machine to backwater duty and urban crowd control. Even this duty was difficult for the ultralight *Fleas* as a single man-pack SRM 2 launcher could potentially deal devastating damage with a single hit.

Within a few years, the FLE-15 was released, returning the *Flea* to its twenty-ton weight specs and sacrificing speed for better armor and weaponry. Many pilots choose to modify their model 14s by removing the jump jets and adding armor to make them more resilient, and many model 14s remained in use throughout the Star League years—albeit in ever-dwindling numbers. After the fall of the Star League, FLE-14s once again returned to the battlefield as desperate Successor State armies found themselves in need of fast scouts. While these ultralights enjoyed some success in that role amid the decline of technology, most were easily defeated if ever caught in a fight. Generous estimates put the number of surviving FLE-14 units at less than twenty in the entire Inner Sphere and Periphery, though few remain in active service.

Type: **Flea**

Technology Base: Inner Sphere (Experimental)

Tonnage: 15

Equipment

Internal Structure:		1.5
Engine:	135	4.5

Walking MP:	9	
Running MP:	14	
Jumping MP:	4	

Heat Sinks:	10	0
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Gyro:		2
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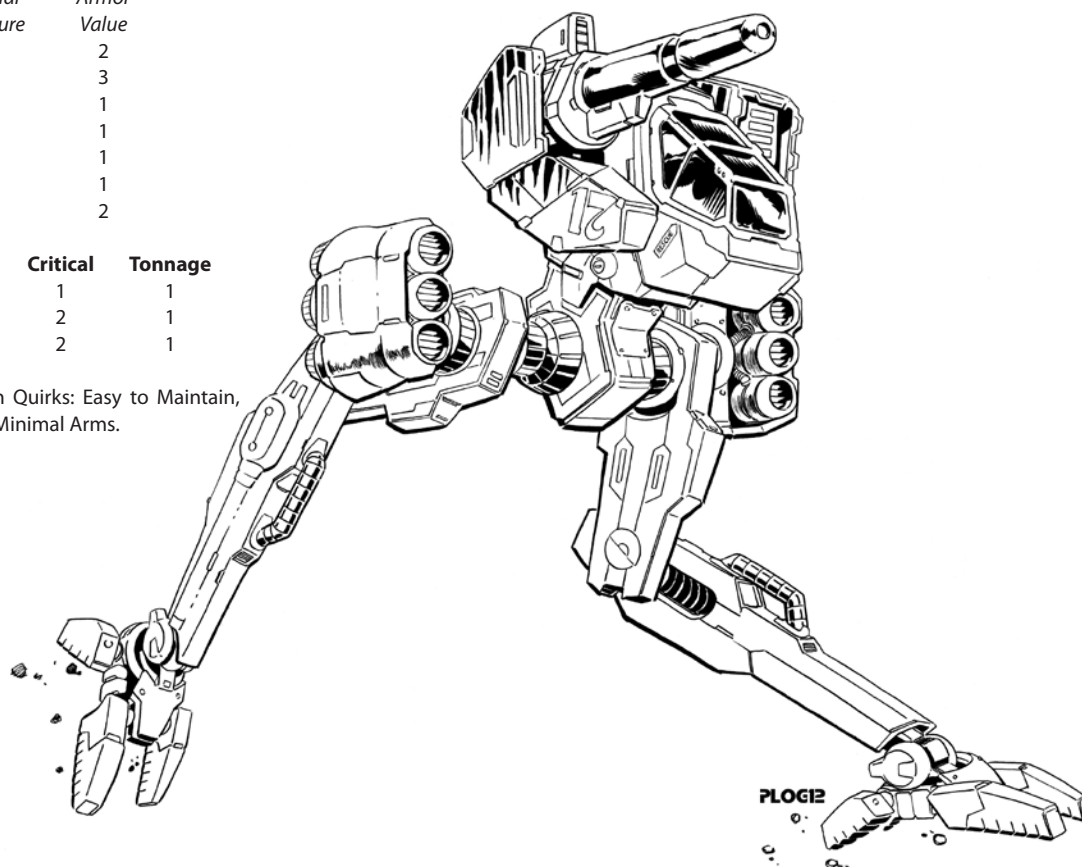
Cockpit:		3
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Armor Factor:	16	1
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	Internal Structure	Armor Value
Head	3	2
Center Torso	5	3
Center Torso (rear)		1
R/L Torso	4	1
R/L Torso (rear)		1
R/L Arm	2	1
R/L Leg	3	2

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1

Notes: Features the following Design Quirks: Easy to Maintain, Hard to Pilot, Narrow/Low Profile, No/Minimal Arms.



EXPERIMENTAL

WSP-2A-X SUPER WASP

Field Testing Summation: Prototype *Wasp* chassis rebuild and testbed

Producer/Site: Friden Aerospace Park, Hoff

Supervising Technician: Dr. Jorge Belasco

Project Start Date: 3020

Non-Production Equipment Analysis:

Supercharger

Overview

[Had a stroke of luck here and managed to find two units for the price of one. Came across these in some recently released NAIS documents—declassified after some sixty-year secrecy rule or other.—CA]

An early effort by the NAIS and Team Banzai to build upon the knowledge gleaned from the Halstead Collection, the “*Super Wasp*” was an attempt to fully rebuild and redesign a proven war machine using experimental technologies. Based at the Friden Aerospace Park on the sleepy world of Hoff, the *Super Wasp* featured a hand-built chassis, constructed to match and surpass the capabilities of its progenitor.

Five tons heavier than the original *Wasp*, the *Super Wasp* mounted over thirty percent more armor, and a carried a second arm-mounted Diverse Optics Type 2 medium laser to double its firepower. The most audacious addition, of course, was the inclusion of a supercharger. Capable of providing bursts of speed similar to myomer-accelerator signal circuitry—in an age where MASC had been long-forgotten casualty of the Succession Wars—only the real danger of engine damage from extensive use curtailed the widespread use of this technology.

Although the two *Super Wasps* and the *Super Griffin* were built strictly as demonstration units, all three ‘Mechs received their baptism by fire on 13 May 3022, when House Kurita and the Wolf’s Dragoons raided Hoff. With the Davion defending forces drawn off, the Black Widows recon lance expected to find little resistance at the research facility, but was surprised to find the park defended by the prototypes and their experimental technologies. The unusual configurations and conflicting after-action reports led to various rumors about the incident that have persisted to this day.

Although outgunned by the Widows’ BattleMechs, the *Super Wasps* performed admirably, disabling a Dragoons *Stinger* before MechWarrior Annie Blaze’s *Super Wasp* suffered severe shielding engine damage from a supercharger blowout. Swamped with heat, her ‘Mech became an easy target for the Widows. Her fellow *Super Wasp* pilot, MechWarrior Oscar Meggie, fought on and nearly succeeded in taking down an enemy *Phoenix Hawk* before a large laser fired by the Dragoons’ *Rifleman* cored his ‘Mech’s left torso and set off his SRM ammo, completely gutting the prototype.

Though all three experimental machines were destroyed, their delaying action won the Davion scientists enough time to successfully evacuate the facility and leave little of value for House Kurita to claim. Both *Super Wasp* pilots survived the battle and were eventually ransomed back to House Davion.

Type: **Super Wasp**

Technology Base: Inner Sphere (Experimental)

Tonnage: 25

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro

Cockpit:

Armor Factor:

150

6

9 (12)

6

10

Internal
Structure

3

8

4

6

2

4

6

7

Mass

2.5

5.5

0

2

3

4

Armor
Value

6

10

4

7

2

6

7

Weapons and Ammo

2 Medium Lasers

Supercharger

SRM 2

Ammo (SRM) 50

Jump Jet

Jump Jets

Jump Jets

Jump Jet

Location

RA

CT

LL

LT

RL

RT

LT

LL

Critical

2

1

1

1

1

2

2

1

Tonnage

2

1

1

1

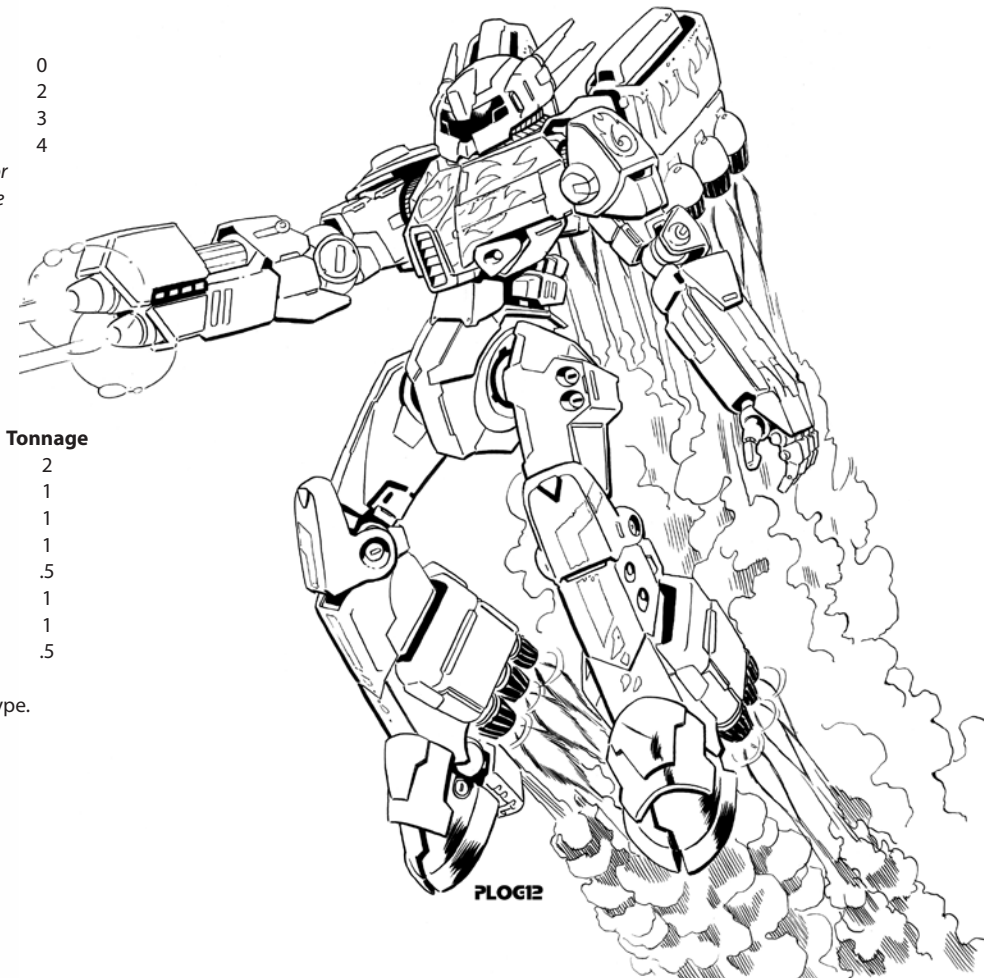
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Notes: Features the following Design Quirks: Prototype.



EXPERIMENTAL

GRF-2N-X SUPER GRIFFIN

Field Testing Summation: Prototype *Griffin* chassis rebuilt and testbed

Producer/Site: Friden Aerospace Park, Hoff

Supervising Technician: Dr. Jorge Belasco

Project Start Date: 3020

Non-Production Equipment Analysis:

Experimental "Freezer" Double Heat Sinks

Prototype Improved Jump Jets

Overview

The *Super Griffin* concept was the pinnacle of the NAIS' experimental efforts on Hoff, featuring more prototype technology than the *Super Wasp*. Built on a custom sixty-ton chassis designed to look like its medium-weight forebear, the *Super Griffin*'s appearance was a deliberate effort to confuse would-be observers and draw less attention to the project.

The additional mass allowed the *Super Griffin*'s engineers to boost its close-in defense with a medium and small laser, while the 'Mech's Starshield A armor was strengthened to improve protection across the torso. The CoreTek 275 fusion engine was downgraded to a 240-rated Pitban, but while this reduced the 'Mech's ground speed, the weight savings allowed the Davion techs to implement the design's biggest changes.

The *Super Griffin* served as a testbed for the NAIS' first foray into prototype double-strength heat sinks. To retain the weight and volume of standard sinks, these "freezers" used volatile, liquid-metal coolants instead of advanced radiators to increase their efficiency, but would prove to be too dangerous and difficult to maintain in the field. With an estimated lifespan of only a few years before required replacements, these freezers would ultimately be replaced with the Star League technologies recovered in the Helm Memory Core, but at the time of the battle for Hoff, these freezers were revolutionary. (Indeed, based on the promising results from the *Super Griffin*'s early trials, 'Mechs from the Eridani Light Horse's Lightning Company were retrofitted with similar freezers that would be put to great use against the Black Widows at the battle for Johnston's Farm.)

Yet the *Super Griffin*'s most ambitious improvement was its experimental improved jump jet system. Developed to increase mobility beyond the structural limitations of the day, these super-powered jets looked great on paper and provided greatly enhanced mobility at no significant increase in thruster mass, but generated extreme heat levels and were prone to violent explosions when damaged.

Along with the *Super Wasps*, the only working prototype *Super Griffin* was thrown into battle on 13 May 3022, and did not fare well. BattleROMs show the 'Mech using its extended jump range to surprise a Black Widows *Rifleman* and deliver a powerful attack, but the return fire from the *Rifleman* and a companion *Phoenix Hawk* penetrated the *Super Griffin*'s right torso, striking a jump jet mounted there. The explosion in turn ignited the LRM magazine and destroyed the 'Mech utterly.

While research into freezers would continue, House Davion's work on improved jump jets was apparently canceled. It would be nearly fifty years before far less volatile production-grade improved jump jets reached the battlefield—originating with Clan Wolf (in-Exile).

Type: **Super Griffin**

Technology Base: Inner Sphere (Experimental)

Tonnage: 60

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

PPC

LRM 10

Ammo (LRM) 24

Small Laser

Medium Laser

Prototype Improved Jump Jets RT

Prototype Improved Jump Jets LT

240

4

6

6

15 [20]

5

3

3

160

Internal
Structure

3

20

7

14

6

10

14

Mass

6

11.5

5

3

3

10

Armor
Value

9

24

7

22

6

14

18

Location

RA

RT

RT

CT

LA

RT

LT

Critical

3

2

2

1

1

3

3

Tonnage

7

5

2

.5

1

3

3

Notes: Features the following Design Quirks: Prototype, Rumble Seat.



EXPERIMENTAL

CTF-0X CATAPHRACT

Field Testing Summation: *Cataphract* command prototype

Producer/Site: Earthwerks Limited, Tikonov

Supervising Technician: Unknown

Project Start Date: 3025

Non-Production Equipment Analysis:

Electronic Warfare Equipment

Overview

[A colleague sent me this tidbit while I was doing research for a paper on the Capellan March. His conclusion speaks for itself. -CA]

Chris, you wanted to know about that *Cataphract* I was talking about? Well, here is all I got. A chat session transcript started it all. Some Capellan Succession Wars vet was bragging about how, one-on-one, the Capellans trashed the elite Kestrel Grenadiers. Wishful thinking? But look it up, the First Grenadiers were indeed destroyed. Took Hanse's personal intervention to keep them on the rolls. A recon raid that wipes out an entire 'Mech regiment? There had to be more to it. Why didn't the Capellan news jump all over this story?

Excerpt from AFFS debriefing of Sergeant-Major Nicholas Franklin: 27 May 3026

"The raid was Hasek-Davion's idea. We were getting shifted to the Capellan front, and Michael thought he could use us to hit the Cappies before they knew we were in theater. Make the Cappies look weak, and give fuel to Hasek's call for war.

"The raid went to plan at first. We landed with minimal interference, complete surprise at our numbers. We split into detachments and went to hit them hard. We got the orders to move on to the secondary targets, when everything fell apart.

"Even after we lost contact with the drop site, we proceeded with the plan. We were tearing up the [CENSORED] barracks when the first garbled comms came through. We went to hightail it back to the drop site ASAP.

"By the time we got there, command was a rubble. Cappies were everywhere. They saw us and we ...ran. Nothing else to do. A few stragglers from other detachments, they had been swarmed by [CENSORED]. Those new *Ravens* were everywhere. We finally arranged a landing zone and fortunately there were just enough DropShips left to get us out of there. You know the rest. Less than a battalion made it back. They say the Grenadiers are being deactivated. [CENSORED]."

So, why would the Capellans keep this quiet? I found a note in Tikonov's files. Their request for more EW components was denied. Tikonov never made the *Raven*, but the *Cataphract*? They'd be right on top of the enemy before anybody saw them—and, unlike the *Raven*, they could stay there. Several months before the raid, there is a record of a shipment of prototype *Cataphracts* to Sian. The rest is the Kestrel Grenadiers' nightmare.

Type: **Cataphract**

Technology Base: Inner Sphere (Experimental)

Tonnage: 70

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	26
Center Torso (rear)		9
R/L Torso	15	16
R/L Torso (rear)		6
R/L Arm	11	22
R/L Leg	15	22

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
Medium Laser	RA	1	1
AC/5	RT	4	8
Ammo (AC) 20	RT	1	1
Remote Sensor Dispenser	CT (R)	1	.5
EW Equipment	LT	4	7.5
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Command BattleMech, Obsolete (3028), Rumble Seat.

Mass

7

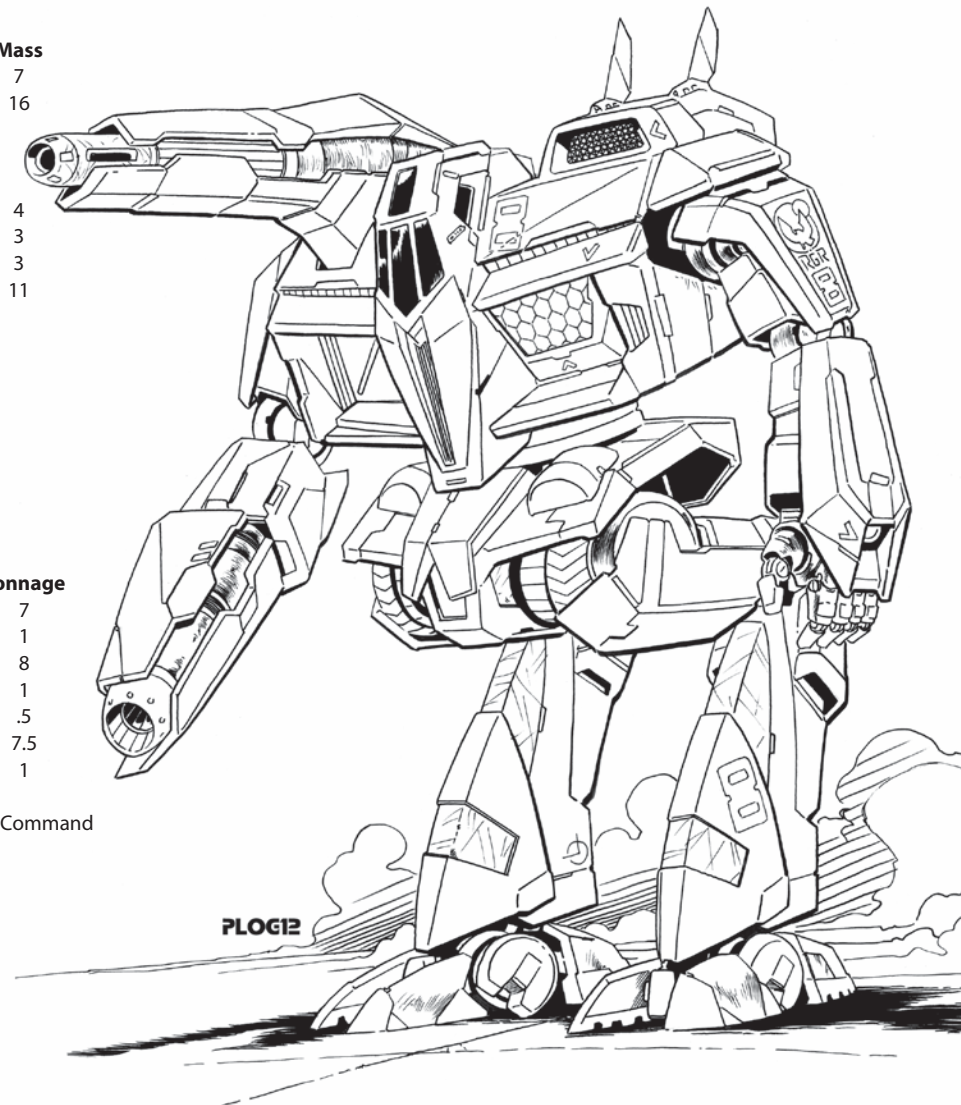
16

4

3

3

11



EXPERIMENTAL

MAD-4X MARAUDER

Field Testing Summation: *Marauder* experimental refit

Producer/Site: Ronin Incorporated, Wallis

Supervising Technician: Arlo Fenster

Project Start Date: 3039

Non-Production Equipment Analysis:

Binary Laser Cannon

Freezers

Prototype Endo Steel

Overview

[Bertram, this passed my desk just as I was about to send the file off to you. I love Marauders, my team loves Marauders, and I assume you love Marauders. Any Marauder is a good Marauder, right? If you do consider publishing this document, I suggest omitting this entry, as I had no way to fact-check it. File it under "rumors".

If confirmed by fact-check, this one is a perfect example of "almost there" on the track set by Super Griffin and Starfire. -CA]

The MAD-4X was one of two advanced technology designs that Ronin Inc. considered for production after the secrets of the Helm Core were unlocked. Pitted against the design that eventually would become the MAD-5M, its creators tried to take a different tack. With PPCs still in short supply throughout the Free Worlds League (and most of those earmarked for *Awesomes*), the -4X team sought an alternative energy weapon that carried the same punch, but which languished in obscurity for much of the Succession Wars: the binary laser cannon.

Nestling the lasers inside the weapons pods of a *Marauder's* arms was easy, but insulating them with advanced Star League-style cooling jackets and locally produced knock-offs of the NAIS experimental freezers proved far more challenging. In the end, the technicians had to remove the secondary lasers normally found within the MAD's arm pods, commandeering their emitter housings for the blazers.

To make up for this loss of the secondary firepower, the design team replaced the *Marauder's* signature dorsal cannon with a pair of six-tube Thunderstroke SRM launchers, intending to both augment total short range firepower, and take advantage of the holes the MAD-4X was expected to create with its main guns. This offered the added bonus of eliminating the fragile connection point between the Whirlwind autocannon and the hull.

Even with the additional cooling jackets, the MAD-4X still ran far too hot. Lead technician Arlo Fenster's solution was two-pronged. A total of six freezer heat sinks were installed in the machine, along with an advanced computer monitoring system derived from the venerable *Stalker*.

To accommodate the increased load, the MAD-4X was built around a custom-made endo steel frame, which allowed for slightly more armor to protect the vulnerable waist rotator.

In the end, the MAD-4X was ahead of its time. Its advanced systems proved finicky and failed stress-testing under field conditions, while the computer systems took up so much space inside the *Marauder's* cockpit that the ejection system had to be removed and test pilots complained of the cramped working space.

While the MAD-4X *Marauder* never appeared outside of Ronin's proving grounds, its basic design theory was still sound and would be revived roughly forty years later as the MAD-9M (and -9M2) *Marauder* upgrades that served so well during the Jihad.

Type: **Marauder**

Technology Base: Inner Sphere (Experimental)

Tonnage: 75

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

Binary Laser Cannon

SRM 6

Ammo (SRM) 15

SRM 6

Ammo (SRM) 15

Binary Laser Cannon

Mass

3.5

19

8

3

3

12.5

Internal
Structure

Armor
Value

Location

Critical

Tonnage

RA

RT

RT

LT

LT

LA

4

2

1

2

1

4

9

3

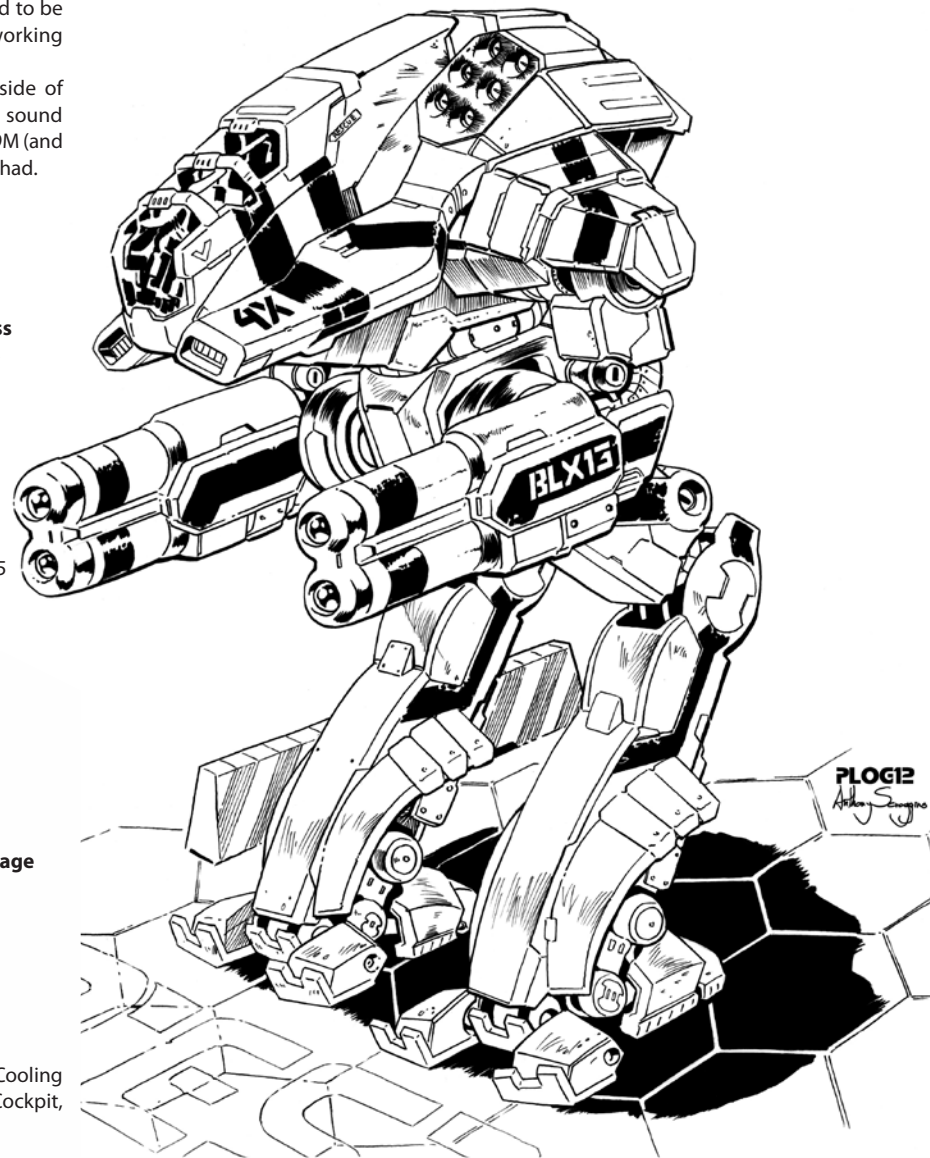
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3

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9

Notes: Features the following Design Quirks: Improved Cooling Jackets (Binary Lasers), Combat Computer, Cramped Cockpit, Difficult to Maintain, No Ejection System.



EXPERIMENTAL

ZEU-6Y ZEUS

Field Testing Summation: *Zeus* limited production variant

Producer/Site: Defiance Industries, Hesperus II

Supervising Technician: Gerhard Hoffman

Project Start Date: 2922

Non-Production Equipment Analysis:

Binary Laser Cannon

Overview

The *Zeus* was a reliable, roomy platform, with spare parts available in quantity and many chassis on-hand for tinkering. This made it the perfect testbed for a host of Defiance projects over the centuries, most of questionable utility. The ill-fated -6Y was one such project. The -6Y did not originate out of any great love for the long-languishing blazer cannon, but rather from a desire to create a *Zeus* that was easier to maintain than the standard -6S—an issue of increasing importance as the technological dark age known as the Third Succession War progressed.

The -6Y's concept began first with the downgrade of its missile launcher. Ad hoc battlefield repairs over the past century had demonstrated that the housing for the troublesome fifteen-tube Coventry Star Fire missile launcher could easily adapt to take a more conventional ten-tube launcher instead. This eliminated the only maintenance headache on a design otherwise almost as tech-friendly as the *Orion*. Considering a variant model *Zeus* that would adopt this improvisation as standard, Defiance engineers explored the notion further with the -6Y, when the discussion turned to the issue of what to do with the weight thus saved.

Where most suggestions favored increased armor or ammunition, some designers argued instead for anti-infantry weapons. At some point, a particularly charismatic engineer remembered the unloved binary laser cannon, and successfully petitioned for its use in place of the 'Mech's Thunderbolt large laser mount in the left torso. Given that the Thunderbolt was slow to manufacture at the time and there were fears that it too might join the ranks of lostech in the near future, the bulkier and brutish blazer cannon seemed a good choice that would also provide the long-desired punch of a PPC without any of the troublesome technical issues that prompted the PPC to be removed from the original *Zeus* specs in the first place.

Unfortunately, initial optimism soon turned to frustration as it was learned that repeated firing of the blazer often resulted in catastrophic myomer bundle failures. Not even a redesign of the left torso area to improve its heat dissipation could resolve the matter, nor could the final solution of moving the blazer to a right-shoulder mount. As this engineering nightmare completely negated the other maintenance benefits the -6Y was specifically built to address, the project was abandoned after only a few prototypes were built.

[The above evaluation (courtesy of ComStar) was too harsh—or, perhaps, deliberately misleading—as the -6Y is an example of a fairly successful, albeit inefficient experiment. This 'Mech was, in fact, produced (albeit in limited numbers), thanks to Defiance's ability to completely manufacture them on-site with no "lostech" components. The -6Y's omission from *Technical Readout: 3025* speaks volumes about ComStar's dedication to free and accessible information. –CA]

Type: *Zeus*

Technology Base: Inner Sphere (Experimental)

Tonnage: 80

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

LRM 10

Ammo (LRM) 12

Binary Laser Cannon

AC/5

Ammo (AC) 20

320

4

6

0

17

184

Internal
Structure

3

25

17

13

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

17

Mass

8

22.5

7

4

3

11.5

Armor
Value

9

26

9

18

6

22

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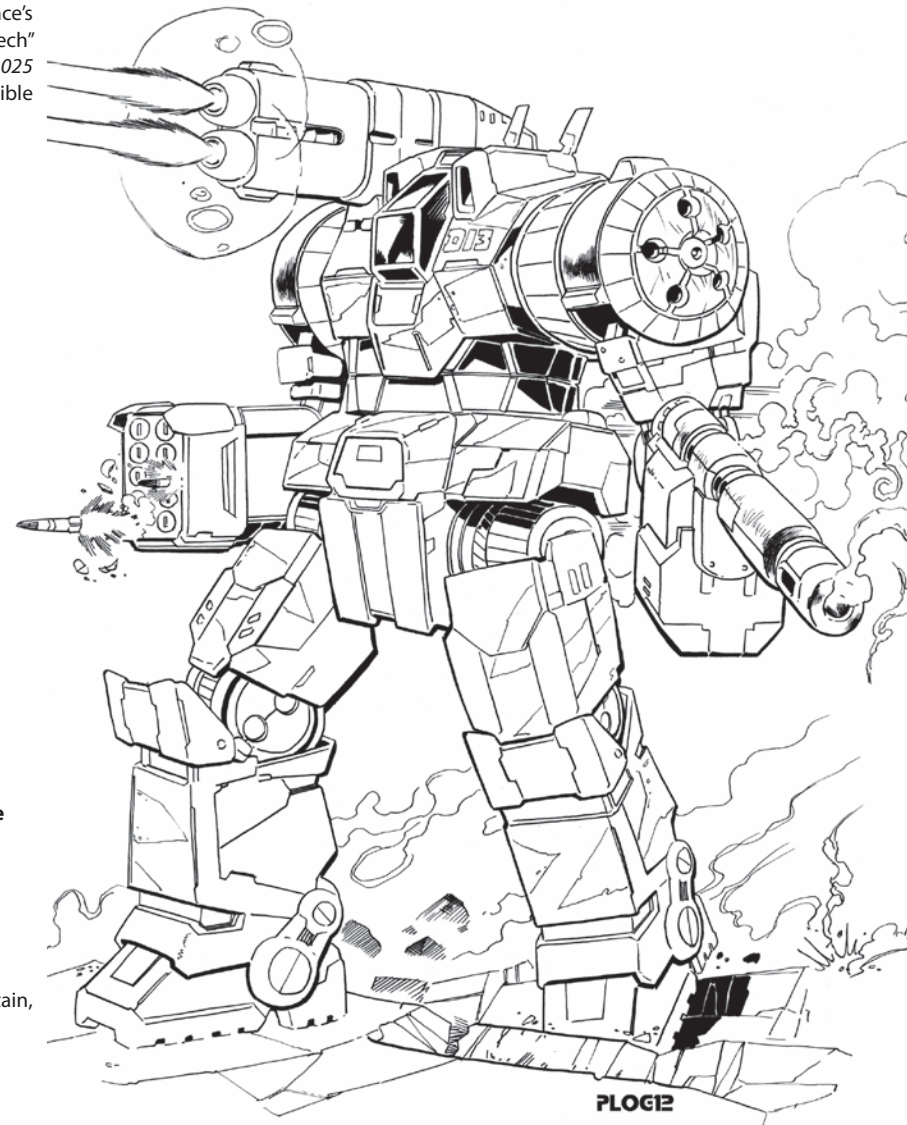
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24

24

Notes: Features the following Design Quirks: Easy to Maintain, Improved Cooling Jacket (Binary Laser), Rumble Seat.



K-3N-KRHQ KISO COMMANDMECH

Field Testing Summation: *Kiso* support refit

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: speculated 2820s, based on *Kiso* and CCM availability

Non-Production Equipment Analysis:

Collapsible Command Module

Overview

The following is my own summary; primary sources consisted of the attached factory specs as well as various intelligence fragments. No coherent piece of information on this Industrial CommandMech exists to my knowledge.

The 'Mech-carried mobile field HQ known as the "Collapsible Command Module" was made famous by being an intrinsic part of the *Cyclops* assault 'Mech. This module, essentially a container for equipment that a regimental command unit can carry on a 'Mech's torso like a giant backpack, was seen as a revolutionary concept by some, but to others, a folly—especially when the use of the technology passed into obscurity through the Succession Wars. Indeed, while the *Cyclops* brought this particular technology to fame, the HQ *Cyclops*—an assault-weight BattleMech—was left almost unarmed to offset the weight of its cargo. That the CCM effectively turned a potentially powerful combatant into a non-combatant by its very presence made it more a liability in the increasingly 'Mech-starved armies of the Successor States, so many military designers proposed that the use of such equipment would best be served by mounting them on non-combat units in the first place.

Apparently, for the Draconis Combine, at least one answer to the HQ *Cyclops* was a specifically modified *Kiso*. I only have one holoic and the attached stats that were relayed to me when I probed my academic contacts at the University of Proserpina about a wonderfully successful delaying action on Paris in 2967. (Dr. Michael Miller says "hi", by the way.)

Orchestrated by *Sho-sa* Logan Kurita, a distant cousin of the Combine's ruling family and commander of third battalion in the now-deceased First Proserpina Hussars, the DCMS force held off a vastly superior Davion invasion on the southern continent. In an environment that consisted of hundreds of square kilometers of rolling hills and light woods, the Kuritan headquarters was never detected, despite countless headhunter sweeps.

I suspect the pictured *Kiso*—nicknamed "The Dog" in what was probably fond mockery—featured the HQ refit and supplied its battalion command with all necessary resources. Indeed, there is hardly a more appropriate platform for the CCM than this big quad. With superior communications to all other WorkMechs in existence, a stable platform, lift hoists and cargo containers to support the command module, the *Kiso* is simply ideal to bear the sixteen-ton weight of a collapsible module during a mobile campaign.

And here my own speculations begin. The *Kiso* was a marvel of engineering, but only few existed in the Succession Wars era. I would argue that based on the low numbers and military use only at the regimental level, any *Kisos* they employed would almost have to be refitted to the HQ standard to make them viable assets. I have sent one of my PhD students to Proserpina for further research. I trust her paper will shed more light on this intriguing unit.

Type: **Kiso CommandMech**

Technology Base: Inner Sphere (Experimental)

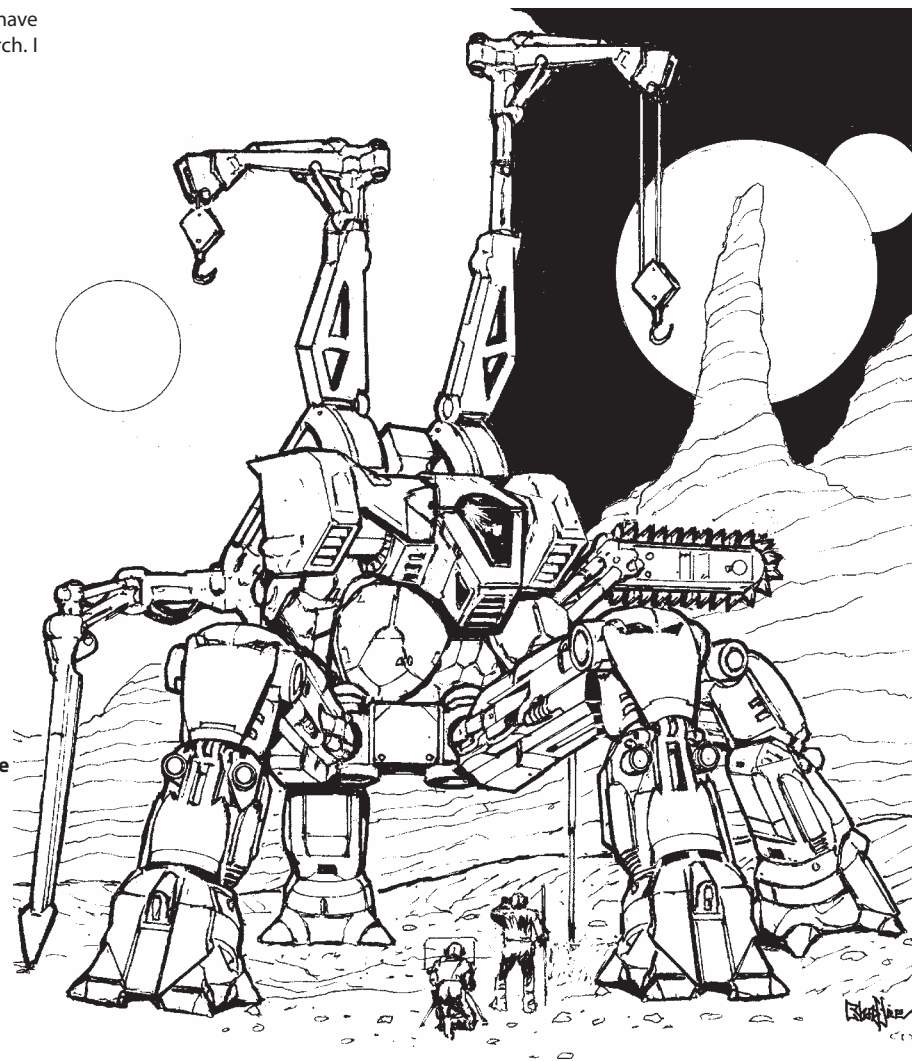
Tonnage: 100

Equipment

Internal Structure:	IndustrialMech	Mass	20
Engine:	200 Fusion		8.5
Walking MP:	2		
Running MP:	3		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit (Command Console):			6
Armor Factor (Heavy Industrial):	248		15.5
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	31	23	
Center Torso (rear)		16	
R/L Torso	21	22	
R/L Torso (rear)		14	
R/L Front Leg	21	32	
R/L Rear Leg	21	32	

Weapons and Ammo	Location	Critical	Tonnage
2 Searchlights	RFL	2	1
2 Searchlights	RRL (R)	2	1
Collapsible Command Module	RT	12	16
2 Cargo Containers	CT	2	20
2 Machine Guns	LT	2	1
Machine Gun	LT (R)	1	.5
Ammo (MG) 100	LT	1	.5
Communications Equipment	LT	3	3
Lift Hoist	LT	3	3
2 Searchlights	LFL	2	1
2 Searchlights	LRL (R)	2	1

Notes: Features the following Design Quirks: Improved Communications, Non-Standard Parts, Stable.



EXPERIMENTAL

J. EDGAR LIGHT HOVER TANK (CELL)

Field Testing Summation: J. Edgar field refit

Producer/Site: Scarborough, Al Na'ir

Supervising Technician: Unknown

Project Start Date: 2998

Non-Production Equipment Analysis:

Light Rifle (Cannon)

Overview

War stirs up all manner of unusual finds. For example one of my archives from the FedCom era tells of a fascinating piece of what-might-have-been that the Davions came across during a data raid on Quentin. It turns out our neighbors in the Draconis Combine were looking to re-engine their J. Edgars back before the turn of the century. Only, in this case, unlike that ICE modification everyone seemed to be using, Scarborough, Ltd. on Al Na'ir sought to employ fuel cells back in 2998.

It is often hard to remember that the Inner Sphere was facing complete technological collapse barely sixty years ago. For decades before that, fusion engines were harder to produce and grew increasingly rare, so it became standard practice to appropriate them for use in BattleMechs rather than vehicles. Scarborough was familiar enough with the specs that made the standard combustion engine refit for the J. Edgar so common, but opted to seek alternatives to retain the performance curve of a fusion engine.

Their fuel cell refit offered a number of advantages, the most important of which being the ability to attain greater engine power for less weight lighter than a comparable ICE, thus making it possible for the J. Edgar to go fusion-free without a significant loss in land speed. Unfortunately, the rest of the refit graphically revealed the state-of-the-art at the time. In a highly questionable move, the successful Type 18 laser and Harvester SRMs were replaced with a light rifle and a pair of machine guns—armament that was all but ineffective against modern armor. Just what the designers were thinking is unclear as better weapons were available even then. Perhaps, as with the Pike Support Tank, they were anticipating a time in the near future when military vehicles had degraded even further—or perhaps the vehicle was being considered for sale to paramilitary organizations below the DCMS. Whatever the case, it was not the weapons choice that doomed the tank, but rather the engine. A poor choice of catalyst and a faulty reclamation system saw it produce excessive heat and insufficient power, while its more limited endurance compared to a standard IC engine was a further drawback.

Though flawed, the fuel cell-modified J. Edgars did show promise and funds were allocated for further development, only to see then-Coordinator Hohiro Kurita divert spending to pay for the Combine's lavish millennial celebrations. The stalled program would not long outlive the Coordinator. As part of Coordinator Takashi's military reforms, "marginal" programs like military fuel cell research were cut in favor of proven technologies, leaving this vehicle a footnote in the annals of military history.

Type: **J. Edgar Light Hover Tank (Cell)**

Movement Type: Hover

Tonnage: 25

Equipment

Internal Structure:

Engine: 145

Type:

Fuel Cell

Cruise MP:

11

Flank MP:

17

Heat Sinks:

1

Control Equipment:

0

Lift Equipment:

1.5

Power Amplifier:

2.5

Turret:

0

Armor Factor:

.5

104

Armor

Value

Front

30

R/L Side

19/19

Rear

12

Turret

24

Weapons and Ammo

Light Rifle

Location

Turret

Tonnage

3

Ammo (Rifle) 18

Body

1

2 Machine Guns

Turret

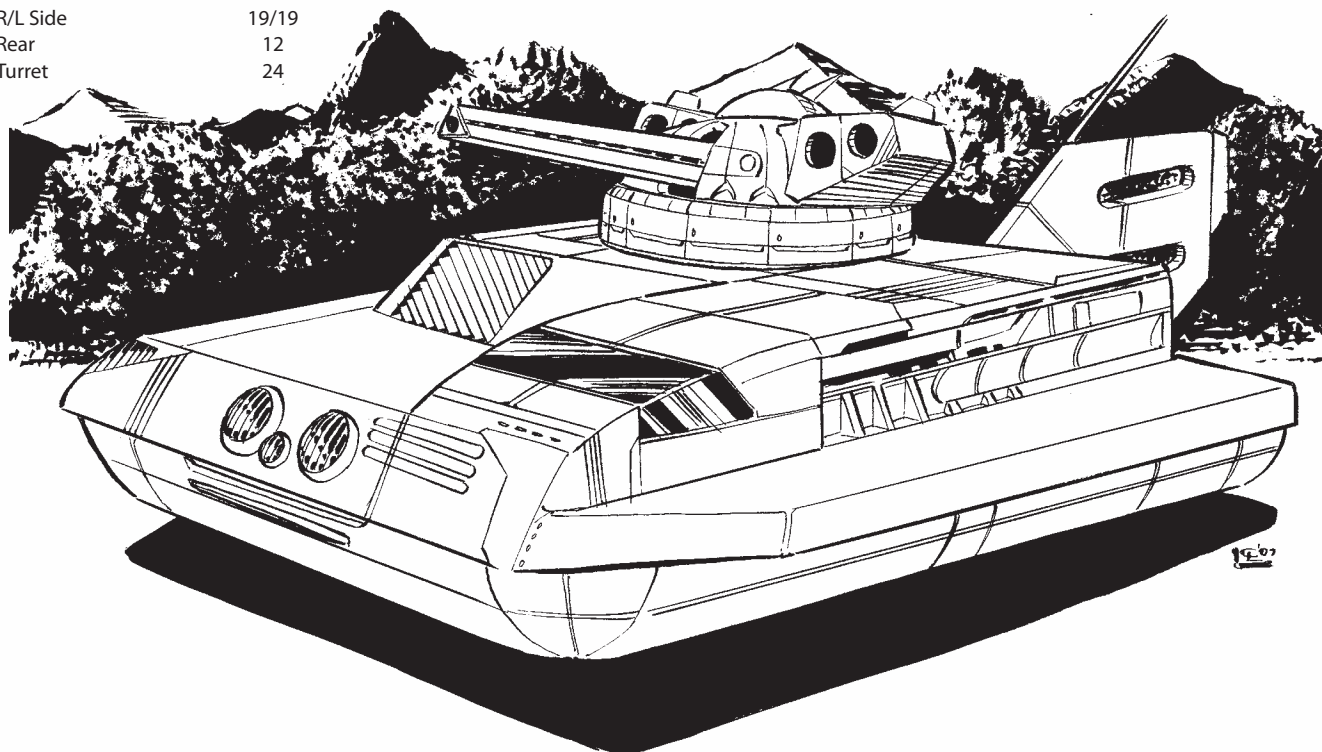
1

Ammo (MG) 100

Body

.5

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



EXPERIMENTAL

KESTREL SCOUT VTOL

Field Testing Summation: Kestrel scout variant

Producer/Site: Blackwell, Outreach

Supervising Technician: Unknown

Project Start Date: 3030

Non-Production Equipment Analysis:

VTOL Jet Booster

Overview

[As my friend Benjamin Morrison (of what is left of Wolfnet) sent me various pieces of requested information on the Buffalo and Starfire, we got talking about various other experimental Succession Wars-era designs. This is his recount of a specialized variant of a specialized helicopter. Of course, the Dragoons are completely outside of the box in terms of lostech; they were, after all, working from a tech base that most Houses have yet to reach even today. -CA]

Quite possibly the rarest VTOL variant in the Inner Sphere, the Kestrel Scout was developed by Blackwell Industries for use by Wolf's Dragoons' Seventh Kommando and Special Recon Group. Intended to serve as a highly mobile and unseen reconnaissance platform, only a handful of these vehicles was ever built before the Dragoons' reorganization folded the SRG into the new Home Guards.

The Kestrel Scout is ideally configured to gather information without being detected and relay it to friendly forces. It accomplishes this by incorporating a sophisticated camera system in a special mast mount above the main rotor assembly, enabling the craft to remain safely concealed behind hills or trees, to observe an area without being exposed to hostile fire. In addition to this, an aft dispenser allows the Kestrel to "seed" a target zone with air-dropped remote sensors as it passes. The high-powered communications equipment carried within the helicopter itself not only enables its crew to keep in touch with these remotes, but also offers superior ability to cut through most ambient ECM and report its findings.

Of course, for any recon vehicle, speed is of critical importance. The design team was unable to increase the Kestrel's thin armor shell without compromising its capabilities as a scout. Thus, they turned towards improving the pilot's ability to escape and evade enemy fire by installing turbojet rockets in the VTOL's stubby wings. These jet boosters provided the Kestrel with enough short-term thrusts to achieve air speeds up to two hundred and sixty kilometers per hour, enough to outpace even the fastest hover tanks of its day.

All of these upgrades naturally came at a price. The large amount of radio gear, racks for the remote sensors and the jet boosters combined to eliminate the Kestrel's once-sizeable troop compartment. Combined with its minimal armor and armament, this fact—more than anything—limited the variant's deployment in any mission not strictly focused on gathering intelligence.

Type: **Kestrel Scout VTOL**

Movement Type: VTOL

Tonnage: 25

Equipment

Internal Structure:

Engine: 160

Type: ICE

Cruise MP: 12

Flank MP: 18 (24)

Heat Sinks: 0

Control Equipment: 1.5

Lift Equipment: 2.5

Power Amplifier: 0

Mass

2.5

12

0

1.5

2.5

0

Turret:

Armor Factor:

0
1.5

24
Armor
Value

Front 8

R/L Side 5/5

Rear 4

Rotor 2

Weapons and Ammo

2 Machine Guns Front 1

Ammo (MG) 100 Body .5

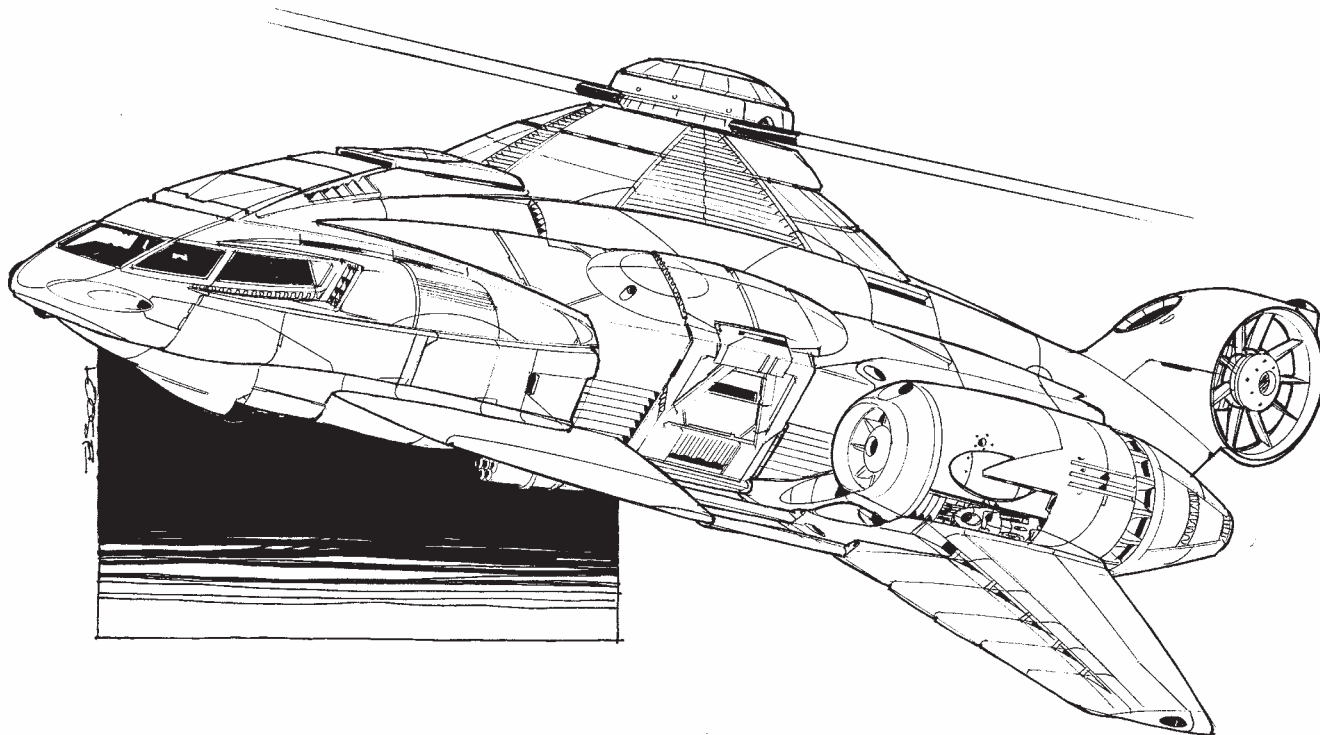
Communications Equipment Body 1

VTOL Jet Booster Body 1.5

VTOL Mast Mount Rotor .5

Remote Sensor Dispenser Rear .5

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



EXPERIMENTAL

CONDOR HEAVY HOVER TANK (FISSION)

Field Testing Summation: Condor fission engine test bed

Producer/Site: Unknown

Supervising Technician: Unknown

Project Start Date: Early thirty-first century

Non-Production Equipment Analysis:

Sponson Turrets

Overview

[Sometimes, even the tabloids get it right. The following is an "informational" clip taken from Bild von Tharkad. Yes, the old tabloid magazine. Humor me. A quick bit of research proved the essence of the article to be correct, although I've made a few amendments for clarity's sake. -CA]

In the early thirty-first century, House Liao attempted to upgrade its Condor heavy hover tanks without tapping its dwindling reserves of fusion plants. As fusion engines remained desperately needed for BattleMechs and heavy tanks, the Capellan engineers took some old Condor husks and replaced their damaged combustion engines with mothballed fission models. How they could possibly think this was a good idea is probably even beyond the abilities of today's Capellans to explain, but it was a different time, those Succession Wars.

[Surprisingly insightful for Bild von Tharkad, but they soon return to their usual standards. The following description is factually incorrect in its assumption that these modifications were undertaken on standard Condor bases. We believe instead that the fission engine "upgrades" more likely tested on the urban combat flamer variants, which would have required far less structural alteration. -CA]

To make up for the additional weight consumed the engine shielding, the Capellans decided to remove the Condor's autocannon and replace it with a third medium laser. This choice, which traded tonnage for reach, demonstrated once again that the engineers had no idea what they were doing. After all, not only would this change force their fragile hover tank close in with its targets, the added heat sink needs would virtually offset the weight savings made possible by swapping the gun out in the first place.

[But then the Capellans have a history of modifying standard Condors with short-ranged lasers, so that's not news. -CA]

At this point someone with some brains must have chimed in, because they did decide to address protection with an additional two and a half tons of armor and some additional anti-personnel weaponry. A vehicle flamer and machine gun, one each mounted on side sponson turrets, gave this Condor better ability to defend itself against infantry forces at point-blank range—without distracting the main gunners at the same time.

Still, even these last two additions did not stave off the inevitable failure. The few tanks that could be put together from the old husks ran out of replacement fission engines after just a few years in operation.

[Even from a less farcical standpoint, the fission engine Condors' failure makes sense. As a power source whose development has stagnated for centuries now, fission engines rated for combat duty simply cannot perform any better than a comparable internal combustion engine—while costing more than their high-tech fusion equivalents. Even the Capellans reasoned this one out in short order, and likely shelved the concept before wasting any further effort on the folly of improving a dead technology. -CA]

Type: **Condor Heavy Hover Tank (Fission)**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

Equipment

Internal Structure:

Engine: 165 16

Type: Fission

Cruise MP: 8

Flank MP: 12

Heat Sinks: 9 4

Control Equipment: 2.5

Lift Equipment: 5

Power Amplifier: 0

Turret: .5

Sponson Turrets: .5

Armor Factor: 136 8.5

Armor

Value

Front 40

R/L Side 25/25

Rear 21

Turret 25

Weapons and Ammo

3 Medium Lasers Turret 3

Machine Gun Right Sponson .5

Vehicle Flamer Right Sponson .5

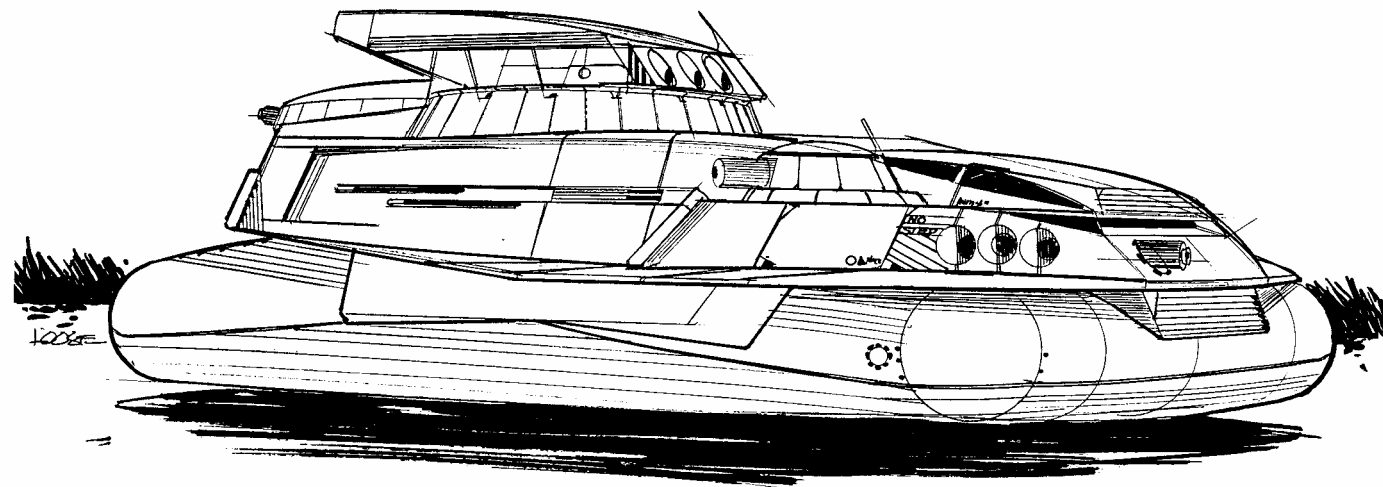
Machine Gun Left Sponson .5

Vehicle Flamer Left Sponson .5

Ammo (MG) 200 Body 1

Ammo (Flamer) 40 Body 2

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



EXPERIMENTAL

BUFFALO DRONE BOMB

Field Testing Summation: Low-tech defense solution

Producer/Site: Various

Supervising Technician: Field Technicians

Project Start Date: N/A

Non-Production Equipment Analysis:

Booby Trap
Supercharger

Overview

The history of warfare is littered with instances of civilian vehicles being turned into deadly booby traps for the opposing military. One infamous historic example of this is Anton Marik's "kitchen sink" defense of New Delos. While the battle itself was decided long before it even started because of the discrepancy of skill and will between the combatants, transcripts recounting the decimation of Summer's Company (a part of Charlie Battalion, in Wolf's Dragoons' Delta Regiment) were used in several media broadcasts following the end of the rebellion, to emphasize the terror tactics Anton's forces pursued as their desperation mounted.

In the transcripts, elements of Summer's Company were securing a convoy of rebel hovercrafts, when several of the vehicles detonated. The blasts were so intense that they vaporized the nearby Dragoons' BattleMechs, briefly convincing the mercenaries that the rebels were employing tactical atomics against them. The company sustained heavy casualties and nearly routed in panic.

After-action investigations revealed that the entire incident had been a trap. The vehicles in question were large Buffalo hovercraft, operating under remote control and fitted with packed with enough explosives to rival a tactical weapon's force—if not its area of effect. Many of these vehicles also carried tons of munitions such as surplus machine gun ammo or Inferno missiles specifically to increase their devastating blasts. The use of these support vehicles as Trojan horses offered not only the highest destructive potential given their payload capacity, but virtually guaranteed the enemy would get in close enough to suffer damage, as the capture of logistical vehicles was a key part of the loyalists' strategy.

In the recent Word of Blake Jihad, Buffalos once again became the favored vessels for suicide bombers, likely inspired by tales from the Marik Civil War. During the battle for Terra, in fact, many reports demonstrated Buffalo drone hovertrucks that were equipped for ECCM work, with some sporting thicker, military-grade armor and even actual nuclear payloads.

Fortunately, most drones are the work of a desperate force already strapped for resources, and most have historically been jammed and rendered harmless by even the simplest of electronic countermeasures. While this does not negate the possibility of living suicide drivers make up for the lack of remote operations, modern technology at least offers some defense against this more insidious use of technology.

Type: **Buffalo**

Chassis Type: Hover (Large)

Mass: 100 tons

Equipment Rating: D/X-F-F (Experimental)

Equipment

Equipment		Mass
Chassis:		30
Engine/Controls:	Electric (Fuel Cell)	23.5
Cruise MP:	5	
Flank MP:	8 (10)	
Heat Sinks:	0	0
Fuel:	1,702 km	6
Armor Factor (BAR 5):	93	3
	Internal Structure	Armor Value
Front	10	18
Front R/L Side	10	15/15
Rear R/L Side	10	15/15
Rear	10	15

Weapons and Ammo

Ammo (MG) 900

Location

Body

Mass

4.5

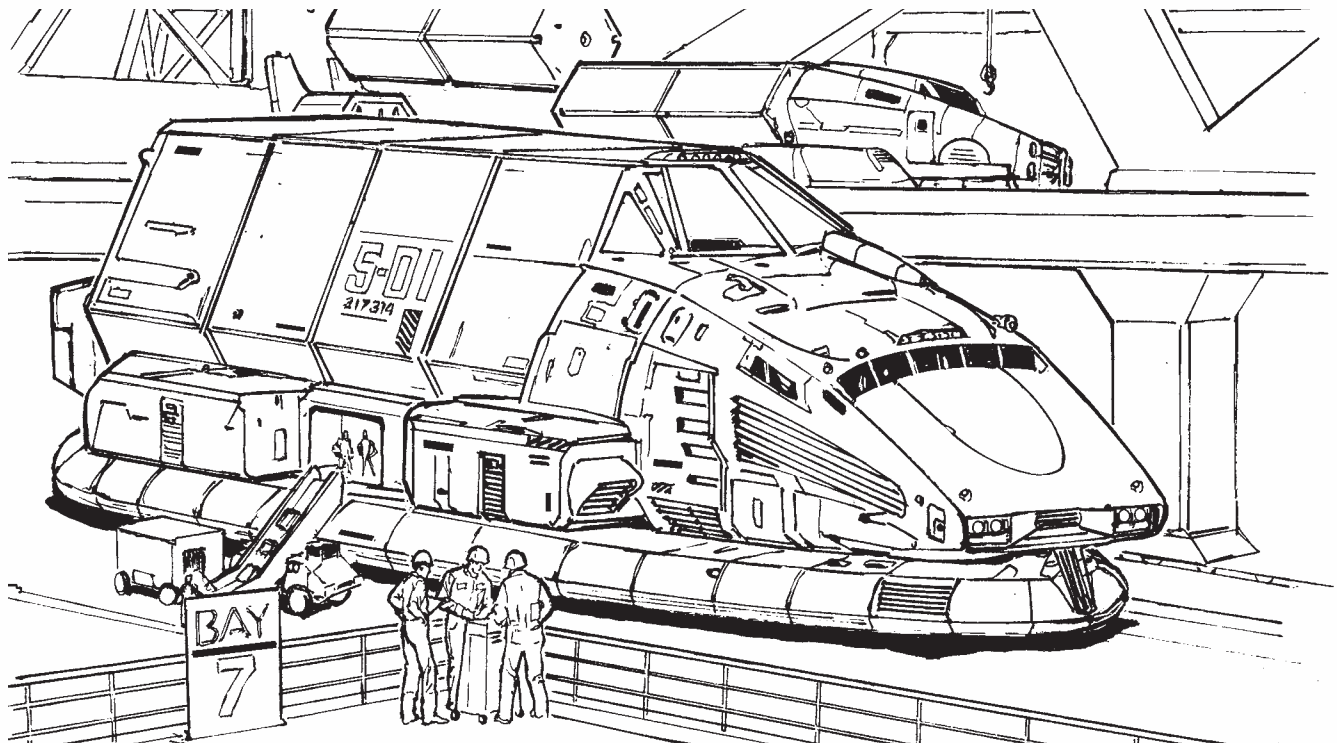
Crew: 0 (Drone)

Cargo:

1 Container (10 tons)

1 Door (Rear)

Notes: Features Booby Trap (10 tons), Drone (Remote) Operating System (10.5 tons), Supercharger (2.5 tons).



EXPERIMENTAL

ŞOARECE SUPERHEAVY MBT

Field Testing Summation: House Marik limited production

Producer/Site: Earthwerks-FWL Inc., Keystone

Supervising Technician: Tavian Vladimirescu

Project Start Date: 2881

Non-Production Equipment Analysis:

Super-Heavy Vehicle

Overview

[Pulled this one from some of my Marik associates. While the loss of technology was a very real threat, it does seem ironic rather that this over-specialized design was chosen to combat it. —CA]

The devastation of the Second Succession War left the Free Worlds League with a severe shortage of combat vehicle manufacturers. With the loss of Bainsville's Vickers-Shellingford Armor Company, the FWLM lost its last reliable source of battle tanks and spelled the end of the Tiger medium tank. Worse, with the increasing loss of sophisticated engineering knowledge, some speculated that the ability to design and construct new BattleMechs could be lost within the next three or four generations, thus imperiling the realm's entire defense.

Knowing the FWLM needed a heavy-hitting armored vehicle to regain its edge, Captain-General Philippa Marik tasked Earthwerks Incorporated with developing a new combat vehicle both less sophisticated and more survivable than a BattleMech. The ideal vehicle would also need to be capable of rapid mass-production, to fill out the League's thinning military ranks and boost its defenses as quickly as possible.

Initial design goals called for a vehicle with twice the frontal armor of any existing design, able to handle all-types of terrain, and built around a non-fusion engine. The original prototype, dubbed Soarecar (in honor of Helios' chariot), was a mundane vehicle sporting a pair of class five autocannons. While its armor protection was stellar, this tank still fell well short of the BattleMech-level firepower and durability the LCCC demanded.

For the next two decades, Earthwerks repeatedly reworked its designs to meet the increasingly impossible demands of the League's procurement office, each time increasing the vehicle's weight. The final design—unveiled at last in 2904—was gargantuan, so much so that the Romanian-speaking designers had long since abandoned its original name for "Şoarece" (mouse), as an ironic pun.

Built around a specially developed, battlefield-grade fuel cell engine, the Şoarece featured three classes of autocannons in its turret, including an Imperator Zeta to shatter the limbs of enemy 'Mechs and a Smoothie-2 for anti-aircraft work. Though its ground speed was slow, the vehicle was placed into limited production to fill the desperate need for heavy armor. Little over a hundred had been built by the time House Marik finally captured Shiro III, home of Grumman Amalgamated. With the capture of the factory that still produced the venerable (and, ultimately, far superior) Ontos tank, orders for the Şoarece plummeted. A few years later, production of the superheavy vehicle was finally cancelled.

Type: **Şoarece Superheavy MBT**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 175

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

350

Fuel Cell

2

3

1

9

0

0

4.5

40.5

648

Armor

Value

110

92/92

92/92

60

110

Front

R/L Front Side

R/L Rear Side

Rear

Turret

Mass

35

7.5

0

9

0

0

4.5

40.5

Weapons and Ammo

AC/20

Ammo (AC/20) 30

AC/10

Ammo (AC/10) 30

AC/2

Ammo (AC/2) 90

Machine Gun

Ammo (MG) 200

Limited Amphibious Equipment

Location

Turret

Body

Turret

Body

Turret

Body

Front

Body

—

Tonnage

14

6

12

3

6

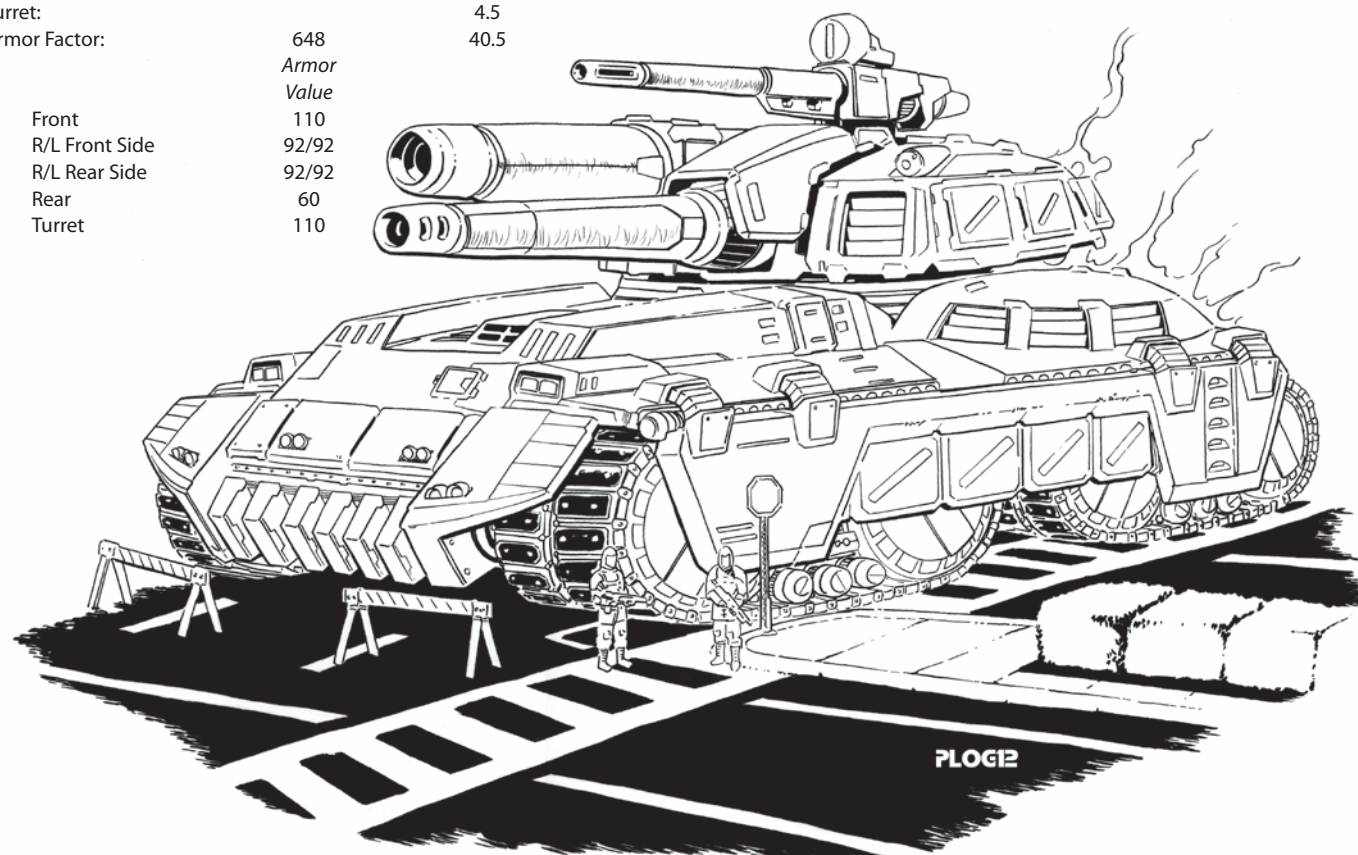
2

.5

1

7

Notes: Features the following Design Quirks: Accurate Weapon (AC/2), Difficult to Maintain, Non-Standard Parts, Obsolete/2915, Poor Performance.



EXPERIMENTAL

SF-1X STARFIRE

Field Testing Summation: Experimental airframe

Producer/Site: Banzai Weapons Design Company, New Avalon

Supervising Technician: Dr. B. Banzai

Project Start Date: 3028

Non-Production Equipment Analysis:

Prototype Ultra Autocannon/5

Prototype Ferro-Aluminum Armor

Overview

The discovery of the Helm Memory Core was, of course, the watershed event that sparked the Inner Sphere's technological renaissance. Though other discoveries and research were gradually dragging us out of the technology dark age of the Succession Wars were being made, the so-called Gray Death Core kicked this recovery into overdrive, especially in the military fields. With manufacturing still limited by centuries of decline, the first beneficiaries of this revival were, naturally, the older and proven machines that still remained on the modern battlefield. Newly developed machines, in the meantime, found use as test beds, and survived more often than not only in a niche role.

The *Starfire* is an example of these test beds. As basic as its airframe is when reviewed today, the craft was groundbreaking for being one of the first new designs of its day—albeit one devised specifically for testing. Wolfnet reached this same understanding when they included the fighter in their update of ComStar's original 3026 *Technical Readout*. The following was Wolfnet's abstract:

The *Starfire* was an early upgraded technology project of the NAIS, following the dissemination of the Gray Death Memory Core. Based on the Star League's *Hellcat II* frame, the newly created *Starfire* was the aviation research project running alongside the development of the *Axman* and *Caesar* BattleMechs. Unlike the 'Mechs, the aerospace fighter never saw widespread deployment, as its construction was archaic and did not offer advantages over line units. It was, however, an exemplary testbed, and easily modified to trial a slew of new weapons, armor and heat sink systems.

The *Starfire* was exemplary, but I find it interesting that Wolfnet's coverage shows discrepancies. In their 3050 Inner Sphere brief, they noted that the fighter reached actual production, while the TR 3026 revision essentially called it a stillborn concept.

As always, the truth is somewhere in the middle: while most rediscovered Star League weapons were tested on the *Starfire*, the Ultra autocannon was of most interest (in typical Davion fashion). While the initial *Starfires* were hand-built custom craft, each with a different payload, the SF-1X that featured the Ultra AC/5 entered limited production until the mid-3040s. Most of these ultimately appeared in the ranks of the NAIS Training Cadre. While the prototype featured in the NAIS museum did not survive the Word of Blake's New Avalon rampage, a few of the Cadre's

Starfires were still reportedly flying even during the occupation of the FedSuns capital. Of course, by then, with their production lines long destroyed and technology advanced well beyond their capabilities, these fighters had become relics of a bygone age.

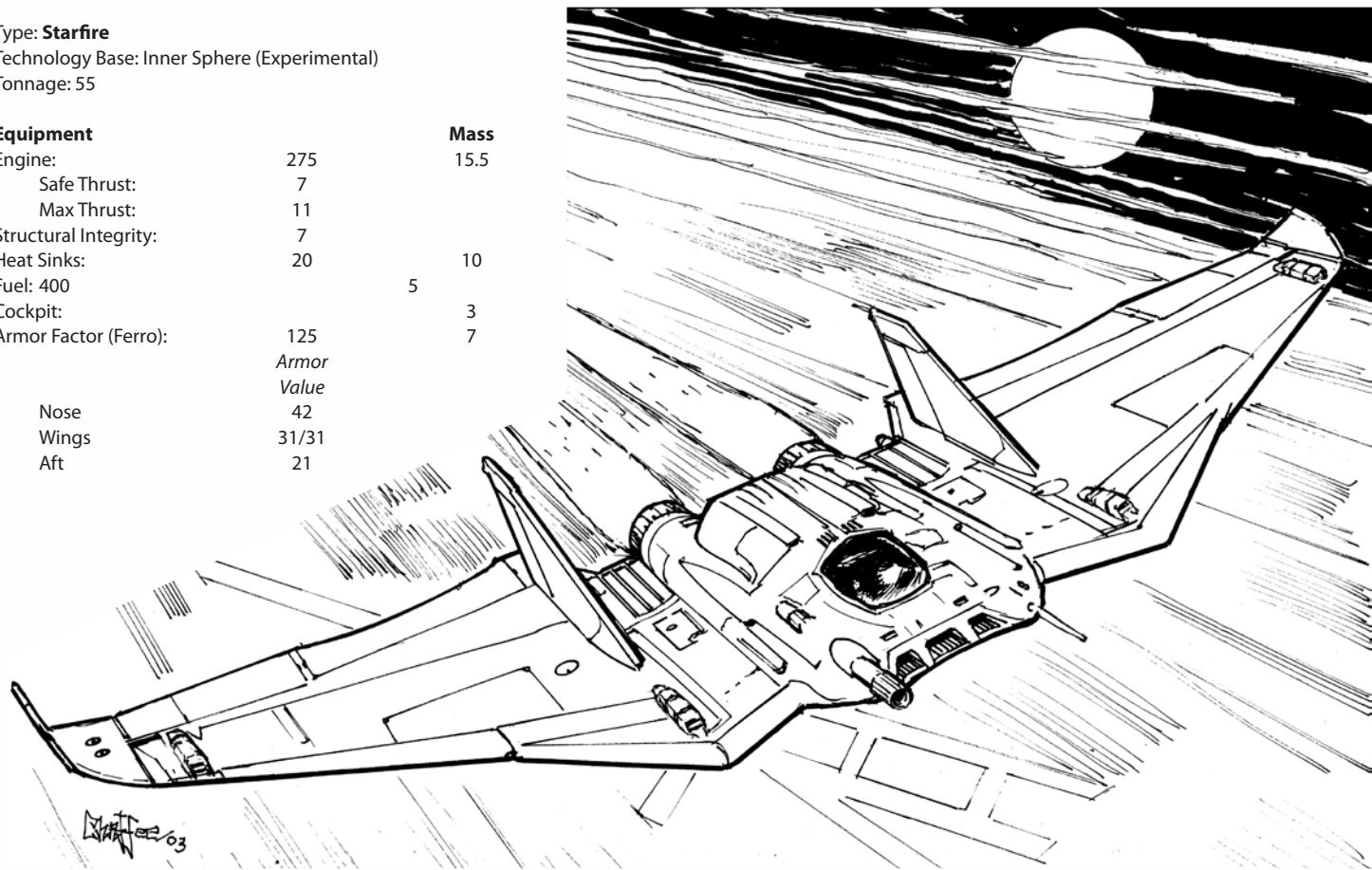
Type: **Starfire**

Technology Base: Inner Sphere (Experimental)

Tonnage: 55

Equipment

		Mass
Engine:	275	15.5
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	20	10
Fuel: 400		5
Cockpit:		3
Armor Factor (Ferro):	125	7
	Armor Value	
Nose	42	
Wings	31/31	
Aft	21	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Prototype Ultra AC/5	Nose	9	2	7	7	7	—
Ammo (UAC-P) 20	—	1					
2 Medium Lasers	RW	2	3	5	—	—	—
2 Medium Lasers	LW	2	3	5	—	—	—
Small Laser	Aft	.5	—	—	—	—	—

Notes: Features the following Design Quirks: Atmospheric Flyer, Modular Weapons, Obsolete/3045.

EXPERIMENTAL

TSURU VIP AIRCRAFT

Field Testing Summation: Military VIP Transport

Producer/Site: Wakazashi Enterprises, Kervil

Supervising Technician: Unknown

Project Start Date: 3021

Non-Production Equipment Analysis:

Chaff Pods

Overview

The details on this one come through some corporate contacts at Avanti Industries. When their highly luxurious Zanadu Air Bus debuted in 3004, it spawned a number of imitators from rival states. One of the more successful copies was Wakazashi Enterprises' Graceful Crane, which first appeared in 3007. While a mere luxury airliner is not remarkable, this special VIP variant did catch some interest.

Soon after Vasily Cherenkoff was promoted to Warlord of the Dieron Military District, Wakazashi received orders to create a new military transport specifically for his use. The brief stated that the warlord required a swift aircraft, capable of carrying himself and his senior staff safely, yet with the luxury afforded by one of his rank.

Working from an existing airframe to ensure a speedy delivery, Wakazashi set about modifying the Graceful Crane. Deciding to use a more traditional name, the Tsuru (Japanese for crane) was the result. Its structure was heavily reinforced, allow it to mount the strongest possible armor, which was thickened to maximum tolerances. Three tons of military grade communications equipment was installed, so the warlord could be kept abreast of all developments even in flight, and enabling the aircraft to serve as a basic headquarters unit if necessary. In a pinch, the comms gear could also be used to project an ECCM field around the aircraft, to combat hostile electronic warfare.

For the Tsuru's passengers, the Graceful Crane's lavish fittings were retained, and even enhanced with the addition of purpose-built luxury quarters catering to the warlord's every whim. As a further safety measure, ejection seats were provided for all the passengers and crew. (Lurid rumors suggest that Cherenkoff required an extra large seat built to accommodate his bulk, but no proof of this has ever arisen.) To ensure the warlords safety even upon landing, the cargo bay was expanded to hold a variety of armored limousines, so Cherenkoff could transit from his air transport to his motorcade without exposing himself to sniper fire.

The Tsuru's final feature is its most intriguing. Taking precautions to the extreme, Wakazashi installed primitive chaff pods in the aircraft's wings and aft quarters of. Though the technology had existed since the earliest days of powered flight in one form or another, these pods had become a rarity by the thirty-first century, thanks to continual advances in missile targeting technology. Nevertheless, Wakazashi thought included them as a "spare no expense" measure to guarantee Cherenkoff's approval. The decision clearly paid off; pleased with the resulting design, Cherenkoff requested only one final touch, and ordered his Tsuru painted red, to match the color of his *Atlas*.

Type: **Tsuru**

Chassis Type: Fixed Wing (Medium)

Mass: 100 tons

Equipment Rating: D/X-E-E (Experimental)

Equipment

Chassis:

Engine/Controls:

Safe Thrust:

Max Thrust:

Structural Integrity:

Heat Sinks:

Fuel:

Armor Factor (BAR 10):

Nose

Wings

Aft

Fusion

5

8

5

0

400

103

Armor

Value

24

24/24

31

Mass

22.5

29

0

8

6.5

Weapons and Ammo

None

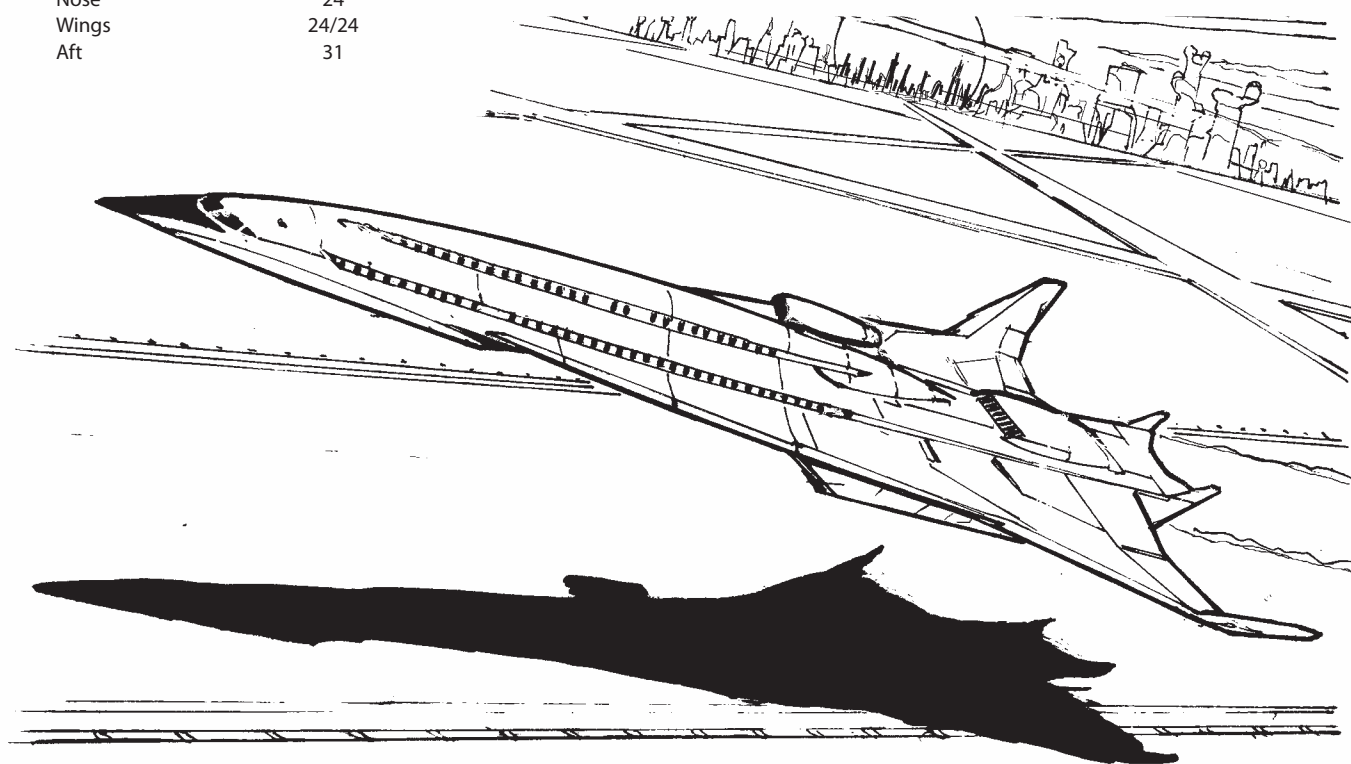
Crew: 6 (1 officer, 5 enlisted/non-rated)

Cargo:

15 tons standard

1 Door (Aft)

Notes: Features Armored and STOL Chassis Modifications, 4 Chaff Pods (4 tons, RW/LW/2 Aft), Communications Equipment (3 tons), 6 crew and 14 passenger ejection seats (2 tons), 1 first-class quarters (10 tons).



EXPERIMENTAL

GAME RULES

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

Design Quirks

Every prototype and primitive unit described in this *Experimental Technical Readout* has one or more listed positive and/or negative Design Quirks (see p. 193, *SO*). These quirks are included to give each design a unique flavor based upon its history and use in the post Star League era known as the Succession Wars. Use of these quirks is optional and should be agreed upon by all players before play begins.

Prototype Improved Jump Jets

The concept of the improved-range jump jet technology finally reached fruition in the late 3060s, but had previously been attempted at various stages of Succession Wars history. The most famous near-breakthrough was House Davion's experiments on Hoff in the early 3020s. While prototype improved jump jets were lighter and smaller than their modern incarnations, they ran hotter and were prone to exploding when damaged. After the project's destruction in the midst of the Wolf's Dragoons' raid on Hoff, further development was halted. Compared to the old system, modern improved jump jets feature additional shielding and cooling circuits, making them bulkier and heavier, but ultimately safer and much more reliable.

Prototype improved jump jets have identical construction and game rules as standard jump jets (see p. 225, *TM*), but—like modern improved jump jets—the offer a maximum Jump MP equal to the 'Mech's maximum Running MP. Heat generated by these jets is also doubled, at 2 heat points per hex jumped, with a minimum cost of 6 heat points.

To reflect the volatility of these experimental jets, a critical hit to a prototype improved jump jet destroys the extra capacitor banks powering the electron beam emitters used to ignite the jets. This results in a catastrophic discharge of the capacitor's stored energy that is identical to a 10-point internal ammunition explosion in the location containing the jet.

Primitive Chaff Pods

Chaff is one of the earliest forms of electronic countermeasures in modern warfare. Though the technology is rarely used, its effectiveness has been updated just as frequently as has most modern electronic warfare technology.

To represent this parity of technological advances, primitive chaff pods work identically to standard chaff pods (see p. 299, *TO*) both in terms of game play and construction.

Prototype Ferro-Aluminum Armor

The aerospace fighter equivalent of early ferro-fibrous armor, prototype ferro-aluminum armor takes up 1 slot in the fighter's wings and aft for a total of 3 slots (see p. 192, *TM*).

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Flea FLE-14

Movement Points: Tonnage: 15
Walking: 9 Tech Base: Inner Sphere
Running: 14 (Experimental)
Jumping: 4 Era: Star League

Weapons & Equipment Inventory (hexes)

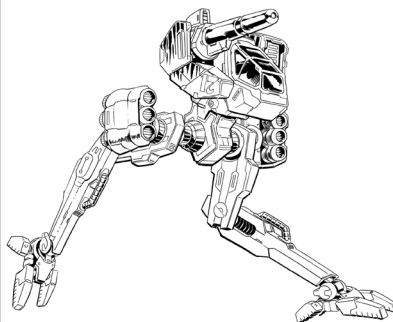
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

WARRIOR DATA

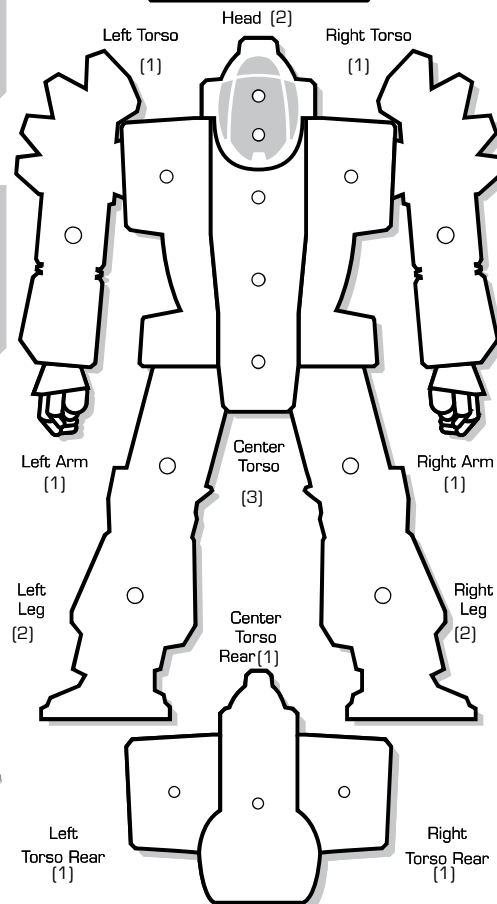
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

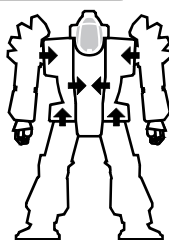
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

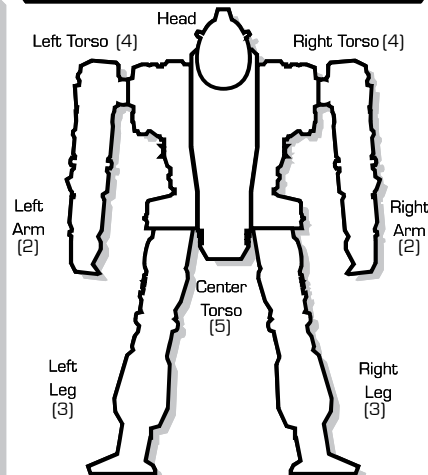
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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: Super-Wasp WSP-2A-X

Movement Points: 6 Tonnage: 25
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 [12] (Experimental)
 Jumping: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 2	LL	2	2/Msl [M.C.S.]	—	3	6	9

WARRIOR DATA

Name: _____

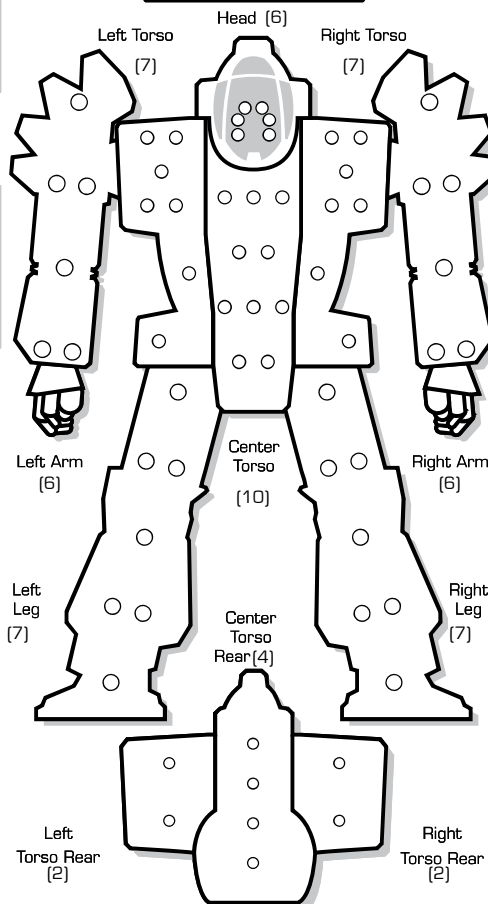
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Ammo [SRM 2] 50
- Roll Again

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- SRM 2

Head

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

Center Torso

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

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again

1-3

4-6

Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

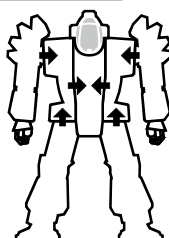
1-3

4-6

Right Leg

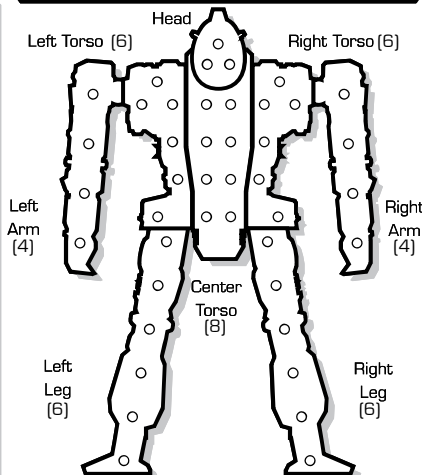
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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: Super-Griffin GRF-2N-X

Movement Points: 4
Walking: 4
Running: 6
Jumping: 6

Tonnage: 60
Tech Base: Inner Sphere
(Experimental)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

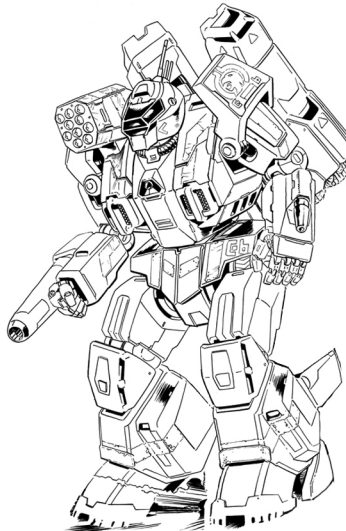
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	LRM 10	RT	4	1/Msl [M.C.S]	6	7	14	21
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

WARRIOR DATA

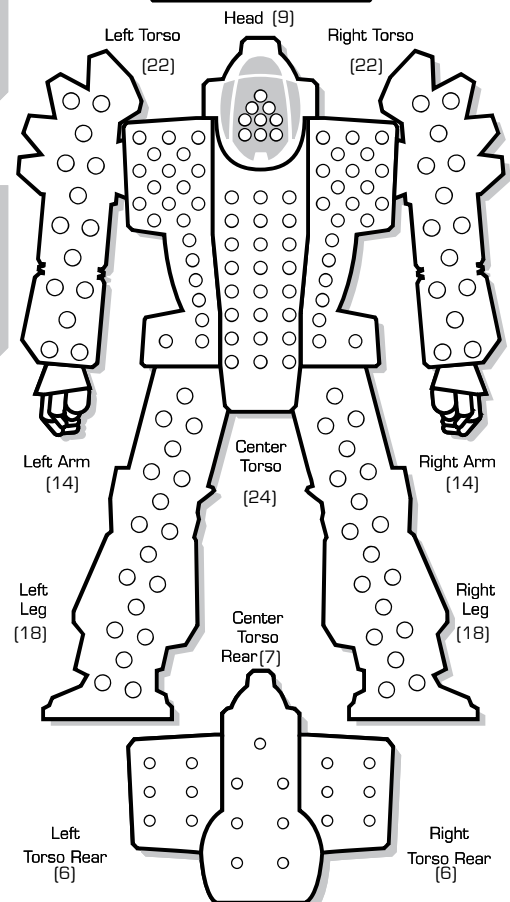
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Right Arm

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

Center Torso

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

Right Torso

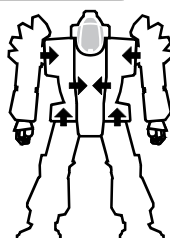
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

Left Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Small Laser
- Roll Again

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



Damage Transfer Diagram

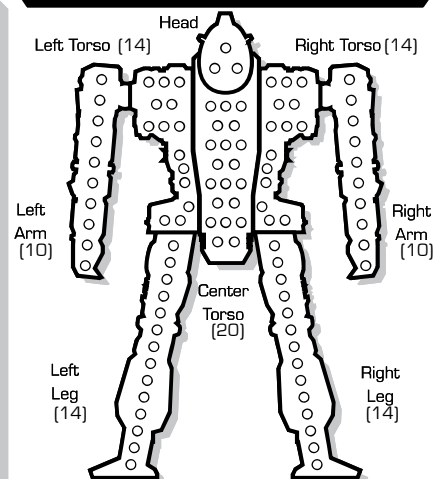
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cataphract CTF-0X

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: (Experimental) Succession Wars

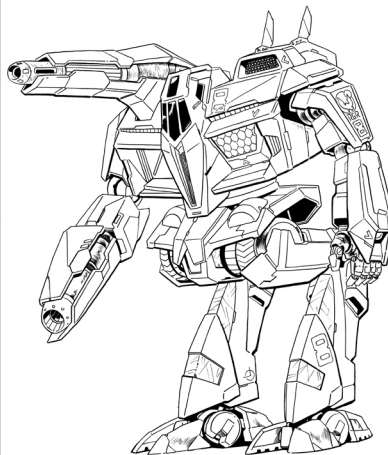
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser(R)	CT	1	[E]	3	6	12	18
1	AC/5	RT	1	[E]	3	6	12	18
1	Electronic Warfare Equipment	LT	—	[DB,S]	—	—	—	6
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

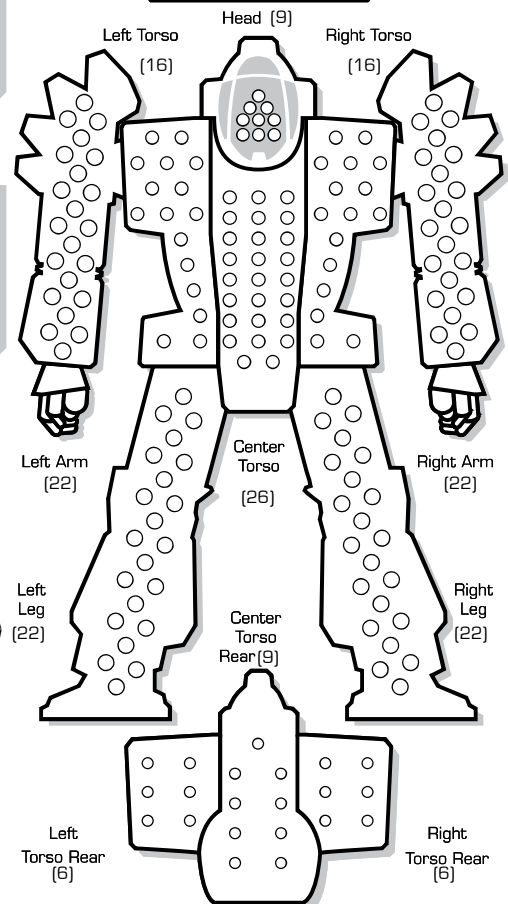
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

Center Torso

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

Right Torso

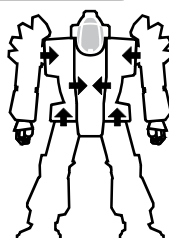
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Electronic Warfare Equipment
- Electronic Warfare Equipment
- Electronic Warfare Equipment
- Electronic Warfare Equipment
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Remote Sensor Dispenser (R)
- Roll Again

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



Damage Transfer Diagram

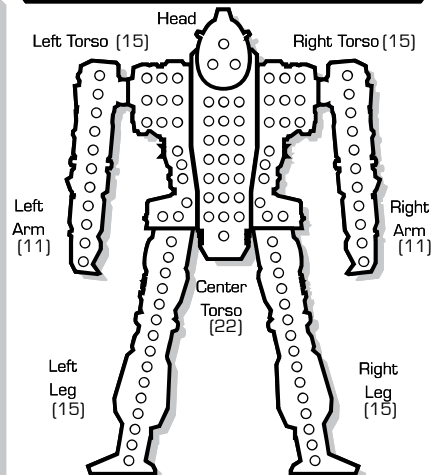
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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: Marauder MAD-4X

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: (Experimental) Succession Wars

Weapons & Equipment Inventory (hexes)

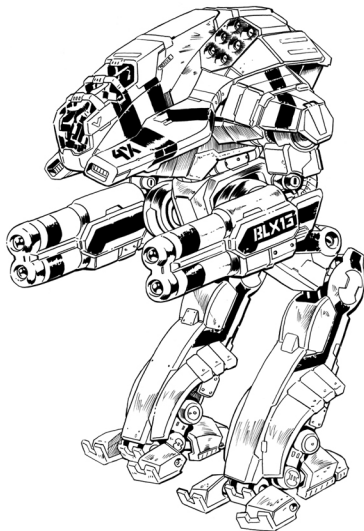
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M.C.S]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M.C.S]	—	3	6	9
1	Blazer Cannon	RA	16	12 [DE]	—	5	10	15
1	Blazer Cannon	LA	16	12 [DE]	—	5	10	15

WARRIOR DATA

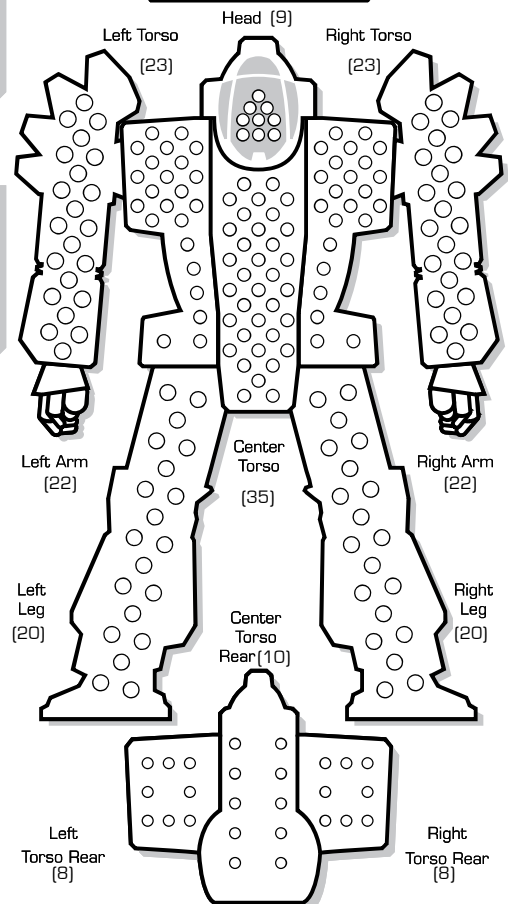
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Blazer Cannon
- Blazer Cannon
- Blazer Cannon
- 4-6 Blazer Cannon
- Endo Steel Prototype
- Endo Steel Prototype

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- SRM 6
- SRM 6
- 4-6 Ammo (SRM 6) 15
- Endo Steel Prototype
- Endo Steel Prototype
- Endo Steel Prototype

Left Leg

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

Head

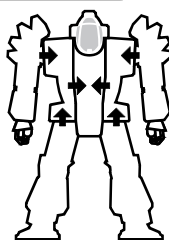
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel Prototype
- Endo Steel Prototype

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Blazer Cannon
- Blazer Cannon
- Blazer Cannon
- 4-6 Blazer Cannon
- Endo Steel Prototype
- Endo Steel Prototype

Right Torso

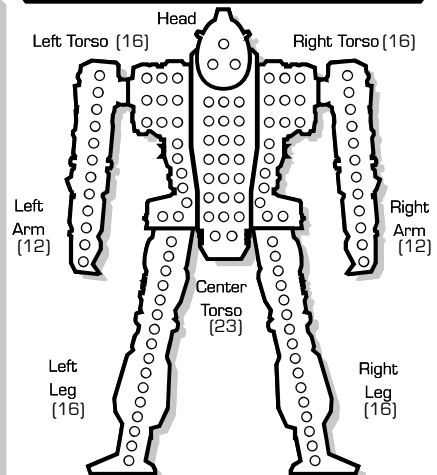
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- SRM 6
- SRM 6
- 4-6 Ammo (SRM 6) 15
- Endo Steel Prototype
- Endo Steel Prototype
- Endo Steel Prototype

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

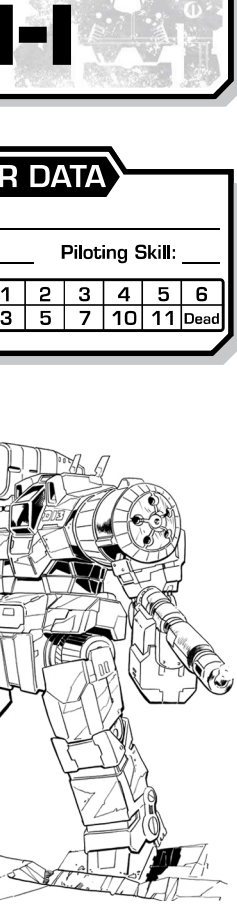
Heat Scale

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

R DATA

Piloting Skill: _____

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



Right Arm

- Shoulder
Upper Arm Actuator
Lower Arm Actuator
LRM 10
LRM 10
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again

- Shoulder
Upper Arm Actuator
Lower Arm Actuator
LRM 10
LRM 10
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again

Roll Again

- Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
- Right Torso**
- Blazer Cannon**
Blazer Cannon
Blazer Cannon

Right Torso

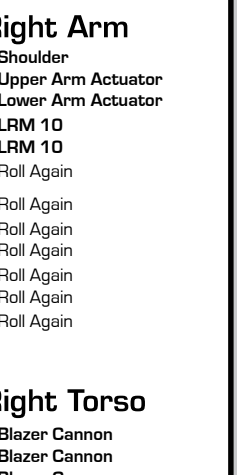
- Blazer Cannon
Blazer Cannon
Blazer Cannon
Blazer Cannon
Ammo (LRM 10) 12
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again

Right Leg

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



Roll Again
Roll Again



Blazer Cannon
Ammo (LRM 10) 12

Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again

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

Page 10 of 10

Right Arm
Shoulder
Upper Arm Actuator
Lower Arm Actuator
LRM 10
LRM 10
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Right Torso
Blazer Cannon
Blazer Cannon
Blazer Cannon
Blazer Cannon
Ammo (**L**RM 10) 12
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Roll Again
Right Leg
Hip
Upper Leg Actuator
Lower Leg Actuator
Foot Actuator
Roll Again
Roll Again

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Kiso K-3N-KRHQ CommandMech

Movement Points: Tonnage: 100
Walking: 2 Tech Base: Inner Sphere
Running: 3 [Experimental]
Jumping: 0 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Cargo Container (10 tons)	CT	—	[E]	—	—	—	—
1	Collapsible Command Module	RT	—	[E]	—	—	—	—
1	Communications Equipment (3 ton)	LT	—	[E]	—	—	—	—
1	Lift Hoist	LT	—	[E]	—	—	—	—
2	Machine Gun	LT	0	[DB, AI]	—	1	2	3
1	Machine Gun(R)	LT	0	[DB, AI]	—	1	2	3
2	Mounted Searchlight FRL	—	—	[E]	—	—	—	170
2	Mounted Searchlight FLL	—	—	[E]	—	—	—	170
2	Mounted Searchlight(R) FRL	—	—	[E]	—	—	—	170
2	Mounted Searchlight(R) FLL	—	—	[E]	—	—	—	170

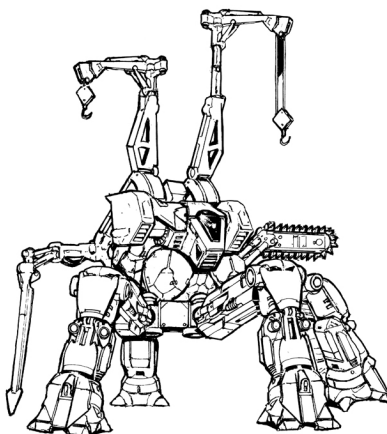
BV: 940

WARRIOR DATA

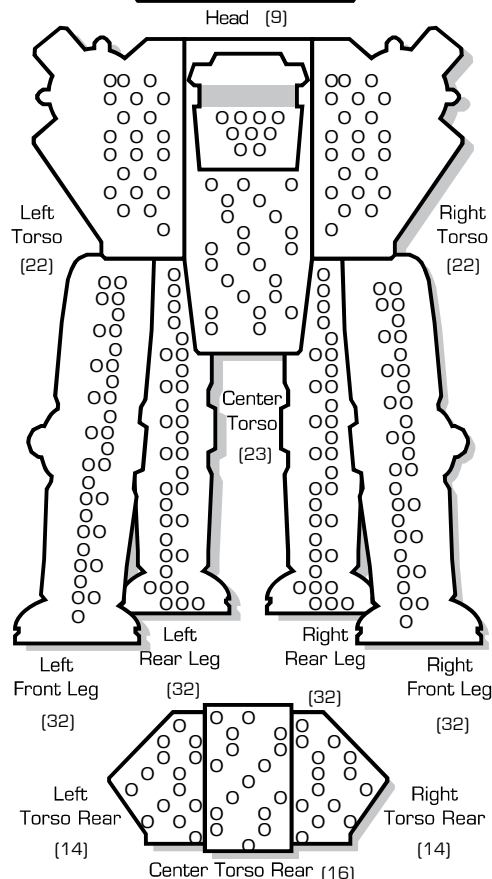
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Command Console
- Command Console
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Mounted Searchlight
- Mounted Searchlight

Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Mounted Searchlight
- Mounted Searchlight

Center Torso

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

Right Torso

- Collapsible Command Module
- Collapsible Command Module
- Collapsible Command Module
- Collapsible Command Module
- Collapsible Command Module
- Collapsible Command Module

Left Torso

- Heat Sink
- Heat Sink
- Machine Gun
- Machine Gun
- Machine Gun (R)
- Ammo (Machine Gun) 100

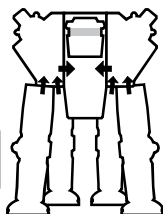
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Mounted Searchlight (R)
- Mounted Searchlight (R)

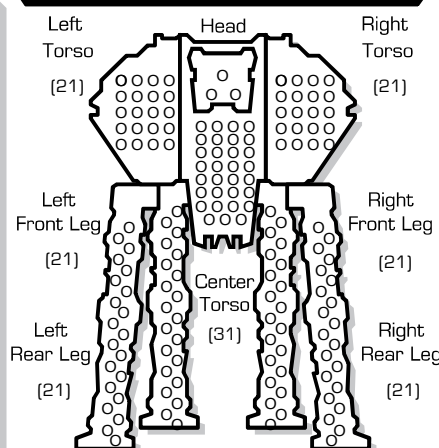
Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Mounted Searchlight (R)
- Mounted Searchlight (R)



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: J. Edgar Light Hover Tank (Cell)

Movement Points: Tonnage: 25
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 (Experimental)
 Movement Type: Hover Era: Succession Wars
 Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Rifle	T	3	—	4	8	12
			[DB,S]				
2	Machine Gun	T	2	—	1	2	3
			[DB,A]				

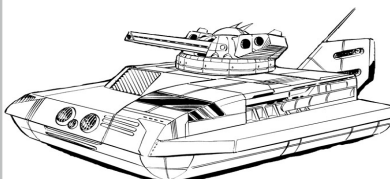
Ammo: (Light Rifle) 18, (Machine Gun) 100

CREW DATA

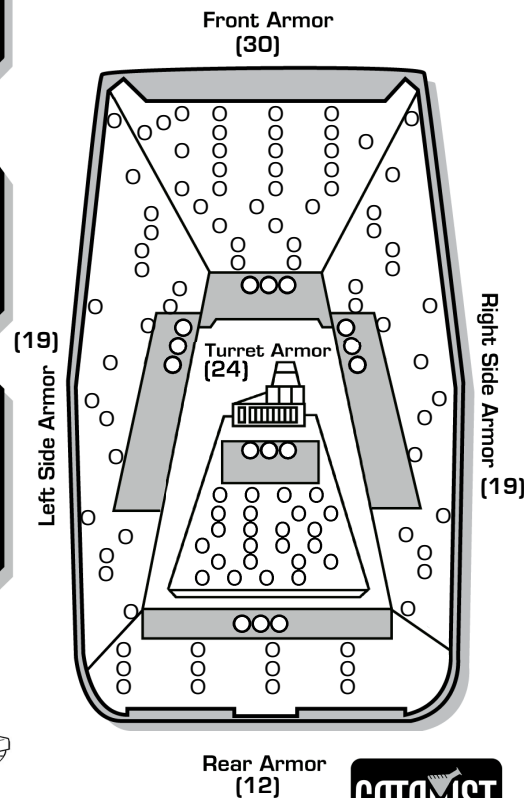
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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™

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Kestrel Scout VTOL

Movement Points: **Cruising:** 12 **Tonnage:** 25
Flank: 18 [24] **Tech Base:** Inner Sphere
Engine Type: I.C.E. **Era:** Succession Wars
 (Experimental)

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (1 ton)	BD	[E]	—	—	—	—
1	VTOL Jet Booster	BD	[E]	—	—	—	—
2	Machine Gun	FR	2	—	1	2	3
			[DB, AI]				
1	Remote Sensor Dispenser	RR	[E]	—	—	—	—
1	Mast Mount	RO	[E]	—	—	—	—

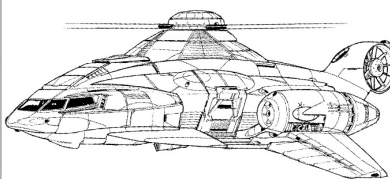
Ammo: [Machine Gun] 100, [Remote Sensors] 30

CREW DATA

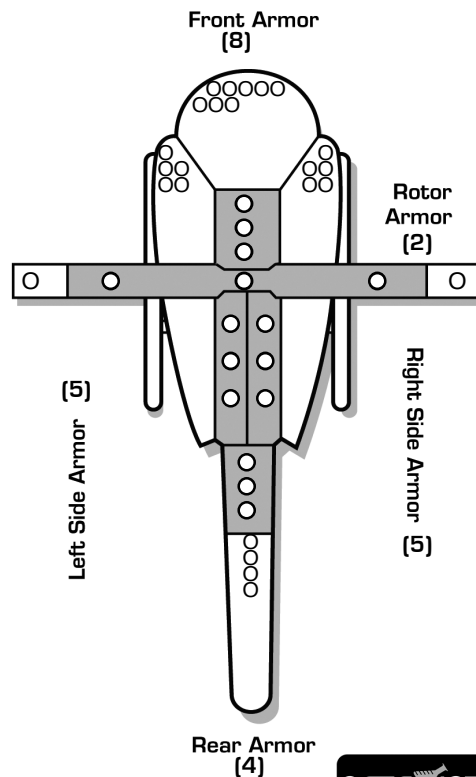
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



ARMOR DIAGRAM



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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	ATTACK DIRECTION REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
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	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
-1 or lower	None
0	All except Punch
1-2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	LOCATION HIT	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Heavy Hover Tank (Fission)

Movement Points: **Tonnage:** 50
Cruising: 8 **Tech Base:** Inner Sphere
Flank: 12 (Experimental)
Movement Type: Hover **Era:** Succession Wars
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RSpo 2 [DB, AI]	—	1	2	3	
1	Sponson Turret	RS [E]	—	—	—	—	
1	Vehicle Flamer	RSpo 2 [DE, S]	—	1	2	3	
1	Machine Gun	LSpo 2 [DB, AI]	—	1	2	3	
1	Sponson Turret	LS [E]	—	—	—	—	
1	Vehicle Flamer	LSpo 2 [DE, S]	—	1	2	3	
3	Medium Laser	T 5 [DE]	—	3	6	9	

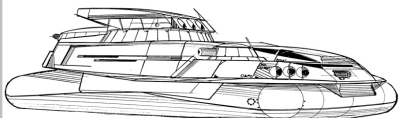
Ammo: (Machine Gun) 200, (Flamer) 40

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

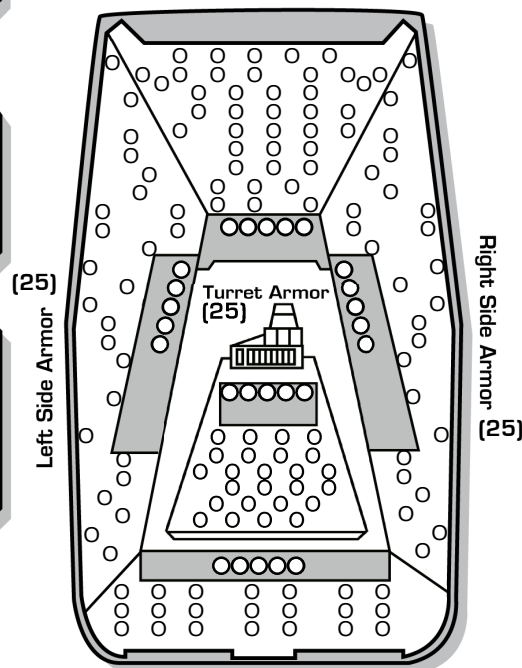
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor
(40)



Rear Armor
(21)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

	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™

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Buffalo Drone Bomb

Movement Points: Tonnage: 100
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 [10] [Experimental]
 Movement Type: Hover Era: Succession Wars
 Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Booby Trap	BD	[E]	—	—	—	—
1	Cargo Container (10 tons)	BD	[E]	—	—	—	—
1	Drone (Remote) Operating System	BD	[E]	—	—	—	—

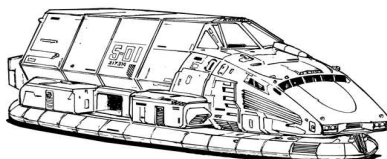
Ammo: (Machine Gun) 900

CREW DATA

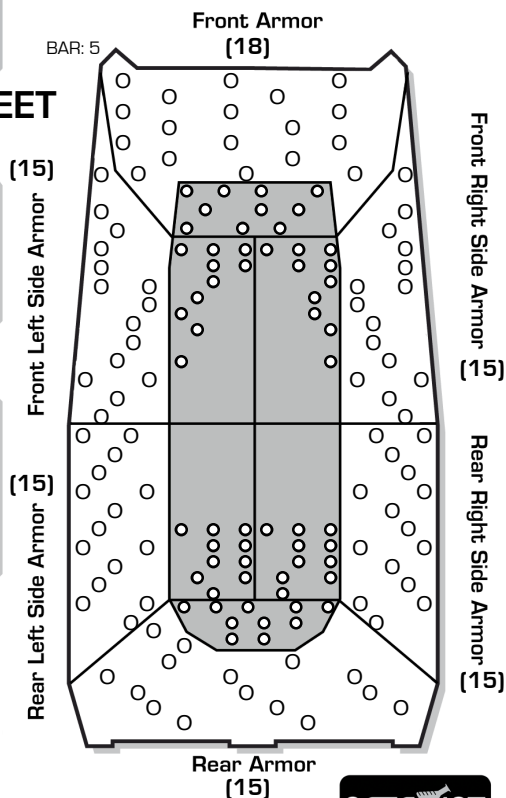
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit [+1] Driver Hit [+2]
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



CATALYST
game labs

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIGE
	+0
	+2
	+3
	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Šoarece Superheavy MBT**

Movement Points: **Tonnage:** 175
 Cruising: 2 **Tech Base:** Inner Sphere
 Flank: 3 [Experimental]
Era: Succession Wars
 Movement Type: Tracked
 Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	—	1	2	3
1	AC/10	T	10 [DB, S]	—	5	10	15
1	AC/2	T	2 [DB, S]	4	8	16	24
1	AC/20	T	20 [DB, S]	—	3	6	9

Chassis Modifications: Limited Amphibious

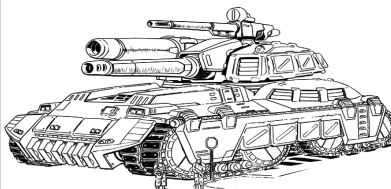
Ammo: [AC/2] 90, [Machine Gun] 200, [AC/20] 30
 [AC/10] 30

CREW DATA

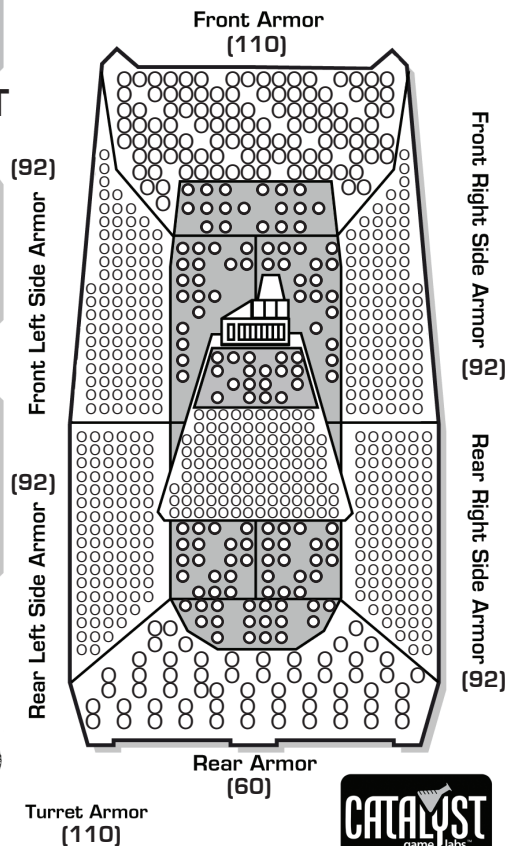
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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SUPER-HEAVY VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION			
	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	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. 194 in *Total Warfare* for more information).
 †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.
 §If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear +1
 Hit from the sides +2

Vehicle Type Modifiers:

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

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +8. 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.

SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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

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

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Starfire SF-1X

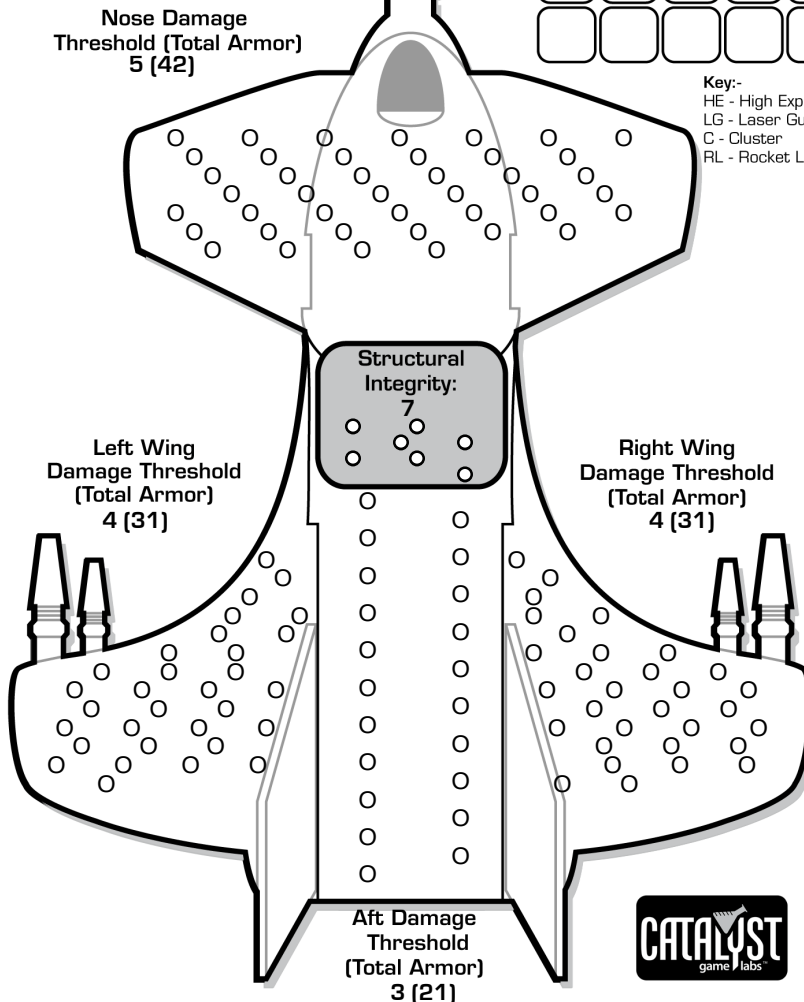
Thrust: Tonnage: 55
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 [Experimental]
 Era: Succession Wars

Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Ultra AC/5 Prototype [DB,R/C]	N	1	7	7	7	—
2	Medium Laser [DE]	LW	3	5	—	—	—
2	Medium Laser [DE]	RW	3	5	—	—	—
1	Small Laser [DE]	A	1	3	—	—	—

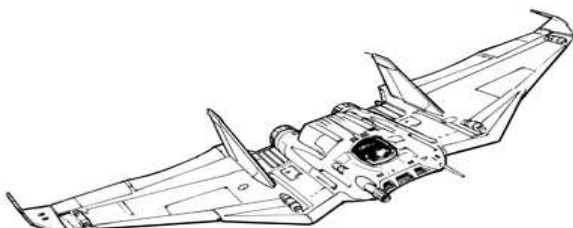
Ammo: [Ultra AC/5] 20
 Fuel: 400 Points

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

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



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

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	Heat Sinks:
30	Shutdown	20 (20)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 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

FIXED WING SUPPORT VEHICLE RECORD SHEET

FIGHTER DATA

Type: Tsuru VIP Aircraft

Thrust: Tonnage: 100
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 (Experimental)
 STOL Era: Succession Wars

Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Chaff Pod [E]	LW	0	—	—	—	—
1	Chaff Pod [E]	RW	0	—	—	—	—
2	Chaff Pod [E]	A	0	—	—	—	—
1	Communications Equipment (3 ton)	BD	0	—	—	—	—
14	Ejection Seat [E]	BD	0	—	—	—	—

Chassis Modifications: Armored Chassis, STOL

Cargo:
 1st Class Quarters - 1
 Cargo Space - 15 tons (1 door)

Fuel: 400 Points

ARMOR DIAGRAM

BAR: 10

Nose Damage
 Threshold (Total Armor)
 3 (24)

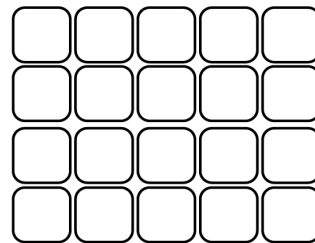
Left Wing
 Damage Threshold
 (Total Armor)
 3 (24)

Right Wing
 Damage Threshold
 (Total Armor)
 3 (24)

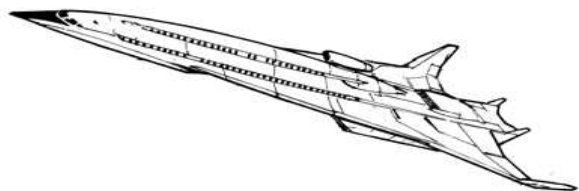
Structural
 Integrity:
 5

Aft Damage
 Threshold
 (Total Armor)
 4 (31)

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

GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

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										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0