

BATTLETECH™

TECHNICAL™
READOUT:

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TECHNICAL READOUT 3145

The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war.

Technical Readout: 3145 introduces the wave of new battle armor, vehicle, 'Mech, and aerospace units appearing across the Inner Sphere in the Dark Age era. Featuring new and matured technology, and presented in this series of faction-specific PDFs, these combat units will add excitement and variety to any game table.

For use with
BattleTech, *Total Warfare*, *Tactical Operations*, and *Strategic Operations*.



LYRAN COMMONWEALTH

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INTRODUCTION

The Lyrans have always been, for the last century or more, a nation of both change and stasis. It is a peculiar method of drastic change and an elastic return to stolid doctrine. At the end of the Third Succession War the Lyrans were nearly militarily bankrupt, but found new life joined to the Davion family as the Federated Commonwealth. At that realm's end, the archonship of Katherine Steiner-Davion undid much of the change forged by her parents. In much the same way, the short-lived coup of Vedet Brewer both deposed and then returned the conservative Melissa Steiner to the throne; the leadership of Trillian Steiner seems poised to offer, if the recent fighting on Hesperus II is any indication, a new brand of innovation may be in the offing.

It sometimes appears, as the stereotype goes, that the Lyrans are pure businessmen, trying and discarding new business models.

Whatever the politics that surround them, then last decade has been among the most tumultuous in the Lyrans' history. The resumption of fighting after the Blackout opened them to the full predation of a Clan Jade Falcon driven mad by the leadership of Malvina Hazen; then, when their alliance with Clan Wolf seemed on the cusp of giving them final victory over their ancestral enemies in the Free Worlds, politics interfered again and the Wolves turned on them. The death of Melissa Steiner, the battle of Tharkad and the three-way slaughter that was Hesperus II all hammered at the tempered steel of the Lyrans' Commonwealth Armed Forces.

Whatever the damage the realm has suffered, no one can dispute the mercantile roots that make the Commonwealth a nation always capable of swift recovery. Even with the defeats forced upon it at the hands of the Wolf Empire and Clan Jade Falcon, the nation of the Steiners is already rebounding. The peerless factories on Hesperus II and Coventry pour forth new materiel and equipment. New BattleMechs are already marching into Lyrans' regiments and battalions, and while famed mercenaries such as the Kell Hounds—nearly obliterated—and Wolf's Dragoons—departed for the Draconis Combine—no longer offer service, that same industrial capacity flows into the ranks of countless other mercenaries.

Much depends on Trillian Steiner and her generals, and whether they have successfully eradicated the rot that allowed Vedet Brewer and his cabal to take control when the Commonwealth was most threatened. Though the Lyrans won a great victory on Hesperus, neither the Wolves, nor the Jade Falcons or Hell's Horses are finished. As the rest of the Inner Sphere boils over with conflict, the Lyrans cannot take the time to rest on their laurels. They will need to adapt as they have never done before.

If they can.

—Paladin Janella Lakewood

12 October 3145



GAME NOTES

Technical Readout: 3145 (Lyrans Commonwealth) covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare (TW)* and *TechManual (TM)* rulebooks present the core game and construction rules for *BattleTech (BT)*, otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three “staging” core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (TO) is the first in the “staging” advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (SO) is the second “staging” advanced rulebook. It stages a player up to the next logical area of play, focusing on “in a solar system” and multi-game play.

Interstellar Operations (IO) is the third and final “staging” advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using ‘Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (Lyrans Commonwealth)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

Advanced: Any equipment mass produced “in universe”; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced “in universe” because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (Lyrans Commonwealth)* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

GRAY DEATH INFILTRATOR SUIT

The long overdue replacement for the Infiltrator Mk I, the Gray Death Infiltrator Suit is a capable scout and skirmisher. Nicknamed the Quokka, the suit is commonly found performing airborne assaults and deep penetration raids via orbital drop.

CAPABILITIES

The Gray Death Infiltrator suit retains the stealthiness of the Waddle, but thanks to its improved armor and larger chassis it possesses greater performance. High mobility and a modular payload allow the Gray Death Infiltrator to fulfill a wider range of roles, including frontline combat. The use of a parafoil—copied from the Infiltrator Mk. II—allows for more precise aerial drops.

DEPLOYMENT

The first deployment of Gray Death Infiltrator suits was at the behest of Defiance Industries. Embarrassed by the long criminal use of Gray Death-series battlesuits, the manufacturer lobbied for their latest product to end the blight on their brand. The Thirty-second Lyrans Guards sent a company of battle armor and transports to Australia, acting upon intelligence that a repeat of the infamous Briggs Armored Car robbery was being planned. The notorious Walker Gang, led by Billy and Paul Walker, were known to possess a mix of Gray Death suits, making them a priority target. Hauptmann Johann Sadleir covertly deployed a platoon of Infiltrator Suits along the armored car's route, setting up a series of ambush points.

A trio of Walker Gang Gray Death Standards backed by two Scouts sprung their own ambush from the back of a heavy hauler, but before they could force entry into

the armored car the nearest squad of Guards struck. With one Scout destroyed and the other fleeing, the remaining would-be robbers hunkered down, barely able to detect their attackers. Assigning one squad to hunt down Paul Walker's suit, Hauptmann Sadleir quickly moved his remaining troops to surround the three Standards, sniping at them when the command to surrender was ignored. The weight of numbers soon told; five minutes later the firefight was over, allowing the untouched Knox Armored Car to resume its deliveries. Lauded by his family-owned media, Hauptmann Sadleir's company went on to similarly defeat numerous criminal gangs, much to the satisfaction of Defiance's public relations department.

A more conventional deployment found the Infiltrator Suit pitted against a far more dangerous foe when the LCAF loaned units to the Republic to assist against the encroachment of the Jade Falcons. Troops from the Tenth Lyrans Regulars were required to perform a risky air-drop straight onto a Falcon strongpoint on Glengarry. A mix of Ironholds and *solahma* infantry were occupying a factory complex in the port of Ipswich, blocking a retreat by a lance of Regulars 'Mechs. The Infiltrator suits landed on the main factory roof and proceeded to spread through the complex. The Falcon infantry rapidly fell when encountered, but the Ironholds proved harder targets. Where possible, the Regulars designated them for guided Arrow IV artillery strikes, but all too often they were forced to use their mobility to isolate an Ironhold and assault *en masse*. The trapped 'Mechs were able to bypass the complex, but the cost was high. Only seven Infiltrator Suits survived out of two platoons.

NOTABLE UNITS

Hauptmann Johann Sadleir: Commander of the first deployment of Infiltrator suits, his company completely eradicated the use of battle armor by bandit gangs in and around Australia during a months-long campaign. A native of that system, and a scion of the powerful and wealthy Sadleir dynasty, it was Hauptmann Sadleir who nicknamed the Infiltrator suit after his gene-engineered pet Quokka. Adopted by his company as its mascot, the Quokka Patch issued to troopers with a confirmed battle armor kill is a sought after-unofficial accolade throughout the LCAF.

GRAY DEATH INFILTRATOR SUIT

Type: GD Infiltrator

Manufacturer: Defiance Industries

Primary Factory: Furillo

Equipment Rating: E/X-X-E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

42 [Firedrake]

39 [TAG]

40 [Sensor]

39 [Remote Sensors]

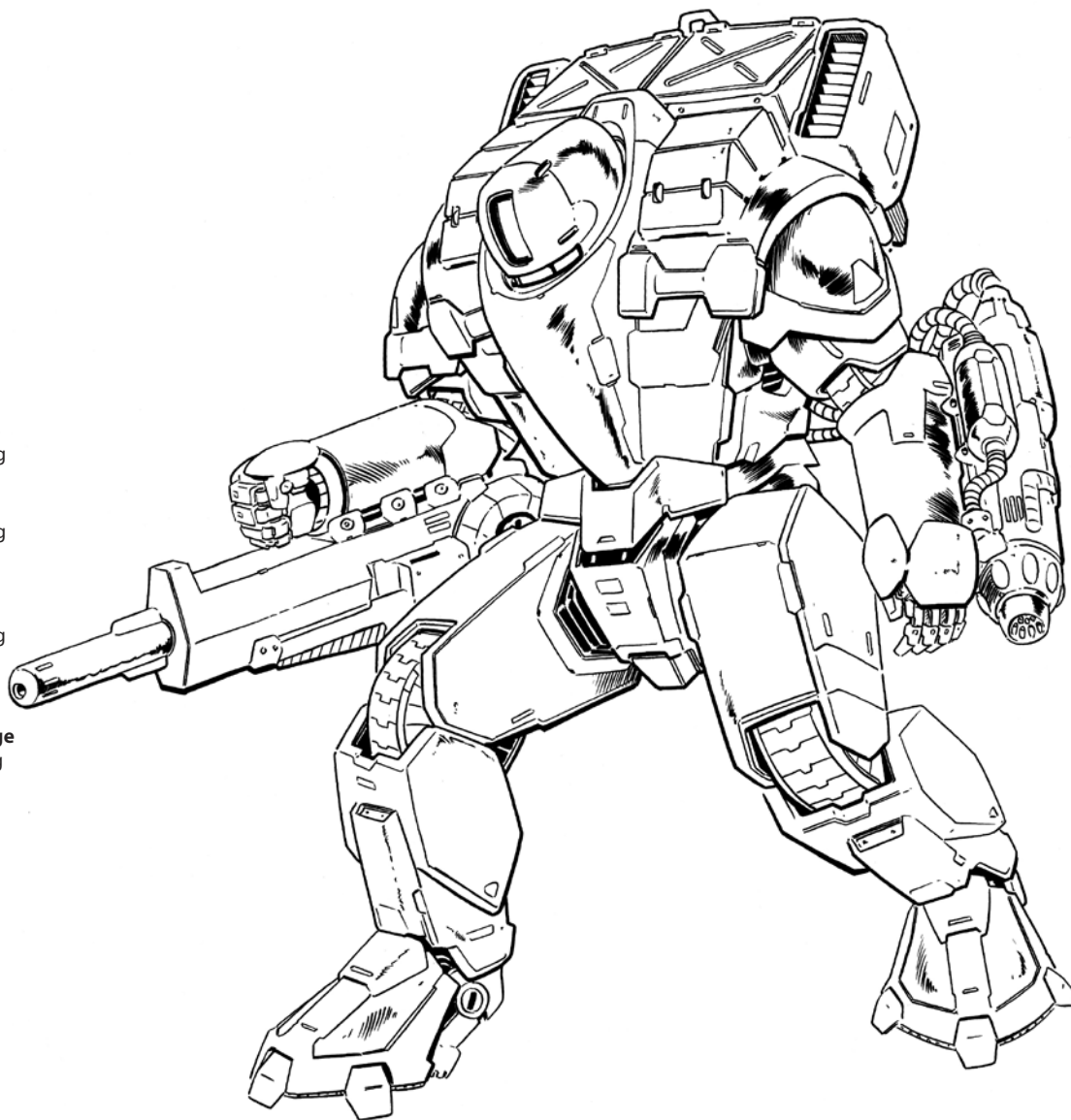
45 [Mines]

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

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Basic Stealth 3	385 kg
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
David Light Gauss Rifle (15)	RA	1	100 kg
Modular Weapon Mount	LA	1 (2)	10 kg
Firedrake Support Needler (30)	—	1	50 kg
Light TAG (60)	—	1	35 kg
Improved Sensors	—	1	65 kg
Remote Sensor Dispenser (6)	—	1	40 kg
Mine Dispenser (2)	—	1	50 kg
Parafoil	Body	1	35 kg



MPLOG

CUCHULAINN SUPPORT ARMOR

Named after the greatest hero of Irish mythology, the Cuchulainn Support Armor was a joint project of Clan Wolf-in-Exile and the Kell Hounds put into production before the Blackout. Both parties expected Clan Jade Falcon to step up its attacks on the Lyran Commonwealth and hoped to buttress their armored infantry with the new heavy suit. The Cuchulainn came into service and stood at the forefront of Lyran resistance to the subsequent Clan invasions.

CAPABILITIES

The Cuchulainn is intended for direct support of other battle armor and so mounts strong armored protection and a severely limited movement profile. It shines in cooperation with lighter units such as the Gray Death armor series. Improved stealth armor gives the Cuchulainn an advantage attacking enemy forces at the edge of the engagement envelope, while the lighter suits can swarm enemies that attempt to close in.

DEPLOYMENT

Cuchulainn support armor was made available for general mercenary purchase early on, though Arc-Royal prioritized delivery to units in Lyran employ. The Kell Hounds fielded a large number of suits before the disaster on Timkovichi, and Wolf's Dragoons retain a sizable force. The armor has been deployed by favored units of the LCAF and is generally available within Clan Wolf-in-Exile. Clan Wolf seized a number of the suits during their surprise assault on the Commonwealth in 3140 and fields them in scattered Elemental Trinaries.

Operation HAMMERFALL saw the invasion of Kosciusko in 3137, during which a force of Fourth Royal Guards Cuchulainn suits supported by Fenrir IIs took position in the ridge-line opposite a vital road tunnel leading to the capital of Warsaw. When Tamarind militia forces attempted to retreat through the tunnel the Cuchulainns attacked them, drawing the militia into an ambush by hidden Fenrir II assault battle armor that completely annihilated the enemy. The action has subsequently been studied across the Inner Sphere as a textbook small unit action.

Less adept use of the Cuchulainn featured in the defense of Tropicana in the Tatyana island chain on Tharkad during the Jade Falcon invasion in 3143. The Twentieth Arcturan Guards used their brand new platoon of Cuchulainns in the metropolis despite the limited mobility of the suits. An attempted ambush of the Jade Falcon vanguard entering the city turned into a disaster when the Falcons brought up a Star of assault 'Mechs. The *Turkinas* and other heavily armored units were able to wade through the fire of Cuchulainns; even after the platoon abandoned their detachable weapons packs they lacked the speed to escape.

Wolf's Dragoons' use of the suit during the invasion of the Federated Suns brought the Cuchulainn into action on the other side of the Inner Sphere. On Mauckport the Dragoons' Cuchulainns reaped a bloody toll on a Davion battle armor company supported by Hauberk suits as it attempted to drive the invaders out of the city of Camden. Their ER medium pulse lasers were simply more powerful and accurate than the Hauberks' LRMs,

a factor that decided the battle. The Davion infantry were forced to retreat, and were soon caught up by a sweeping Dragoon counterattack that forced their surrender.

NOTABLE UNITS

Point Commander Barrett: Barrett was an Arc-Royal native who tested into Beta Galaxy over the objections of his anti-Clan family. During the defense of Incukalns against the Golden Ordun, he led his Point in a stubborn final stand outside Knockbridge that allowed the escape of the beaten Wolves-in-Exile. His ferocious conduct in the battle is memorialized as a *riastradh* in the Wolf-in-Exile *Remembrance*.

Leutnant Carla Havershem: Leutnant Havershem led a squad of Cuchulainn suits in the Fourth Royal Guards as an NCO during the invasion of Tamarind-Abbey. She later passed through an officer candidate course and was reassigned to the Second Bolan Guards, where she participated in the counterattack against Duke Brett-Marik before the Wolf betrayal forced the unit out of Tamarind-Abbey. Her disappointment at being thwarted of victory in Tamarind has become a growing contempt for Archon Trillian Steiner and the "weakness" of the contemporary Commonwealth.

CUCHULAINN SUPPORT ARMOR

Type: Cuchulainn

Manufacturer: Arc-Royal MechWorks, WC Site 2

Primary Factory: Arc-Royal

Equipment Rating: F/X-X-F

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

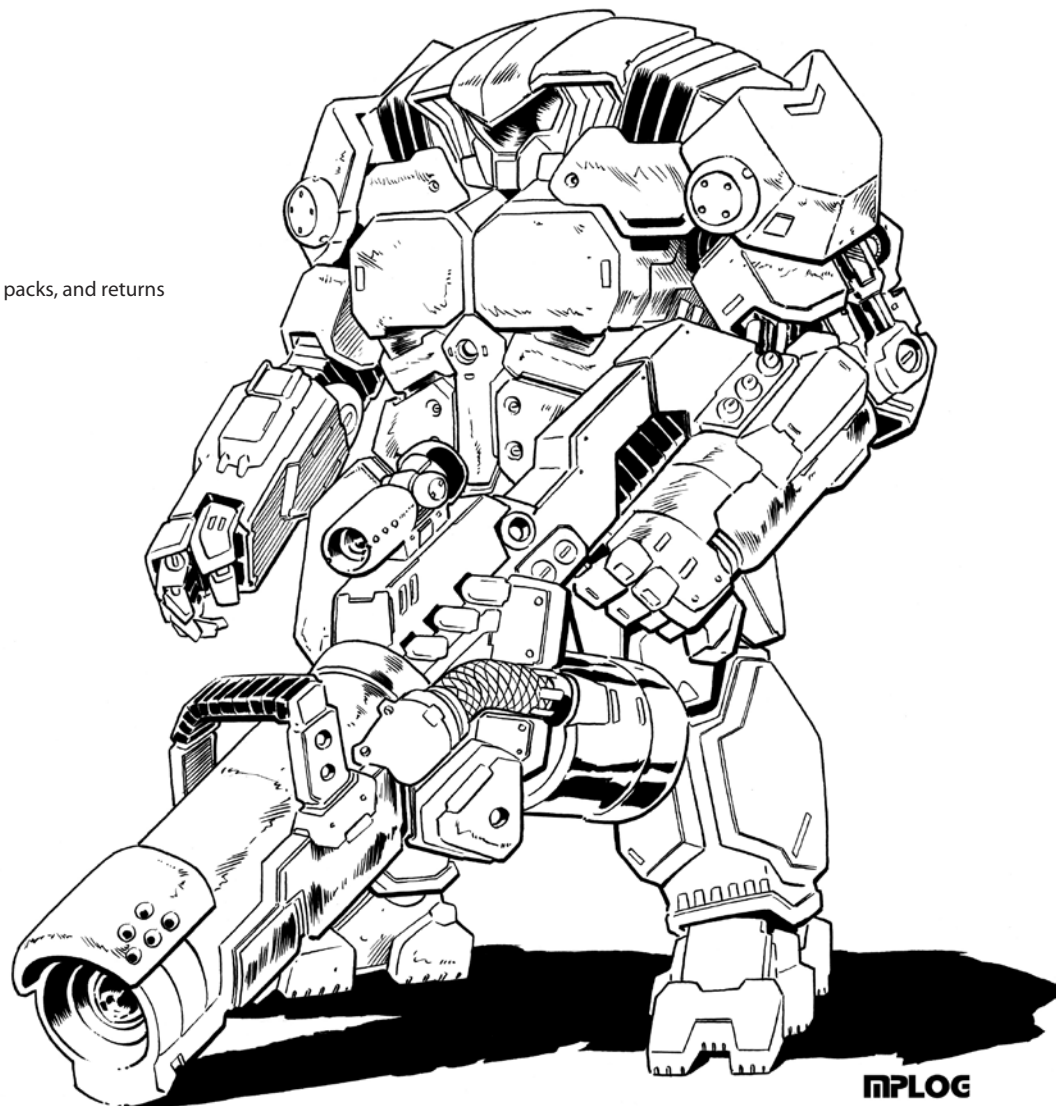
119

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

Notes: May only move at 1 Ground MP while carrying any detachable weapon packs, and returns to 2 MP when all detachable weapon packs are dropped.

Equipment	Slots	Mass
Chassis:		400 kg
Motive System:		
Ground MP:	1 (2)	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	Basic Manipulator	0 kg
Armor:	Improved Stealth 5	420 kg
Armor Value:	12 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Detachable Weapon Pack			
ER Medium Pulse Laser (11)	LA	1	600 kg



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FENRIR II ASSAULT BATTLE ARMOR

Since its introduction twenty-six years ago, the Fenrir II has become one of the most popular suits on the market, virtually replacing its predecessor. The original prioritized speed and firepower over armor, a decision that made it a hit with the rear echelon but had pilots calling it the TTV (Ticket to Valhalla). While slightly slower, the Fenrir II has roughly three times the armor and—thanks to Clan weaponry—virtually the same firepower. Its superb performance during the Wolf and Falcon attacks on Hesperus II silenced any naysayers.

CAPABILITIES

The Fenrir II was allegedly developed due to a bet Archon Adam Steiner lost to the duke of Hesperus II, Vedet Brewer. As a result, Brewer's vision of a "monstrous wolf straight from the nightmares of our ancestors," became a reality. TharHes engineers put extra effort into the battle armor's form, giving it a menacing and imposing visage.

DEPLOYMENT

Fenrir IIs served with distinction during the nineteenth battle for Hesperus II. The Jade Falcons' initial thrust followed the Defiance Highway (built during the Word of Blake occupation) from the Morningstar Spaceport to the factory complex. The bulk of House Steiner's defenders met them at the Marsden Tunnel. Three and a half kilometers above sea level and surrounded by steep peaks, the tunnel formed a natural chokepoint. The only bypass was a narrow, winding service road that climbed the peaks to Calipee Pass. Elements of the Hesperus Planetary Militia—consisting largely of Fenrir IIs and DI Schmitt tanks—defended the pass against a Trinary of Jade Falcons from the Raptor Keshik.

While the tanks established a defensive line at the pass, Hauptmann Wagner led one company of battle armor to harass the Jade Falcons as they made the treacherous ascent. A harsh sandstorm created near whiteout conditions and considerably slowed the Clan advance. Using the ridgeline to hide their movement, Wagner's force ambushed the Clanners three kilometers from the pass and damaged several 'Mechs in their opening volley. Before the Falcons could return fire, the Fenrir IIs withdrew into the dead zone behind the ridgeline. A *Shadow Cat II* leapt to the top of the ridge, but landed badly and tumbled to the service road, killing its MechWarrior.

Wagner's team retreated along the ridgeline, coming to the top long enough to fire a volley at the Jade Falcons and then dropping into hiding. After four exchanges, Wagner's group had lost two battlesuits and inflicted moderate damage on half the Jade Falcon 'Mechs. About one and half kilometers from the defensive line, the terrain dropped more than a dozen meters. Suspecting that the Falcons would attempt to gain the ridgeline there, Wagner pulled his troops back and waited. The roar of jump jets soon confirmed his hunch as a *Summoner* bounded to the saddle. The ensuing fight was swift and fierce. When it was over, the *Summoner* was a smoking ruin and Wagner had lost a third of his force.

Fighting the *Summoner* gave the Jade Falcons time to advance unmolested, and when Wagner next sighted them, they were already engaging the Militia's tanks. Wagner charged in with his remaining Fenrir IIs, catching the Clan 'Mechs in crossfire. A *Flamberge* and a *Timber Wolf* turned and engaged the Fenrir IIs. The Militia ultimately destroyed or disabled the entire Trinary while suffering

thirty-seven percent casualties—mostly among Wagner's company. The Third Royal Guards intentionally failed to hold the Marsden Tunnel, and the Falcon advance continued as the Lyran units fled the planet.

NOTABLE UNITS

Hauptmann-Kommandant Ulrich Wagner: Wagner's use of Fenrir IIs during the fighting on Hesperus II was a textbook example of a battle armor engagement. After Hesperus II was liberated in late February, Wagner accepted a transfer to the Fourth Royal Guards and a promotion to hauptmann-kommandant, where he serves as the XO for Bravo Battalion and oversees all battle armor operations on Hesperus II.

FENRIR II ASSAULT BATTLE ARMOR

Type: Fenrir II

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Equipment Rating: E/X-X-F

Tech Base: Inner Sphere

Chassis Type: Quad

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

88 [ML]

81 [MRR]

89 [LRM]

90 [SRM]

66 [AI]

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

Notes: Features the following Design Quirks: Distracting.

Equipment

Chassis:

Slots

Mass

550 kg

Motive System:

Ground MP:

3

160 kg

Jump MP:

0

0 kg

Manipulators:

Right Arm:

NA

0 kg

Left Arm:

NA

0 kg

Armor:

Advanced

5

680 kg

Armor Value:

17 + 1 (Trooper)

Weapons and Equipment

Location

Slots

(Capacity)

Mass

Modular Turret Mount

Body

2 (6)

110 kg

Medium Laser (30)

—

3

500 kg

2 Medium

Recoilless Rifles (20 x2)

—

4

500 kg

LRM 4 (10 Shots) (C)

—

6

473 kg

SRM 5 (6 Shots) (C)

—

5

475 kg

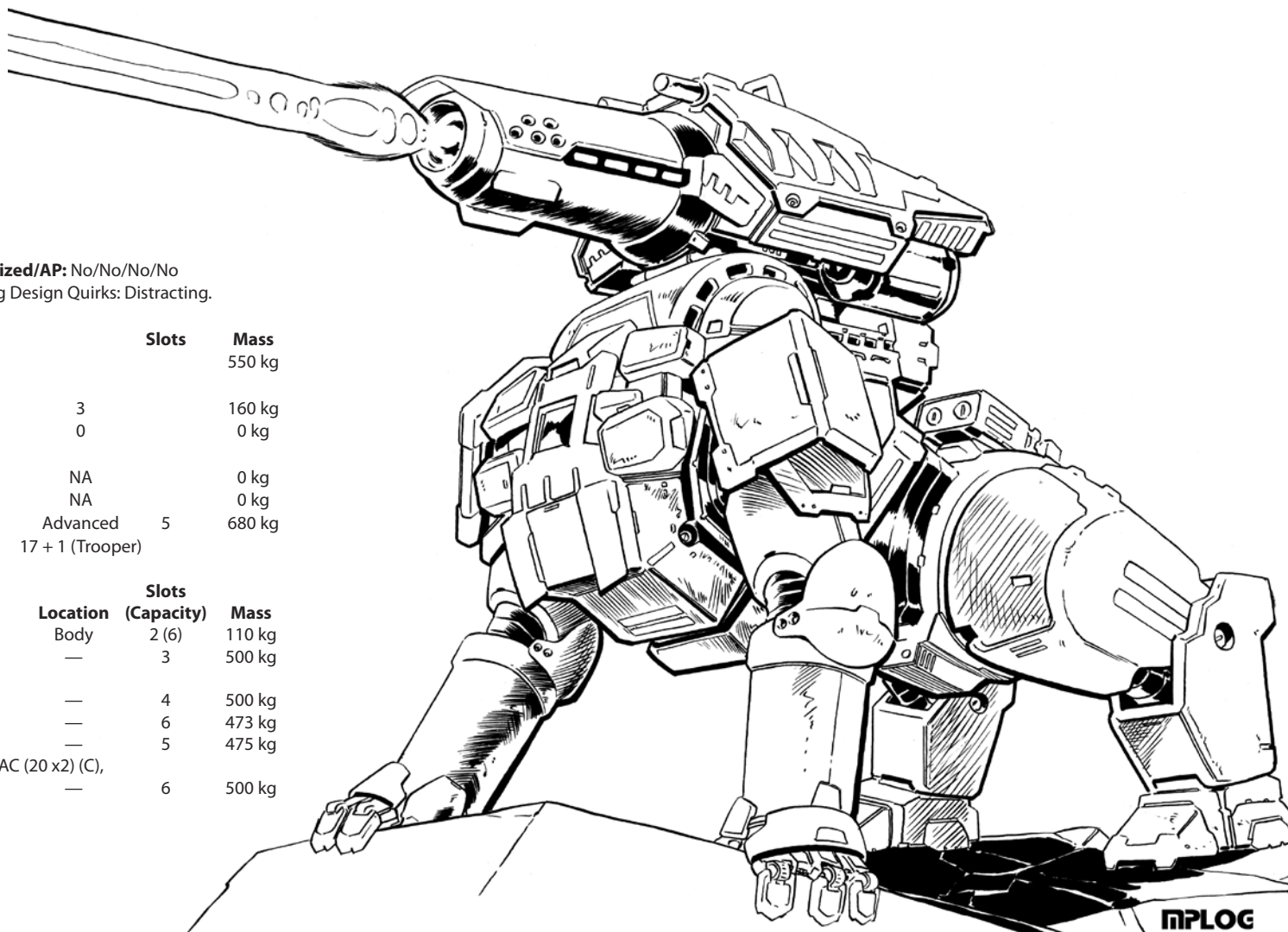
2 Bearhunter Superheavy AC (20 x2) (C),

2 Machine Guns (50 x2)

—

6

500 kg



WINTERHAWK APC

Mass: 20 tons
Movement Type: Hover
Power Plant: ScolTek 115 Fuel Cell
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: ArcShield V
Armament:
1 SureShot II SRM 2 Launcher
1 Coventry Light Autogun
Manufacturer: ScolTek Associates
Primary Factories: Inarcs
Communications System: Cyclops I
Targeting and Tracking System: Tar Tec Mini-Find

The Winterhawk APC is an old unit that came to new prominence in the modern Inner Sphere. Originally produced in 3059, it was unusual for the time in utilizing a fuel cell engine. As such it was distrusted by the LAAF command and relegated to backwater militias and corporate forces. The Winterhawk performed acceptably in such roles, and over the intervening decades fuel cells came to be commonly accepted in military vehicles. The LCAF restarted production in 3119 to meet demand for a new infantry transport.

CAPABILITIES

Winterhawks are designed to get infantry soldiers into combat fast. Its speed is certainly impressive at first glance, though the hovercraft suffers from relatively poor acceleration. A fuel cell engine substantially reduces the machine's logistical burden, making it popular with many procurement officers. Infantry soldiers also love the Winterhawk thanks to the attention designers paid to ergonomics in the passenger bay, and for the standard fold-in cooler.

DEPLOYMENT

Planetary militias and mercenary units were the most important customers for the Winterhawk over the early period of its production. After the Jihad sales of the unit picked up, as fuel cells became common technology for military vehicles, and it proliferated in local service throughout the Commonwealth. When the LCAF tendered a contract to ScolTek in 3119 it drastically altered the status quo and displaced those traditional markets. Now Winterhawks are a common sight in LCAF infantry regiments, with the High Command purchasing as many of the units as can be produced to help rebuild their battered army.

An example of the relatively low-key role of the Winterhawk early in its career comes from 3090, on Pencader. Pirate forces of Blakist origin operating out of the former Circinus Federation had been conducting a raiding campaign across the Lyran border, so the planetary government purchased a company of Winterhawks to bolster the militia's elite Greenleg infantry battalion. The Winterhawks were used to shuttle the battalion between the capital of Pencader City and the mining complexes of nearby Carmarthenshire. When the Blakist pirates descended to raid the mines, Winterhawks were used to deploy the Greenlegs to meet them.

When the raid on the mines proved to be a decoy for a second DropShip intent on sacking the capital, the Greenlegs were caught in a dilemma that the Winterhawk solved. The Winterhawks streaked in to shower the Blakists in inferno SRM fire as they approached the Carmarthenshire hills, using their speed to conduct a hit-and-run battle that devastated the support vehicles the pirates had brought along. Then, taking the long way around the

main road back to Pencader City for deception, the Winterhawks delivered the Greenlegs just in time to conduct an ambush on the pirate forces emerging from the capital spaceport. In the end the pirates withdrew without sacking either target.

Another case of the Winterhawk being successfully used came from the Fourth Battle of Tamarind. A mercenary company called Rocinha's Caballeros made use of the transports on the Harvison Flats to bedevil elements of the Second Buena Guards. Winterhawks would jet in to deploy the Caballeros infantry in the rare natural strongpoints along the route of the Guards' retreat to Zanzibar. When the conventional elements of the Guards deployed to assault, the Winterhawks would return and evacuate the mercenary troops. Such efforts stalled the retreat of the Guards and allowed the Eighth Tamarind Regulars to cut off part of their conventional forces.

NOTABLE UNITS

Golden Lucy: An alleged "demonstration model" Winterhawk, Golden Lucy has circulated around the periphery of the Lyran Commonwealth for nearly six decades. It was originally used by ScolTek to sell planetary militias on their APC, but at some point it fell into private hands and was converted into a smuggling vehicle. The typical scam involves distribution of illegal goods on worlds just outside the Lyran Commonwealth under the cover of a sales pitch to planetary authorities.

WINTERHAWK APC

Type: **Winterhawk**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 20

Battle Value: 204

Weapons and Ammo

Machine Gun

Ammo (MG) 100

SRM 2

Ammo (SRM) 50

Infantry Compartment

Location

Turret

Body

Front

Body

Body

Tonnage

.5

.5

1

1

4

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

Mass

2

5

Fuel Cell

10

15

1

0

1

2

0

.5

2.5

Armor

Value

Front

R/L Side

Rear

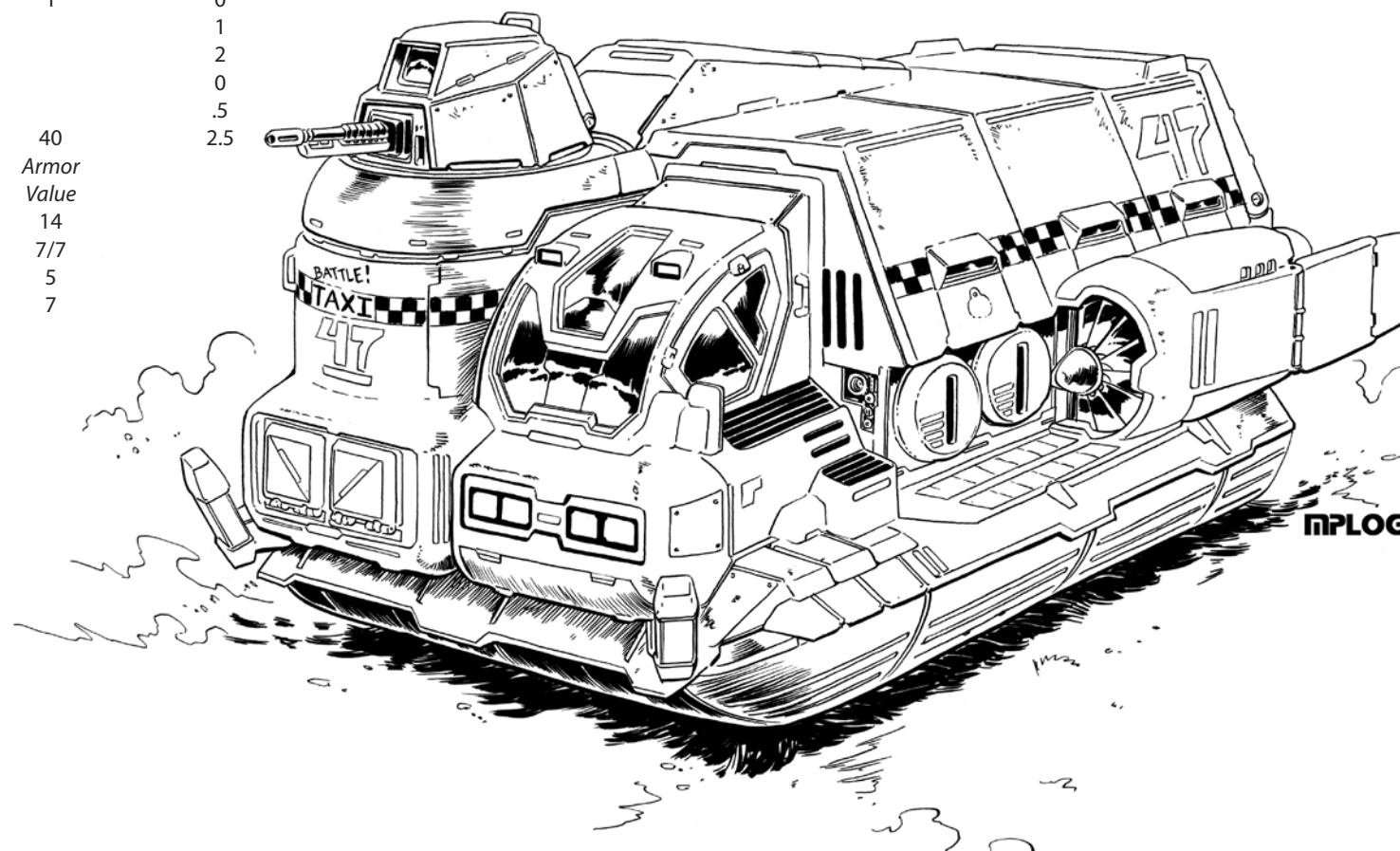
Turret

14

7/7

5

7



DI MULTIPURPOSE VTOL

Mass: 25 tons
Movement Type: VTOL
Power Plant: Edasich 85 Light Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Durallex Guardian Heavy Ferro-Fibrous
Armament:
1 Defiance 250 Light Particle
Projection Cannon
Manufacturer: Defiance Industries
Primary Factories: Furillo, Hesperus II
Communications System: Xilex-2342
Targeting and Tracking System: N&D
Pinpoint with TAG and Beagle
Active Probe

When the LCAF Quartermaster Corps requested a helicopter gunship, Defiance Industries duly built and tested a prototype. When the specifications changed, the Defiance engineers shrugged and redesigned the craft. After a stream of new requirements added more functions, and it seemed like the feature bloat would only continue, Defiance submitted new plans of their own. The redesigned craft met all of the previous requirements—and more pointedly, a single multirole helicopter reduced costs. The Quartermaster Corps accepted the VTOL, which Defiance aptly named the Multipurpose VTOL.

CAPABILITIES

Truly a “jack-of-all-trades,” the Multipurpose VTOL features aspects of a gunship, infantry carrier and scout. The original gunship prototype supplied the craft’s chin turret and heavy ferro-fibrous armor. Although the light PPC only deals moderate damage, it does so at range, helping

to keep the VTOL out of harm’s way. The four-ton infantry compartment comes from the planned infantry carrier, and is designed to be easily reconfigurable to house foot troops or battle armor. The seating can even be removed to create a cargo bay. The requested scout specs provided the TAG unit and active probe, and Defiance added an advanced communications system capable of burning through many enemy jamming systems.

DEPLOYMENT

First deployed in 3097, the Multipurpose VTOL has been sold widely across the Inner Sphere and Periphery, much to the delight of Defiance’s executives.

Operation HAMMERFALL showcased the helicopter’s strengths and weaknesses in vivid detail. In 3137, Multipurpose VTOLs of the Fourth Royal Guards RCT were employed in both scouting and strike roles as the unit secured beachheads on the critical Tamarind-Abbey worlds of Saltillo and Kosciusko. Later that year on Tamarind itself, these helicopters would help deploy the Fourth’s many Fenrir squads prior to the world’s surrender.

Following the 3140 armistice between the newly-reborn Free Worlds League and Clan Wolf, the Wolves turned against their former allies, forcing a change of tactics on the Lyrans. On Niihau, the Fifth Lyran Guards RCT was one of the heaviest-hit formations, but managed to survive by switching to planet-wide guerrilla tactics. Their Multipurpose VTOLs allowed them to move both men and materiel. Unfortunately for the infantry and supporting Multipurpose VTOLs of the Eleventh Lyran Regulars, the elements of Delta Galaxy they faced had numerous

anti-air vehicles within their ranks, which decimated the helicopters as they tried to withdraw. The Eleventh Lyran Guards and their VTOLs fared far better, earning themselves the nickname “Wolf Hammers” as they hunted down and struck Wolf units to give their fellow Lyrans time to pull back into the Commonwealth.

The Multipurpose VTOL also gives yeoman service in Lyran militias. The Qanatir MTM, in particular, utilizes the VTOL to the maximum of its abilities, using it to ferry about the militia’s sizable infantry formations as well as support their meager ‘Mech forces and spot for artillery batteries.

VARIANTS

Of the numerous proposed variants, only the original gunship has actually seen production. This drops the electronics and infantry compartment in favor of an MML 7 launcher, whose versatility ideally suits the Multipurpose VTOL’s nature.

NOTABLE UNITS

The Taxidermists: Taking the Wolf Hammers nickname of their parent unit seriously, this combined-arms company of the Eleventh Lyran Guards has taken up the challenge of fighting the Clans. Comprised of standard and gunship Multipurpose VTOLs, the Taxidermists gleefully hunt down Clan units. They often act as bait, luring opponents back toward supporting units or into ambushes prepared by their carried infantry. Kills are proudly displayed in the form of wolf pelts painted on the nose and sides of their craft. Currently stationed on Lancaster, the unit is rumored to be eager to add falcon feathers and horseshoes to their kill markers.

DI MULTIPURPOSE VTOL

Type: **DI Multipurpose**

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 25

Battle Value: 542

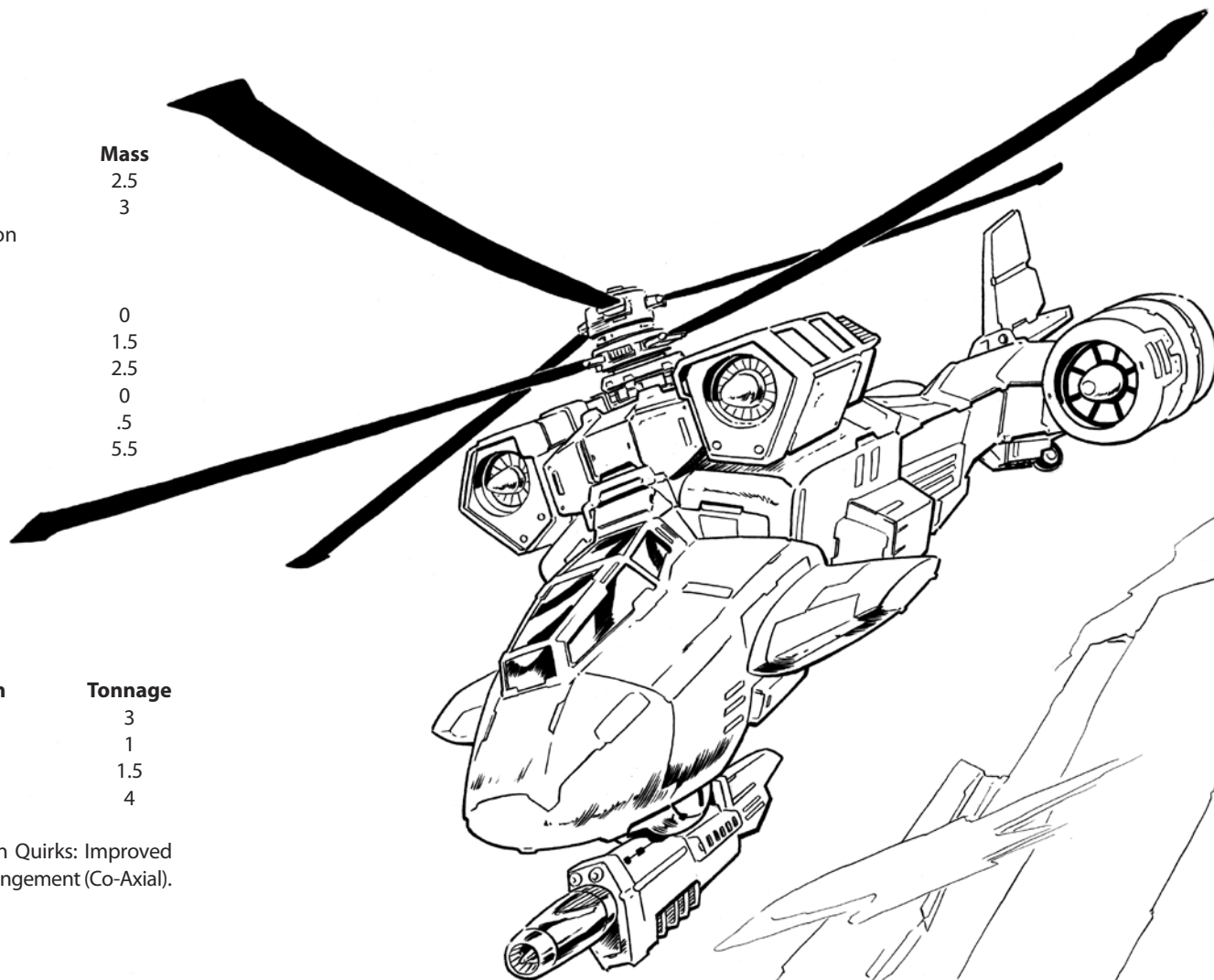
Equipment

		Mass
Internal Structure:		2.5
Engine:		3
Type:	Light Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor (Heavy Ferro):	109	5.5
	<i>Armor Value</i>	
Front	28	
R/L Side	22/22	
Rear	16	
Chin Turret	19	
Rotor	2	

Weapons and Ammo

	Location	Tonnage
Light PPC	Turret	3
TAG	Front	1
Beagle Active Probe	Body	1.5
Infantry Compartment	Body	4

Notes: Features the following Design Quirks: Improved Communications, VTOL Rotor Arrangement (Co-Axial).



SWALLOW ATTACK WIGE

Mass: 45 tons

Movement Type: WiGE

Power Plant: Omni 200 XL Fusion

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Armor: ArcShield Heavy Ferro-Fibrous

Armament:

1 Defiance Disintegrator LB 20-X
Autocannon

2 BlazeFire Longshot Extended Range
Medium Lasers

Manufacturer: Nashan Diversified

Primary Factories: Furillo

Communications System: Nashan Optichat

Targeting and Tracking System: T-800 Series 7

The WiGE has seen a veritable explosion of military production in the last century as producers scrambled to exploit the unique aspects of the craft. The Swallow—often referred to as the Schwalbe in its native Lyran Commonwealth—is another entry in this burgeoning market. Although critics have derided it as merely being a more agile Hetzer, the Swallow's blend of speed and weaponry has served it well for the last fifty years.

CAPABILITIES

Following the success of their jointly-produced Fensalir with Johnston Industries, Nashan decided to reevaluate their original WiGE project. Noting the Fensalir's relatively slow speed, they opted to redesign the concept as a faster support unit. Based upon the Sturmvogel maritime patrol WiGE of the 3060s, the Swallow now serves in the role of a close assault vehicle. Like all WiGEs it is at home in open

terrain, flying over ground-based obstacles, and the Swallow's flotation hull allows it to take off and land on water.

In an effort to reduce the Swallow's logistical tail it is built with many of the same components as the Fensalir.

DEPLOYMENT

Sold widely across the Inner Sphere to every nation barring the Capellan Confederation and Draconis Combine, the current version of the Swallow entered service in 3095. The Furillo BPM has made the most of the Swallow's unusual abilities on Eidsfoss, a strategically important world that Clan Wolf would need to conquer prior to any full-scale invasion of Furillo. The militia has set up a number of island and ship-based supply dumps across the world. During training, their Swallows swoop in to attack from the shorelines and then withdraw across the oceans to the dumps for rearming and repair. Though still vulnerable to naval and airborne assaults, these supply dumps are safe from direct ground attacks, allowing the militia to act with impunity.

Based on Furillo itself until recently, the Twenty-third Arcturan Guards RCT has protected the world's various factories from raids by the Clans. The Twenty-third uses its Swallows as fast-strike craft, with multiple units often targeting a single enemy in each pass.

The Kestrel Grenadiers acquired many Swallows and Fensalirs for their cavalry armor and infantry regiments following their expansion to RCT size in 3100. Most recently these were used to great effect against the First Liao Hussars in 3144, when they attempted a

McCarron-style deep-raid across the Capellan March. Reaching as far as the factories of Talcott, the Hussars were finally cornered on Amiga, where the Grenadiers' Swallows were instrumental in helping to pin them down. Only a near-suicidal frontal attack by the First Liao enabled it to punch through to its DropShips, albeit at the cost of its entire second battalion.

VARIANTS

The original Swallow debuted in 3092 and featured a rotary autocannon and snub-nose PPC, but failed to catch on with the Lyran market. Following a redesign of the weaponry for something more iconically Lyran, domestic sales took off. The original variant is still produced, particularly for export markets.

NOTABLE UNITS

Staff Sergeant David Swift: Commander of a vehicle platoon in the Twenty-third Arcturan Guards RCT, Swift is regarded as being somewhat of a loose cannon by his superiors. Thankfully for his ever-despairing hauptmann, he always gets results, often due to plain dumb luck. Assigned to an LB 20-X Swallow, he is very disparaging about what he considers the "pop-gun" armament of the original. He prefers to use massed firepower to hammer his opponents into submission, but has frequently been cautioned for leaving little salvage, and a large amount of collateral damage.

SWALLOW ATTACK WIGE

Type: **Swallow**

Technology Base: Inner Sphere (Advanced)

Movement Type: WiGE

Tonnage: 45

Battle Value: 1,283

Equipment

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro): 148

Armor
Value

Mass

0

0

7.5

Weapons and Ammo

LB 20-X AC

Ammo (LB-X) 15

2 ER Medium Lasers

Flotation Hull

Location

Front

Body

Front

—

Tonnage

14

3

2

0

Equipment

Internal Structure:

Engine:

200

Type:

XL Fusion

Cruise MP:

7

Flank MP:

11

Heat Sinks:

10

Control Equipment:

Lift Equipment:

Mass

4.5

7

Front

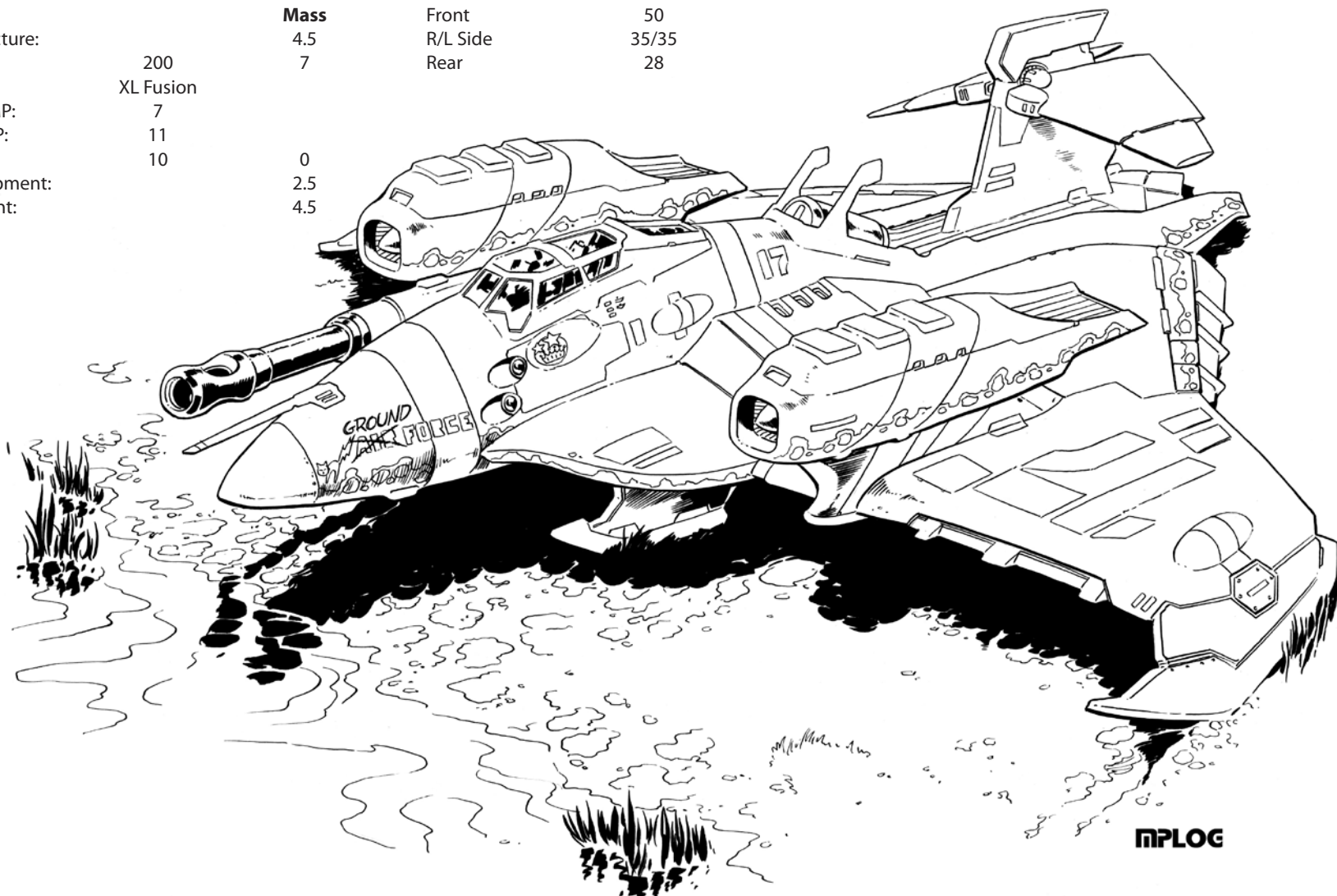
R/L Side

Rear

50

35/35

28



MPLOG

SCHILDKRÖTE LINE TANK

Mass: 50 tons

Movement Type: Tracked

Power Plant: GM 150 XL Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: StarSlab/7 Heavy Ferro-Fibrous
with CASE

Armament:

1 Defiance Shredder LB 10-X Autocannon

1 Defiance 1002 Light Particle
Projection Cannon

1 SureFire 444 Anti-Missile System

Manufacturer: Blue Shot Weapons

Primary Factories: Loxley

Communications System: Tek BattleCom

Targeting and Tracking System: Evil Eye
Block IX

The Schildkröte was regarded as a bad joke when it premiered. Its slow speed and heavy armor slab ran counter to modern doctrine for medium tanks. However, the tough tank proved itself on more than one occasion in the recent Clan invasions by protecting key personnel from enemy fire. The tank's initial disfavor led to it featuring prominently in planetary militias.

CAPABILITIES

The Schildkröte devotes a great deal of tonnage to the motive system to prevent the crew from being caught in a crippled tank. The armored system has largely been successful, but the tank is still very slow—often serving as a mobile defensive emplacement. Because it cannot keep pace with a rapid advance, it's usually employed for base defense. The ranged weapons keep enemies at a distance while critical personnel are evacuated.

DEPLOYMENT

Graf Otto Bendler's short-lived attempt in 3127 to carve out his own archonette led to a fierce struggle for control of his homeworld, Sappir. Several battles in the rebellion featured the Schildkröte extensively. After Bendler seized Sappir and began raiding its neighboring worlds, newly-installed Archon Melissa Steiner sent in the 'Mechs and tanks of the Twenty-fifth Arcturan Guards.

The Guards swarmed Sappir's cities and militia outposts in rapid succession. Time and again, the *graf*'s field commanders escaped thanks to the sacrifice of fanatical troops and a vast surplus of Schildkrötes. Few of the tanks survived the engagements, leaving their crews to the tender mercies of the Guards. When *Graf* Bendler launched a counterattack on the Guards' primary headquarters as they were occupied elsewhere, it fell to the Twenty-fifth's own Schildkrötes to protect their DropShips. The Guards' DropShips were at risk as Bendler's 'Mechs obliterated the tanks with artillery and light Gauss fire. However, even the overpowering attack did not render the tanks' thick armor irrelevant. The DropShip crews were able to take off and relocate thanks to the delaying efforts of the Twenty-fifth's Schildkrötes.

The final battle of Sappir took place in the capital, Bergman. The Guards had Bendler and his last troops trapped, but they did not want to risk civilian casualties. Instead, they demanded Bendler leave the city and surrender. Soon after, multiple posts reported individual Schildkrötes moving out of Bergman, all of which were broadcasting that Bendler was aboard. A dozen small battles erupted as the tough tanks tried to make their slow escape. After weathering

punishing fire the tanks were crippled or destroyed. None of them had been carrying Bendler. The search for him bore no fruit, and the Blackout a few years later distracted the LIC, which believes Bendler fled to the Periphery.

When Hauptmann-General Stephen Harper of the Fifth Lyran Regulars was wounded in the defense of Smolnik against Clan Wolf's Beta Galaxy, most of his conventional forces had already been destroyed. His troops resorted to a slow Schildkröte to evacuate him. The tank shrugged off heavy fire from a Star of the Thirteenth Wolf Guard Battle Cluster and trudged its way to safety. Harper would live to be promoted, and he made sure the brave tank crew was, too.

VARIANTS

The only widespread variant of the Schildkröte swaps the LB-10X autocannon and light PPC for a heavy PPC, SRM 2, and five additional heat sinks.

NOTABLE UNITS

Leutnant Yessika Härmfeld: Leutnant Härmfeld commands a Schildkröte platoon in the Second Donegal Armor Brigade. Her assignments always entail garrison duty or base security. She chafes in these roles, wanting a greater role in combat. She rightly fears that such duties will inhibit her career advancement, but she is hindered by the limited capabilities of her tanks.

SCHILDKRÖTE LINE TANK

Type: **Schildkröte**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 50

Battle Value: 1,009

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

	Mass
Internal Structure:	5
Engine:	4.5
Type: XL Fusion	150
Cruise MP:	3
Flank MP:	5
Heat Sinks:	10
Control Equipment:	2.5
Lift Equipment:	0

Equipment

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro): 198

Armor
Value

Front	46
R/L Side	40/40
Rear	40
Turret	32

Mass

0

1.5

10

Weapons and Ammo

LB 10-X AC

Ammo (LB-X) 30

Light PPC

Anti-Missile System

Ammo (AMS) 12

CASE

Armored Motive System

Location

Turret

Body

Turret

Turret

Body

Body

—

Tonnage

11

3

3

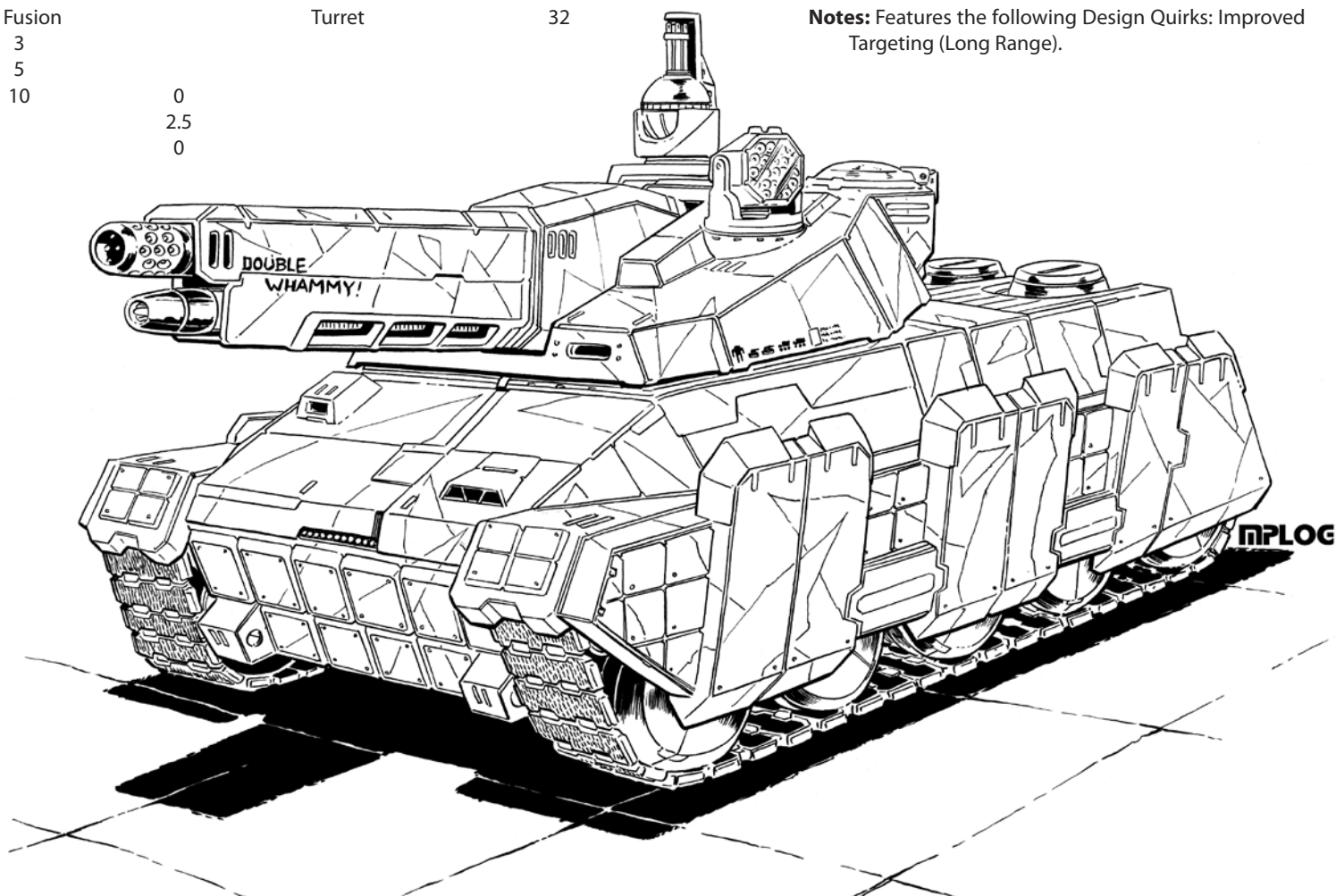
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1

.5

7.5

Notes: Features the following Design Quirks: Improved Targeting (Long Range).



MANTICORE II HEAVY TANK

Mass: 70 tons

Movement Type: Tracked

Power Plant: GM 280 XXL Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Armor: Durallex Special Heavy Ferro-Fibrous

Armament:

1 Defiance 980 Heavy Particle
Projection Cannon

2 Delta Dart II Enhanced LRM 10
Launchers

Manufacturer: Defiance Industries

Primary Factories: Hesperus II

Communications System: TharHes Muse
65-128K

Targeting and Tracking System: TharHes
TargiTrack with Advanced
Targeting Computer

The Manticore II updated the venerable Manticore tank with advanced capabilities and a brand new tactical niche as an amphibious vehicle. In over three decades of service it has made a critical difference in battle on dozens of water-rich worlds. If it has a flaw, it is that it suffers by comparison to its predecessor. Some commanders simply emulate classic Manticore tactics with a specialized machine, while others look at its greater expense and refuse to use it aggressively to obtain decisive results.

CAPABILITIES

Few tanks of similar power can match the Manticore II's mobility in wet terrain. The unit is best employed at long range, emerging from a swamp or river to provide highly accurate support fire from an unexpected quarter. It has the technical capabilities to serve in a similar role as the Manticore, but its expense makes this a questionable use of a specialist machine.

DEPLOYMENT

Manticore IIs are available for general mercenary purchase and were exported to the Republic before the Blackout. The expense of the tank means that most mercenary users group them into specialized platoons and take the time to understand their ideal tactical role. Wealthy Lyran and Republic militias have regrettably not demonstrated such care. The LCAF assigns Manticores IIs directly to regiments based on worlds where they will be useful and maintains a number of independent formations to attach to commands expected to need them.

The Fifth Lyran Guards made excellent use of an attached company of Manticore IIs during the Third Battle for Tamarind in 3139. The amphibious tanks dominated the Zanzibe River Delta north of Tamarind's capital, denying the Tamarind Regulars the ability to traverse the region. At the height of the fighting the Lyran Manticore IIs were used to push down the Zanzibe River itself, emerging as a surprise into the rear areas of the Fourth Tamarind Regulars. The attack hit the Regulars' command and supply elements, precipitating the collapse of their resistance.

In January 3136 the Republic Standing Guard on Poznan faced a Capellan invasion aimed at the capital of New Madrid. A platoon of Manticore IIs was rushed to the main continent of Mieszko to reinforce the existing militia presence. The rolling hills around New Madrid offered little chance to employ the amphibious capabilities of the vehicles, but their heavy PPCs and LRMs provided valuable support to the militia contesting the CCAF advance. When fighting closed in on the capital, the Manticore IIs were withdrawn and preserved to fight another day.

That had not been the case on nearby Ningpo during the earlier Capellan invasion of 3135. The planetary defenders elected to use their Manticore IIs as standard heavy tanks to defend the fertile farmlands of the Qingyuan province. They performed adequately in driving away Capellan light armor probing at the lines of the Republic militia, but were soon pitched into direct combat against a company of CCAF Pixius. The difference in skill and capability between the forces was overwhelming, and left all of the Manticore IIs burning wrecks at the cost of three Capellan tanks. The Manticore IIs were thus unavailable to contest the wetlands north of the planetary capital, speeding up the fall of the world.

NOTABLE UNITS

Hauptmann Erica Vong: As the commander of the 116th Independent Amphibious Company, known as the Penobscot Gators, Hauptmann Vong led her Manticore IIs to victory in the Third Battle of Tamarind. Her relentless drive and tenacity contributed to success in a dozen more battles across Tamarind-Abbey, but proved insufficient against Clan Wolf. The remains of the Gators were pulled back to Bolan, where Hauptmann Vong has struggled to restore the unit's morale.

Otter Box: Otter Box is a Manticore II of the Liberty militia notable for being crewed entirely by swimming champions. Their penchant for taking the Box out on patrols to isolated areas for inter-crew competitions helped to push them to improve their times and set several records for RAF personnel in 3132.

MANTICORE II HEAVY TANK

Type: **Manticore II**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 70

Battle Value: 1,435

Equipment

Internal Structure:

Engine:

Type: XXL Fusion

Cruise MP: 4

Flank MP: 6

Heat Sinks: 15

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro): 188

Armor
Value

Front 44

R/L Side 38/38

Rear 26

Turret 42

Weapons and Ammo

Heavy PPC

2 NLRM 10

Ammo (NLRM) 24

Targeting Computer

Fully Amphibious Equipment

Location

Turret

Turret

Body

Body

—

Tonnage

10

12

2

3

7

Mass

7

8.5

5

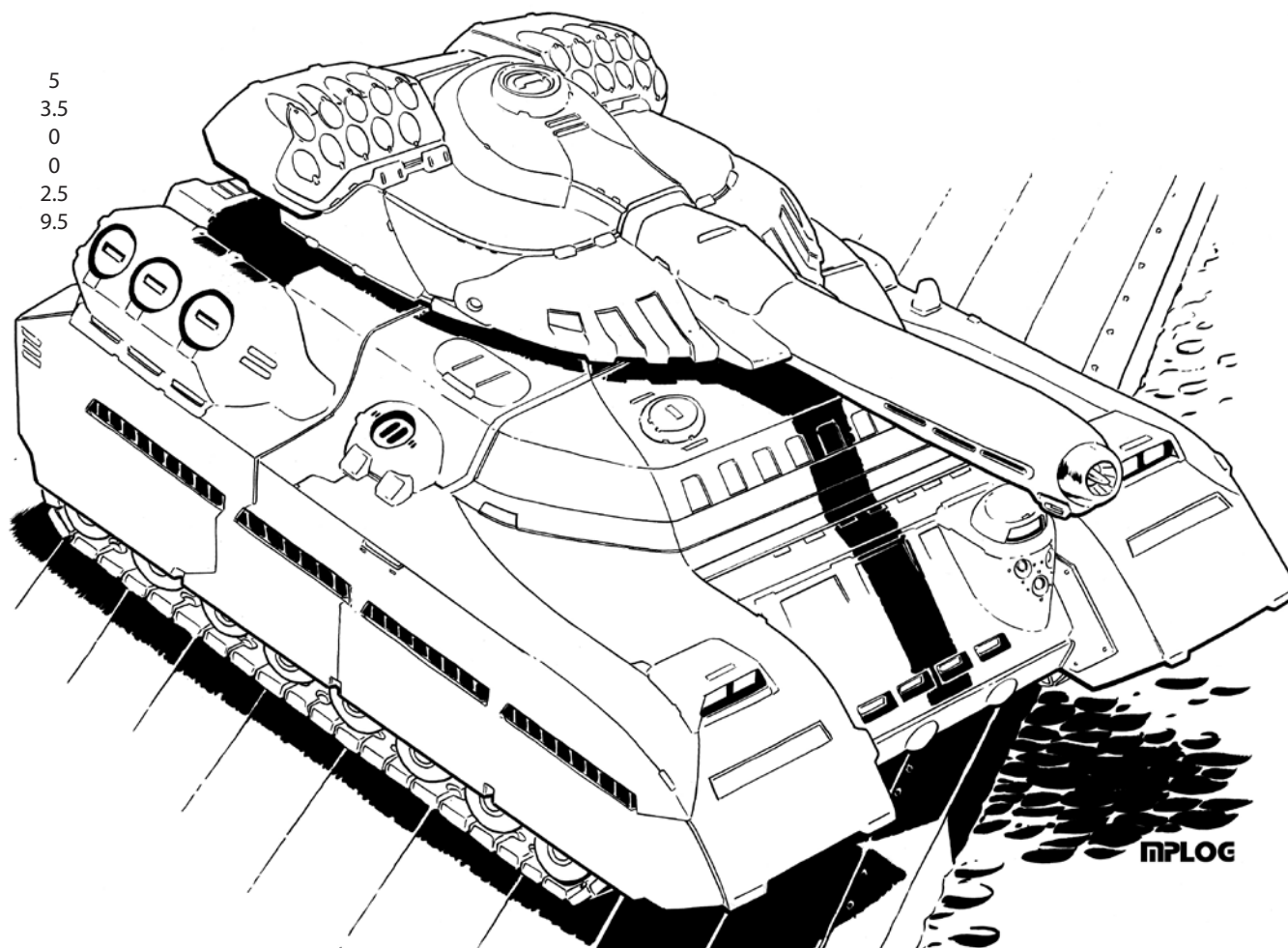
3.5

0

0

2.5

9.5



DI SCHMITT TANK

Mass: 80 tons

Movement Type: Wheeled

Power Plant: DAV 220 XL Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: StarSlab/6 Ferro-Fibrous

Armament:

2 Mydron Tornado Rotary AC/5

1 TharHes Reacher LRM 15 Rack

4 Diverse Optics Type 18 Medium Lasers

2 ScatterGun-Light Machine Guns

2 Purity L-Series Flamers

Manufacturer: Defiance Industries

Primary Factories: Hesperus II

Communications System: TharHes Muse

65-128K

Targeting and Tracking System: TharHes

Mars 9.4

In a standup fight against other main battle tanks the DI Schmitt performs admirably, but it has found a better home in many units as an air defense platform, where it excels thanks to the TharHes Mars. Recent action on Hesperus II demonstrates it is still a relevant and capable unit thirty years after its introduction.

CAPABILITIES

Purportedly reverse engineered from the venerable Garret D2j, the TharHes Mars is a remarkable system. Once the gunner (or commander) designates a primary target, the Mars takes control of the turret, automatically rotating and elevating as necessary to maintain optimal firing solutions.

DEPLOYMENT

The nineteenth battle for Hesperus II began in January 3145 with an invasion by the Jade Falcons and Hell's Horses. Archon Trillian Steiner had deliberately stripped the world of defenses as part of an elaborate ruse to trick Clan Wolf into invading and fighting the Jade Falcons for her. As a result, only the Hesperus Militia, Third Royal Guards, Eridani Light Horse, and several small mercenary commands defended the world. The defenders fought few noteworthy engagements before withdrawing. The first took place on 3 January at Calipee Pass in the Myoo Mountains where the Hesperus Militia faced off against Raptor Keshik.

Hauptmann Heller Abke arrayed his force of DI Schmitt tanks in three battle lines. The first ran perpendicular to the road at the top of Calipee Pass, while the second and third held flanking positions. While Abke prepared his line, a group of Fenrir II battlesuits ranged ahead to harass the advancing Jade Falcons. By the time the Clanners reached Abke's line, they had lost two 'Mechs and every member of the Trinary had sustained damage.

Their assault was straightforward, brutal, and showed typical disregard for mechanized forces. Star Captain Jorin and his command Star charged the Militia line. His *Onager* was the first 'Mech dropped by the defenders, and his entire Star was destroyed or disabled. None came closer than 200 meters to the line.

Star Commander Vincent took command of the Trinary and attempted a flanking advance with his jump-capable 'Mechs—mostly *Shadow Cat IIs* and *Summoners*. Abke executed a gate swing, realigning his forces on his left echelon. The maneuver brought the full firepower of his company to bear on the Falcons as they were

strung out moving through the rough terrain. The DI Schmitts had little difficulty picking off the jumping 'Mechs and the Clanners fell back with heavy losses, just in time to get caught in crossfire from the returning Fenrir IIs.

The Clan force regrouped and launched a final frontal assault. The open field favored the Clan forces, but the surviving 'Mechs—already heavily damaged from the previous attempt—withered under the massive volume of defending fire. By the end of the engagement, the entire Trinary had been lost, while Abke's forces suffered modest casualties.

VARIANTS

A scattering of DI Schmitts has been upgraded with a targeting computer for increased accuracy; the mass needed was gained by substituting different flamers.

NOTABLE UNITS

Kommandant Heller Abke: Following his brilliant performance on Hesperus II, Abke's unit withdrew alongside the other Lyrans defenders. When the LCAF returned in late February, Abke led a sortie to catch the retreating Clanners in a pincer. His DI Schmitts scored several kills including a *Jade Hawk* and *Warhawk*. Abke was given a battlefield promotion to kommandant and now commands all of the militia's armor assets.

Staff Sergeant Sabe Simbeck: Simbeck commands an armor platoon in the Fourteenth Lyrans Regulars. A veteran of numerous battles, Simbeck has earned a reputation for pitting his DI Schmitt against Clan forces—and winning. To date, the Sergeant's crew has eight kills to their credit, with another five assists.

DI SCHMITT TANK

Type: **DI Schmitt**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 80

Battle Value: 1,457

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro):

220

XL Fusion

3

5

18

4

0

0

3.5

8.5

Armor
Value

45

31/31

20

25

Weapons and Ammo

2 Rotary AC/5

Ammo (RAC) 80

LRM 15

Ammo (LRM) 16

4 Medium Lasers

Location

Turret

Body

Turret

Body

Turret

Tonnage

20

4

7

2

4

Weapons and Ammo

2 Machine Guns

Ammo (MG) 100

2 Flamers

Location

Turret

Body

Front

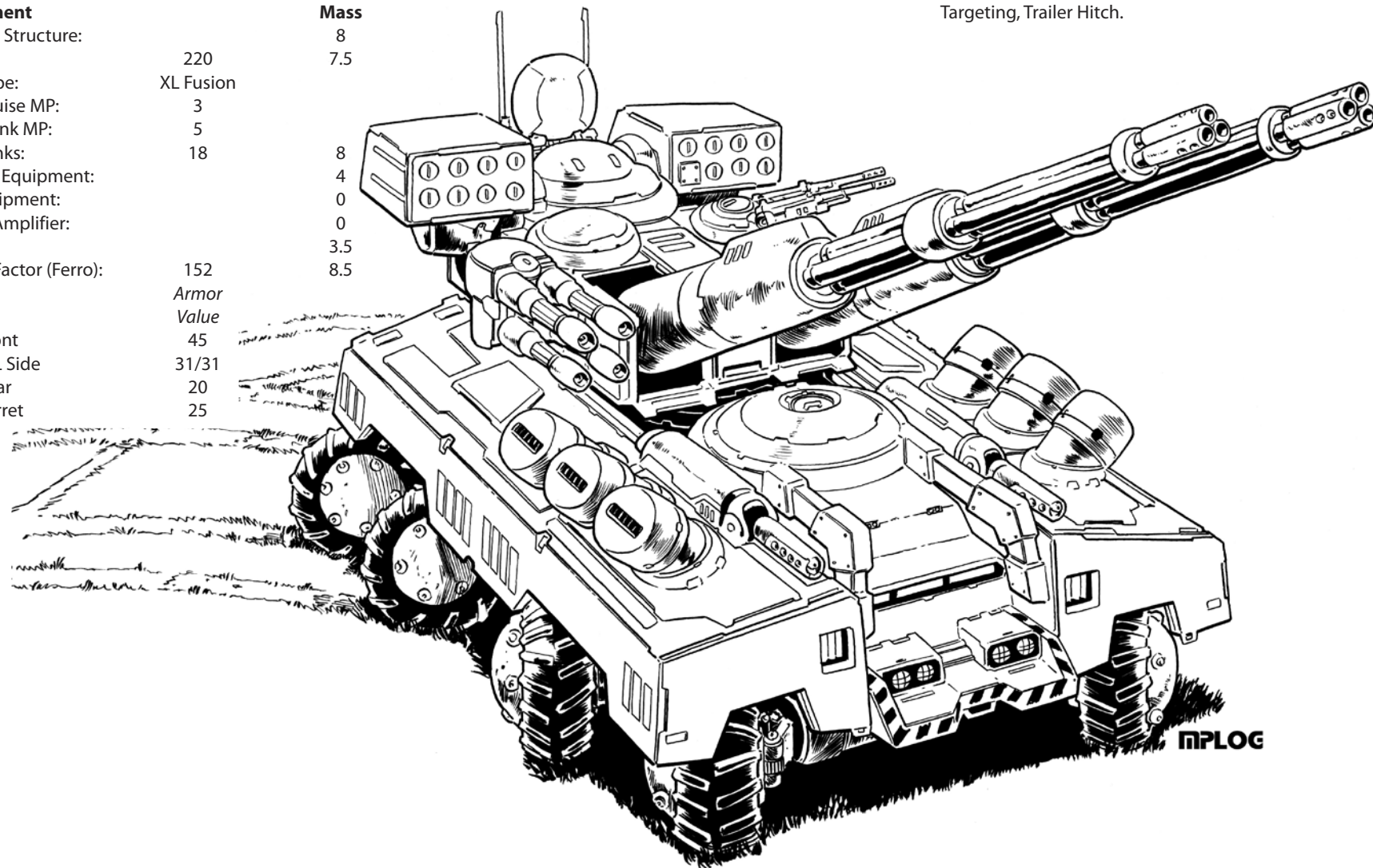
Tonnage

1

.5

2

Notes: Features the following Design Quirks: Anti-Air Targeting, Trailer Hitch.



KELSWA ASSAULT TANK

Mass: 95 tons

Movement Type: Tracked

Power Plant: Pitban 285 Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: ArcShield Heavy Ferro-Fibrous
with CASE

Armament:

2 Grizzard Model 200 Gauss Rifles

2 Defiance Model XII Extended Range
Medium Lasers

2 Coventry Heavy Autogun

Manufacturer: Arcturan Arms

Primary Factories: Arcturus, Buena

Communications System: Arc-Signal A75

Targeting and Tracking System: Angst Clear
View 2A

Kelswas appear across the Inner Sphere, including in the *toumans* of two Clans, and in every case they offer sterling service in shock and garrison units. Prized for their hard-hitting firepower and ease of maintenance, they are often assigned to veteran NCOs or platoon commanders, who rely on their resiliency to protect them while they protect their mates.

CAPABILITIES

At ninety-five tons the Kelswa is heavy enough to stand against almost any enemy on the battlefield, but its limited weaponry denies it the flexibility of more diversely-armed tanks. Powerfully armed and armored, but somewhat slow given modern standards, the Kelswa's longevity and widespread deployment can be laid at its ability to fulfill its chosen roles well.

DEPLOYMENT

At Calipee Pass on Hesperus II in 3145, a pair of Kelswas formed the bulwark of a

company of heavy tanks built mostly of DI Schmitt tanks. The two Kelswas had been attached to the company only days before by mistake—they had been intended for an all-Kelswa company forming from militia reserves—and were thrown into combat against a Clan Trinary along with the rest of the company.

As the hauptmann in charge placed his tanks, the Kelswas were assigned to the center echelon, behind the Schmitts, where they could fire from cover. As the Trinary of the Raptor Keshik approached, the hauptmann concentrated on fighting the tanks he was familiar with—the Schmitts—and ignored the pair of Kelswas. As the Schmitts ground away at the Falcons, supported by battle armor harassers, First Leutnant Kilcracken opened fire.

Four Gauss rifles made a powerful, if unflashy, addition to the battle. While the Clansmen were distracted by the deluge of autocannon fire from the Schmitts' rotary autocannon, the Kelswas fired and fired and fired again. Gauss impact tore great rents in the Falcons' armor, damage which the Schmitts exploited to deadly effect. Though the company forced the Falcon Trinary to withdraw, both of Kilcracken's Kelswas were disabled once the Falcons discovered them and were abandoned when the Lyrans fled Hesperus.

Kelswas also serve in the ranks of the mercenary Halsten's Brigade, an all-armor outfit under contract to the planetary government of Venaria. In mid-3142 a small force of unmarked 'Mechs and battle armor attacked a militia outpost in the Candrell badlands; a platoon of Kelswas was stationed nearby and immediately went to the militia outpost's aid. Though they were too late to stop the pirates from destroying the militia defenders and looting the outpost, they did intercept the

four 'Mechs and two dozen battlesuits as they returned toward their DropShip. The Kelswas attacked, certain that the 'Mechs would escape. With only time for three or four barrages, and lacking the speed to keep up, every shot counted. The lieutenant in command ordered concentrated fire. The first salvo amputated an antiquated Marian-built *Centurion's* right leg. The second tore the arms from an *Enfield*, while the third only managed to damage the armor of a fast-moving *Wraith*. None of the battlesuits were hit, but the 'Mechs' damage meant they lost most of the loot they were carrying in strap-on nets.

NOTABLE UNITS

First Leutnant Gregory Kilcracken: A native of Glengarry, Kilcracken was placed on administrative leave following withdrawal of Lyrans troops Hesperus. Though he served with distinction at the token battle of Calipee Pass, he was brought up on charges for his treatment of his commander in that battle. The hauptmann in charge, Kilcracken argues, did not give due credit to his two tanks. That hauptmann, now a kommandant, earned a reputation as a hero on Hesperus, which makes Kilcracken's insistence political suicide—always a touchy proposition in the LCAF.

Lieutenant Carson Jones: Latest in a long line of Joneses to serve in the Brigade, Carson led the platoon that fought the pirates on Venaria. It was his reading of maps that allowed him to maneuver his slow-moving tanks in the path of the pirates, and his tank that was credited with the kill of the *Centurion*. Jones career shows he has a natural aptitude for knowing where to place his tanks to do the most good on the

KELSWA ASSAULT TANK

battlefield, a skill his company and battalion commanders are learning to put to good use.

Type: **Kelswa**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 95

Battle Value: 1,748

Weapons and Ammo

2 Gauss Rifles

Ammo (Gauss) 40

2 Heavy Machine Guns

2 ER Medium Lasers

Ammo (Heavy MG) 50

CASE

Location

Turret

Body

Turret

Front

Body

Body

Tonnage

30

5

2

2

.5

.5

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

Armor

Value

Front

R/L Side

Rear

Turret

Mass

9.5

25

0

5

0

0

3.5

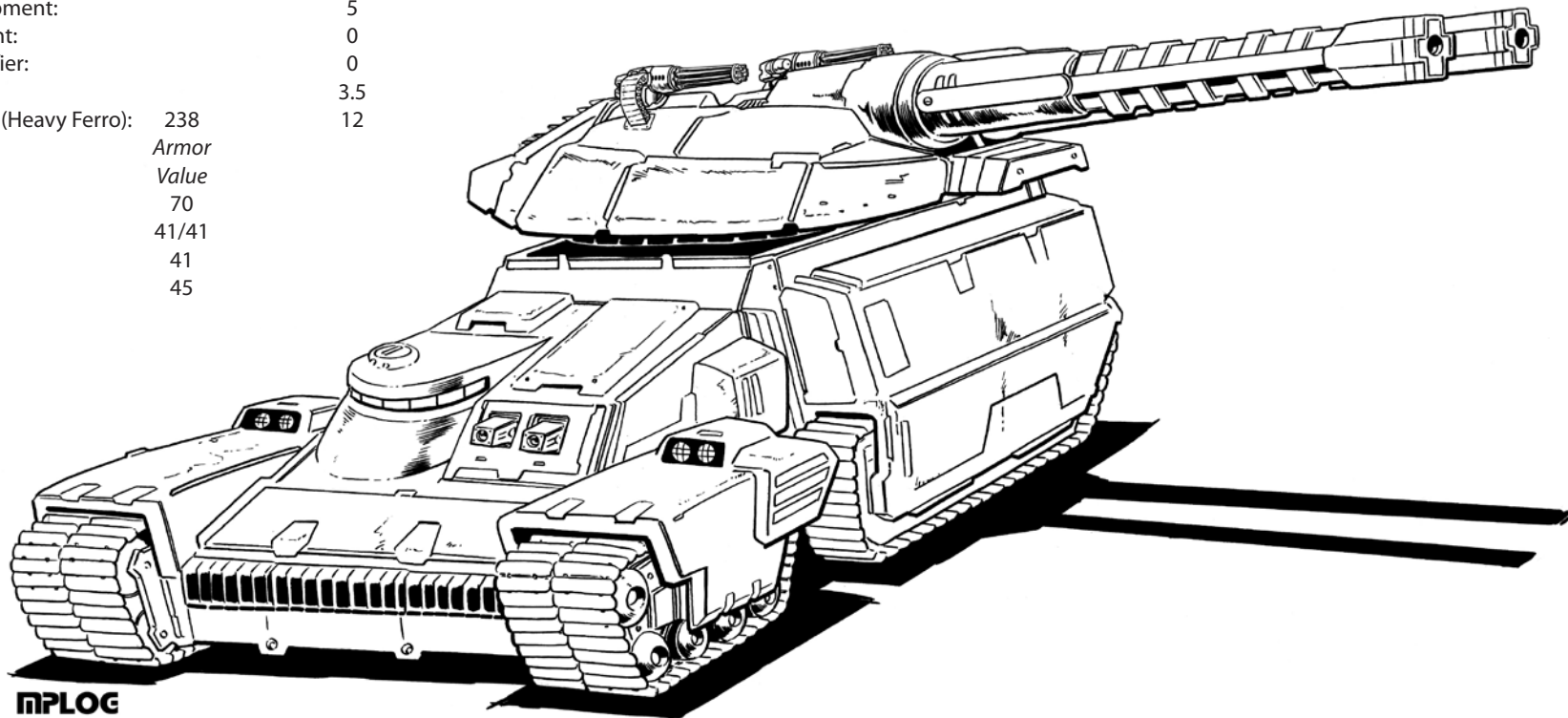
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70

41/41

41

45



GULLTOPPR OMNIMONITOR

Mass: 190 tons

Movement Type: Tracked

Power Plant: Edasich Motors 380 XL Fusion

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Armor: StarSlab/3H Hardened with CASE

Armament:

61.5 tons of pod space (maximum of 30 tons in turret 1, and 25 tons in turret 2)

Manufacturer: WC Site 4

Primary Factories: Arc-Royal

Communications System: K9

Communications System

Targeting and Tracking System: Hunter (2)
Dedicated TTS

First appearing after the turn of the century, the Gulltoppr OmniMonitor started as a heavier version of Clan Wolf-in-Exile's Heimdall Ground Monitor Tank. Clocking in at twice the Heimdall's mass and constructed to utilize modular weapon technology, the Gulltoppr is a purely defensive unit capable of mounting considerable weaponry. Typical OmniMonitor hulls are shipped sans-armament to the eventual duty station; upon arrival the hulls are assembled using whatever modular munitions are locally available. This flexibility allows Clan Wolf-in-Exile to manufacture as many empty Gulltoppr chassis as possible while placing the burden of armament on the buyer.

CAPABILITIES

Although the Gulltoppr lacks mobility its large array of modular weaponry, the targeting flexibility of dual turrets, and extensive hardened armor coverage more than make up for any speed deficit by rendering each OmniMonitor a daunting, fortress-like target. This makes the Gulltoppr an ideal choice for important garrison assignments where speed and maneuverability are lesser factors in mounting a successful defense. In addition to the OmniMonitor's intimidating size, standard loadouts increase survivability by incorporating ECM suites and often including a pair of anti-missile systems.

DEPLOYMENT

Due to Clan Wolf-in-Exile's relationship to the Lyran Commonwealth's neighbors and the realities in manufacturing and arming the chassis, Gulltopprs serve mostly within the Clan, the LCAF, and the Kell Hounds.

The OmniMonitor has been in service for more than forty years. One of its most recent decisive engagements occurred on Porrima in 3144. The remnants of the Kell Hounds were hunting down all Falcon-allied Clan Hell's Horses Clusters attempting to invade the Lyran Commonwealth and faced down the Second Horde Cluster. In an effort to even the odds, Star Colonel Dean Lassenerra sent a mixed Binary to seize the Kell Hound DropShips and lure the mercenaries into a vulnerable position. Mistaking the defending platoon of Gulltopprs for retooled Wolf-in-Exile Heimdalls, the Horses disregarded them until the OmniMonitors tore into the Clan warriors' advance and sent the survivors into retreat.

NOTABLE UNITS

Staff Sergeant Luther O'Malley: As a native of Arcturus, Sergeant O'Malley harbors a deep-seated hatred for Clan Jade Falcon ever since they claimed his homeworld, and he longs to participate in a campaign to reclaim the planet. His assignment to the Twenty-third Arcturan Armor Brigade allowed his Gulltoppr platoon to take some revenge on the Falcons during the campaign to reclaim Hesperus II. While waiting in a well-hidden defilade, O'Malley instructed his platoon to attack advancing Falcon troops. By the time the Falcons scrambled aerial reconnaissance, the Falcon attack had been blunted along that flank and O'Malley's platoon had pulled back to safety.

Point Commander Ulysses: Born on Arc-Royal to Exiled Wolf laborers, Ulysses chose to test into a freeborn armor sibko at the age of twelve. Faced with Jade Falcon invasions along the Lyran border, the Exiled Wolves opted to push his sibko into early Trials of Position at the age of seventeen. Ulysses earned two kills in his Trial and earned the rank of Point Commander. Though fellow members of his armor Star often complain about being assigned slow-moving Gulltopprs that seem to contradict the Clan's mobile combat style, Ulysses prides himself in being able to defend his home, regardless of his assigned hardware.

GULLTOPPR OMNIMONITOR

Type: **Gulltoppr**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 190

Battle Value: 3,151

Equipment

Internal Structure:

Engine: 380

Type: XL Fusion

Cruise MP: 2

Flank MP: 3

Heat Sinks: 10

Control Equipment: 9.5

Lift Equipment: 0

Power Amplifier: 0

Turret 1: 3

Turret 2: 2.5

Armor Factor (Hardened): 352

Armor

Value

Front 68

FR/FL Side 52/52

RR/RL Side 45/45

Rear 32

Turret 1 33

Turret 2 25

Fixed Equipment

CASE Location

Body

Mass

38

31

0

9.5

0

0

3

2.5

44

Weapons and Ammo

Primary Configuration

2 Gauss Rifles

Ammo (Gauss) 32

Long Tom Cannon

Ammo (Long Tom) 15

2 Anti-Missile Systems

Ammo (AMS) 24

Guardian ECM Suite

Configuration A—Mixed

2 Gauss Rifles (C)

Ammo (Gauss) 32

3 LRM 20 (C)

3 Artemis V (C)

Ammo (LRM) 48

Targeting Computer (C)

ECM Suite (C)

Battle Value: 3,668

Location

Turret 1

Body

Turret 2

Body

Turret 2

Body

Body

Turret 1

Body

Turret 2

Turret 2

Body

Body

Body

Tonnage

30

4

20

3

1

2

1.5

24

4

15

4.5

8

5

1

Weapons and Ammo

Configuration B

Long Tom Cannon

Long Tom Cannon

Ammo (Long Tom) 40

2 Boosted C³ Master Units

Guardian ECM Suite

Battle Value: 2,861

Location

Turret 1

Turret 2

Body

Body

Body

Tonnage

20

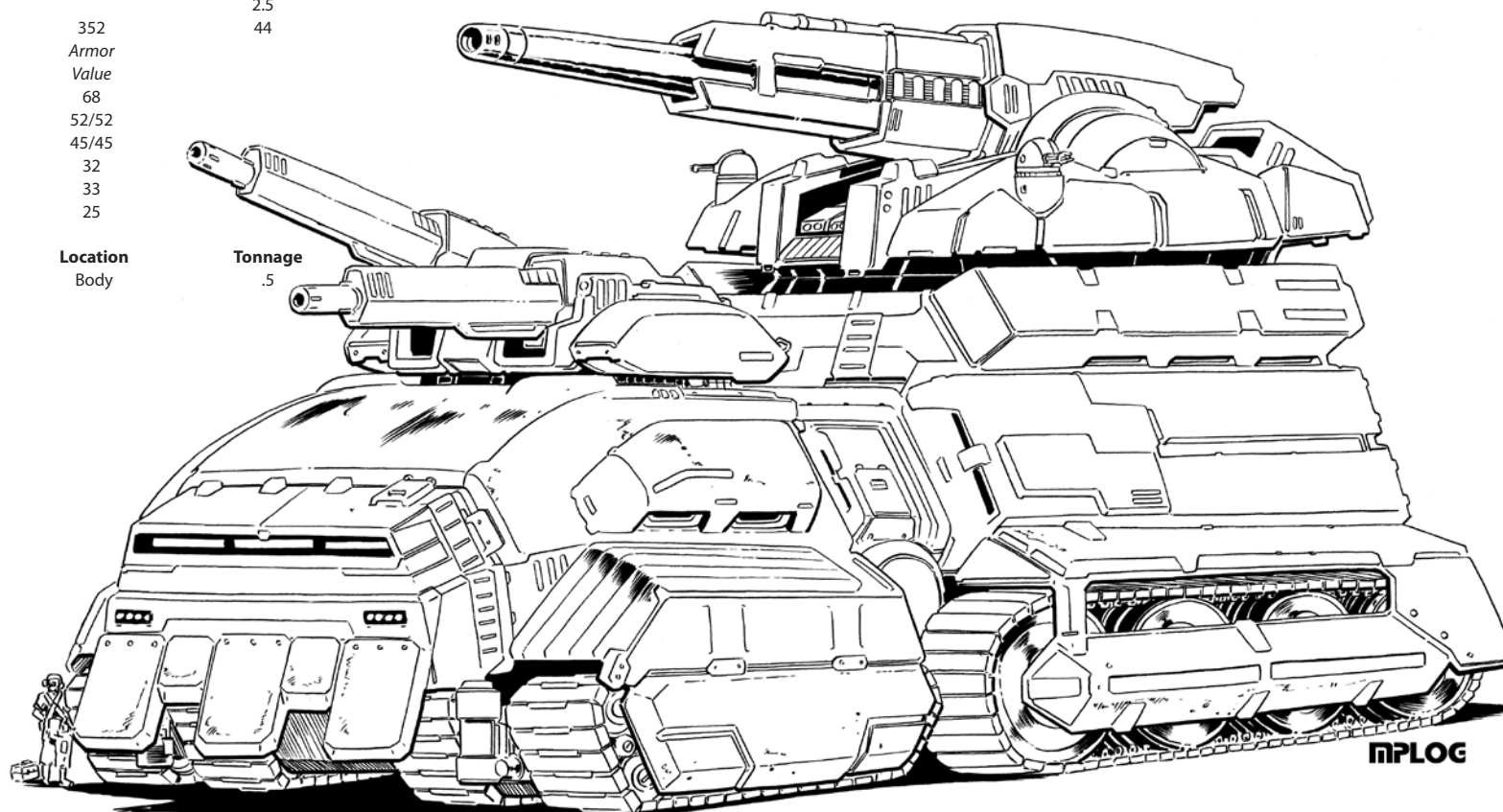
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8

12

1.5

Notes: Features the following Design Quirks: Battle Computer, Difficult to Maintain, Non Standard parts, Oversized, Poor Performance.



FS9-M2 FIRESTARTER

Mass: 35 tons
Chassis: Foundation Ultralight Endo Steel
Power Plant: GM 210
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Luxor Load Lifters
Jump Capacity: 180 meters
Armor: Durallex Nova
Armament:
6 Hotshot Flamers
1 Defiance Model XII ER Medium Laser
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Cyclops 14
Targeting & Tracking System: Cyclops 9

The *Firestarter* was a prolific and integral component of the Succession Wars, appearing in numerous variants and in all armies. The FS9-M2 was developed as a cheap export. Mercenaries snapped it up and quickly made the new *Firestarter* a common sight across the Inner Sphere. The *Firestarter* has found a role as an excellent diversionary 'Mech, setting fires to occupy enemies while its allies focus their efforts elsewhere.

CAPABILITIES

The *Firestarter's* primary mission benefits from a more rugged life support system designed to resist the crippling effects of the fires it sets. However, the *Firestarter* has often been caught by enemy scouts because it is slower than many recon 'Mechs. Most enemy MechWarriors wisely engage the *Firestarter* at range, leaving it with only an ER medium laser to employ against mobile enemies.

DEPLOYMENT

The new *Firestarter* first made its name in the Victoria War. As Thompson's August Warriors reinforced the Capellan defense of Victoria in January 3104, their *Firestarters* happily joined in the systematic destruction of the world's precious infrastructure. Detached to aid Warrior House Kamata, Thompson's *Firestarters* skirted the main battle with the Second Syrtis Fusiliers and Second NAIS Cadre to infiltrate the already-damaged Trellis Electronics factory. The *Firestarters* blazed a trail through the factory, making sure the surviving workers burned along with their machines. The lance exited the factory after immolating it, just before House Kamata bombarded it. The *Firestarters* were unable to return to the August Warriors, so they fled with the Kamata troops. They were the only August Warriors to leave Victoria alive.

The Eleventh Lyran Guards' July 3145 recon raid on Smolnik went disastrously wrong. A 'Mech company was scouting Delta Galaxy's supply depots when it was spotted and engaged by a Binary of the Eighty-eighth Wolf Battle Cluster. The new Wolf Empire warriors were eager to teach the raiders a lesson. The Binary pursued the raiders to the heavily-forested Košice Valley and challenged them to stand and fight. The Gaurds taunted the Wolves into entering the forest, where a pair of *Firestarters* sped around the Wolves and ignited the trees. This only drove the Wolves forward with greater urgency. As the Wolves pounded the Guards, the *Firestarters* made a daring rear attack on the Binary in hopes of saving their comrades. Their combined fire took out one ancient *Kit Fox* before they were

destroyed. Three of the twelve Lyran 'Mechs escaped the inferno, while six of the Wolf 'Mechs survived. The Košice Valley was utterly devastated, taking sixteen villages and a minor city to the ash heap, along with all their residents.

VARIANTS

One variant of the *Firestarter* drops half its flamers for a MASC system, TAG, and an ER small laser. Another variant drops the medium laser and half the flamers for a rotary AC/2.

NOTABLE UNITS

Brimstone: Brimstone is a small mercenary band specializing in incendiary warfare. Their merciless tactics spare no target, from civilian housing to legitimate military targets. They will sometimes follow specific directives of their employer, but most often simply rampage through the enemy's rear areas to sow destruction. Despite being wanted criminals on dozens of worlds, the *Firestarter*-heavy Brimstone never lacks for eager employers, especially since the Blackout.

Force Captain Constantine Habibula: Force Captain Habibula commands Habib's Half-Baked, the Second Andurien Rangers' Third Battalion. His *Firestarter* is an FS9-M3, which he prefers because of its improved speed and flexibility. Thanks to the MASC system, he manages to keep tabs on the 'Mechs, tanks, and infantry under his command. Battles find him switching between different fronts to monitor the situation personally. However, his commander insists Habibula learn to trust his troops and take a more strategic mindset if he wants to be promoted.

FS9-M2 FIRESTARTER

Type: **Firestarter**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 751

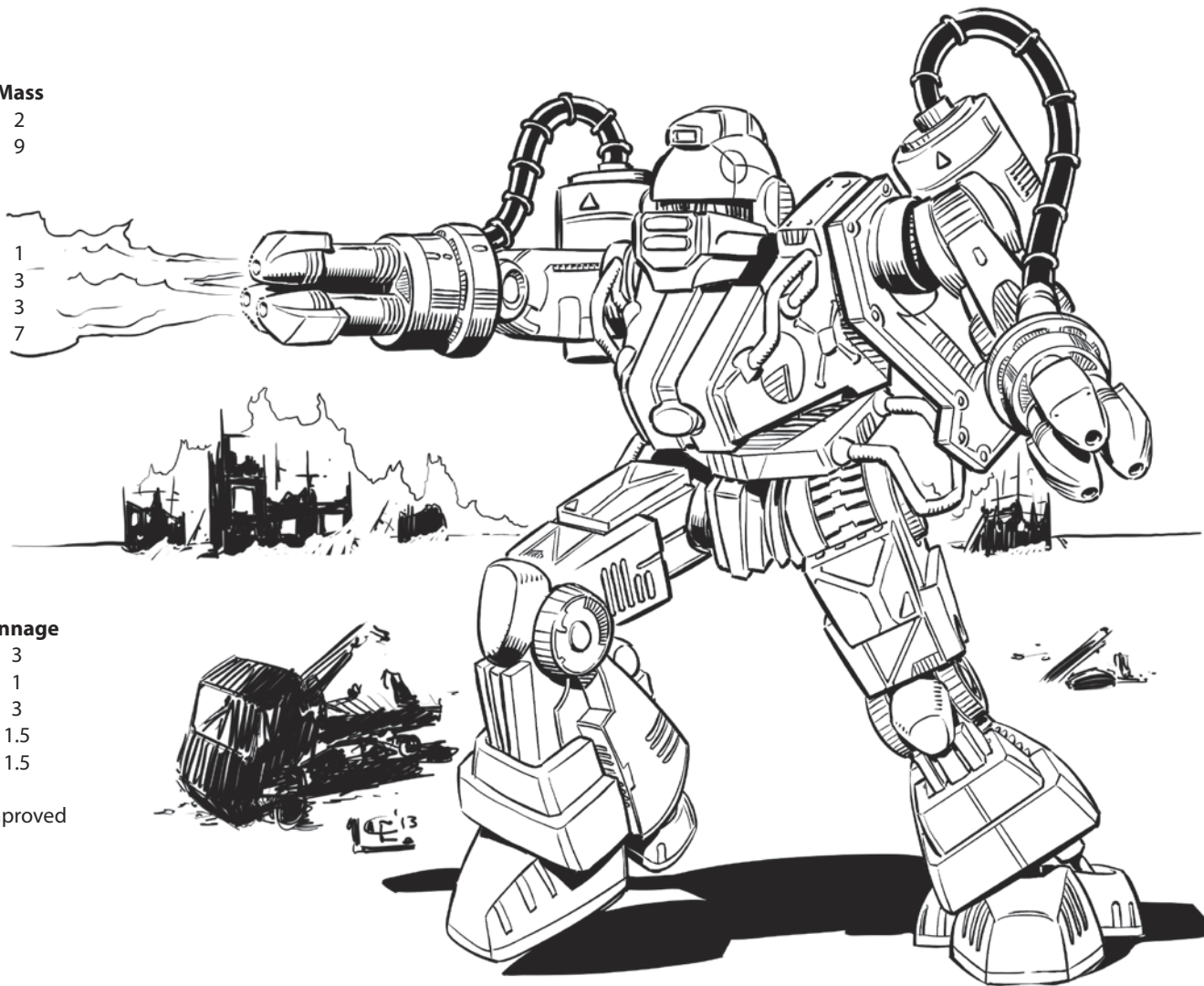
Equipment

	Endo Steel	Mass
Internal Structure:	210	2
Engine:		9
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	15

Weapons and Ammo

	Location	Critical	Tonnage
3 Flamers	LA	3	3
ER Medium Laser	H	1	1
3 Flamers	LA	3	3
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Improved Life Support.



Mass: 35 tons

Chassis: Fortune VII Endo Steel (Quad)

Power Plant: Light Force 280 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound RSH5 Ferro-Fibrous

Armament:

1 Type 6 ATM 6 Launcher

2 Hovertec Aethershot SRM 2 Launchers

4 Series 2d Extended Range

Medium Lasers

Manufacturer: Assault Tech Industries

Primary Factory: Donegal

Communications System: Assault Call Alpha

Targeting & Tracking System: Assault
SureStrike

Assault Tech Industries was founded two decades ago, with aid from the Commonwealth, as a means for Clan Wolf-in-Exile to compete with Clan Sea Fox in selling to the general market. The *Jaguar* was their first entry, a quadrupedal scout with an impressive array of firepower for a light 'Mech. It has been remarkably successful, proliferating widely via the mercenaries who ply their trade in the Lyran Commonwealth.

CAPABILITIES

The speedy *Jaguar* mounts as much armor as any 'Mech its mass can carry. In just over two decades, the *Jaguar* has appeared along the Lyran border with the Clans in roles from recon and search-and-destroy to mobile fire support. The excellent design of the legs has stymied Elementals seeking to kneecap the *Jaguar*, as the actuators are more rugged than such a small 'Mech would usually employ.

DEPLOYMENT

When Clan Hell's Horses invaded Timkovichi in August 3142, their Mongol Doctrine ran headlong into the Kell Hounds. The Hounds had a number of *Jaguars* in their force, and these almost single-handedly stalled the Horses. The 666th Mechanized Assault Cluster warriors were unable to capitalize after successfully luring the speedy *Jaguars* into the open when the Hounds simply charged the Horses' lines and began to wreak havoc in the Clan's rear areas. When the Hounds abandoned Greywalk, the city where a battalion had been housed, two lances of *Jaguar 2s* laid in wait. As the Horses moved in and began to terrorize the local populace with their bastardized Mongol Doctrine, the *Jaguars* spotted for Arrow IV missiles before breaking cover. The defeat was so complete that the Horses fled the region. This was a Pyrrhic victory—it was one of the factors that led Jade Falcon Khan Malvina Hazen to bombard the Hounds from orbit, nearly annihilating them.

The Jade Falcon invasion of Tharkad in July 3143 caught the Queen's Gambit mercenary company. The command had simply been passing through to allow several of its MechWarriors to visit family on the Lyran capital when they were forced into the fight. Captain Stephanie "Queen Steph" Rutherford fearlessly led her meager company into the midst of the Eleventh Falcon Velites. The Jade Falcon recon Binary was led by Star Commander Josephus. Josephus was hard-put—despite his heavier force—to engage the Gambit's streaking light 'Mechs, and committed the deadly sin of succumbing to target fixation. He identified the Gambit's commander in her *Jaguar* and pursued her to the exclusion

of all others. This failure caused him to stretch out his Binary's line and made his comrades easy prey for a company of Tharkad militia.

VARIANTS

The *Jaguar 2* replaces all the weapons save two ER medium lasers with six machine guns, two medium pulse lasers and an array of advanced electronics.

NOTABLE UNITS

Captain Stephanie Rutherford: Queen Steph commands the Queen's Gambit mercenary company. They suffered heavy losses in their combat on Tharkad, but those losses were made good by the LCAF. Her *Jaguar* has been fully repaired, and a demi-company of new MechWarriors quickly joined up once she had the LCAF's gift of six new 'Mechs in her possession.

Captain Rarald "Beastlord" Fitzsimmons: Rarald Fitzsimmons grew up in a circus family. His youth was spent taming wild beasts from a variety of worlds, including tariqs, Kigamboni leopards, and Kyotan armor bears. A chance encounter with a recruiter at a stopover on Qanatir led him to join the Dioscuri. His preternatural skill at piloting quad 'Mechs led him to a *Jaguar*. His equal skill at outwitting and defeating the Clans, coupled with his background, earned him his nickname. He commands a recon company in Second Battalion.

JAGUAR

Type: **Jaguar**

Technology Base: Clan (Advanced)

Tonnage: 35

Battle Value: 1,791

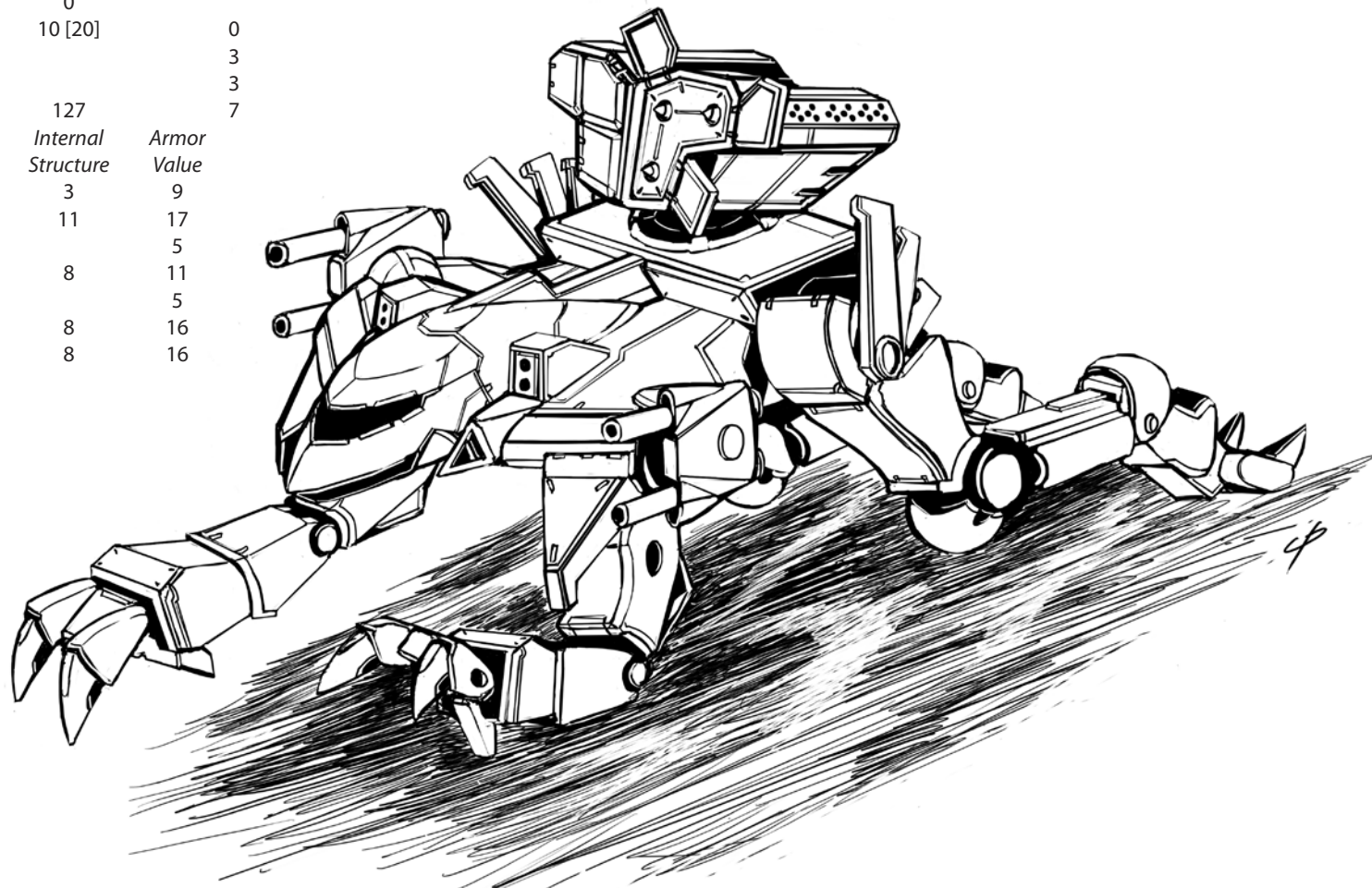
Equipment

	Endo Steel	Mass
Internal Structure:	280 XL	2
Engine:		8
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	127	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		5
R/L Front Leg	8	16
R/L Rear Leg	8	16

Weapons and Ammo	Location	Critical	Tonnage
ATM 6*	RT	3	3.5
Quad Turret	RT	1	.5
Ammo (ATM) 20	RT	2	2
2 ER Medium Lasers	RT	2	2
SRM 2	RT	1	.5
2 ER Medium Lasers	LT	2	2
SRM 2	LT	1	.5
Ammo (SRM) 50	LT	1	1

Notes: *This weapon is mounted in a Quad BattleMech Turret. Features the following Design Quirks: Protected Actuators.



STM-R3 STORM RAIDER

Mass: 35 tons
Chassis: MatherTech 750 Endo Steel
Power Plant: GM 210 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph, 129 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Lexington Ltd. Medium Grade with CASE
Armament:
1 Thor 40mm Rotary Class 2 Autocannon
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Cyclops 12
Targeting & Tracking System: Cyclops 9

Arriving half a century late, the *Storm Raider* was Defiance Industries' alternative to the *Hollander*. The prototypes were so poorly received that Defiance licensed the unit to Coventry Metal Works. Coventry produces four versions of the *Storm Raider*, most intended for small-scale surgical strikes and urban defense operations. The 'Mech is terrible at both roles. Easily outrun and outgunned by contemporaries like the *Havoc* and *Nyx*, the *Storm Raider* is most often encountered in picket roles. Where it shines, however, is on Solaris VII, where it is a fan-favorite.

CAPABILITIES

The *Storm Raider* is most known for being the first 'Mech equipped with Coventry Cast Off, a hybrid modular weapons system. Like competing products, a CCO-compliant weapon can be quickly and easily replaced in the field. Unlike the competition, a CCO weapon may be jettisoned during combat without posing risk to the MechWarrior. However, CCO weapons are not interchangeable, so while repair times are improved, reconfiguration still poses all the usual challenges.

DEPLOYMENT

In 3127 the Donegal Guards were conducting war games on Caledonia. During the latter stages of the exercise, two lieutenants—Cleft Lamberg and Dimok Sullenger—involved in a heated argument disengaged their safety protocols and went weapons hot. Lamberg struck first, smashing the left torso of Sullenger's *Storm Raider* with his *Mjolnir*'s mace. Sullenger returned the favor, shredding the *Mjolnir*'s right arm. Lambert jumped back and fired his lasers, scoring hits on the *Storm Raider*'s torso. As Sullenger was lining up his return volley, Hauptmann Eileen Brott attempted to intervene, moving her *Wolfhound* between the combatants and inadvertently stepping into a full salvo from Sullenger's Thor autocannon. High-explosive armor-piercing shells slammed into the *Wolfhound*'s head, killing Brott and ending the impromptu battle. Sullenger and Lamberg were court-martialed and are both serving twenty-five year sentences.

During the nineteenth battle for Hesperus II, the Eridani Light Horse fled toward the Defiance Industries factory complex, pursued by elements of the Hell's Horses's 666th Mechanized Assault Cluster. Captain Birchmeier's recon lance, which included two *Storm Raiders*, held the rearguard position and was the first to cross swords with the 666th. Sandstorm conditions grounded the Horses's VTOLs, so a Zephyros Point preceded the main force. Birchmeier's lance engaged them on a high plateau generously sprinkled with large rock columns known as the Somerset Wilderness.

Suspecting that the Clanners would consider his *Storm Raiders* easy pickings, Birchmeier deployed them in the open while keeping the rest of his lance hidden. The *Storm Raiders* fired several volleys and then began giving ground. Hungry for an easy kill, the vehicles raced after

them, right into Birchmeier's trap. The ambush destroyed one Zephyros and damaged the other. It attempted to break contact, but the *Storm Raiders* used their MASC to keep pace with the vehicle and chased after it with rolling bursts from their autocannon. Ultimately they disabled the second Zephyros and denied the 666th useful tactical information. When the 666th entered the wilderness two hours later, they faced multiple ambushes from the Light Horse and paid dearly for every meter gained.

VARIANTS

The STM-R1 (also known as the Solaris Special) exchanges the Thor autocannon for a Mydron Model B, but also sacrifices the MASC. The STM-R2 features a General Motors Nova-5 instead of the Thor autocannon. Finally, the STR-R4 retains the R3's stock weaponry but upgrades to impact resistant armor.

NOTABLE UNITS

Centurion Walter Tredinnick: A commander in III Legio, Tredinnick and his STM-R1 have fought in over 100 engagements. He leads a special detachment dedicated to eradicating bandits and is responsible for the destruction of forty-seven different bandit groups, including the notorious pirate Paige Lancaster.

Thunderbird: Named by its original owner in 3110, Thunderbird is a STM-R2 assigned to the Second Bolan Guards. Thunderbird was heavily damaged in action against the Jade Falcons in 3135 and has never worked properly since. Despite the efforts of a cadre of technicians, Thunderbird's cooling system frequently malfunctions, resulting in waste heat generation that causes her targeting system to produce sensor ghosts.

STM-R3 STORM RAIDER

Type: **Storm Raider**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 791

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		4
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	14

Weapons and Ammo

Location	Critical	Tonnage
RA	4	4
CT	2	2
LT	1	1
LT	1	.5
LA	3	8

Notes: Features the following Design Quirks: Jettison-Capable Weapon (Mace), Jettison-Capable Weapon (RAC).



MGL-T1 MONGREL

Mass: 50 tons
Chassis: Beowulf 5C
Power Plant: Magna-C 350 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: Royal-7R Reactive
Armament:
3 Series 2f Extended Range Medium Laser
1 GM Whirlwind Autocannon 5
Manufacturer: Arc-Royal MechWorks, Odin Manufacturing
Primary Factory: Arc-Royal (ARM), Orestes (OM)
Communications System: O/P COM-22/H47Targeting
Targeting & Tracking System: Digital Scanlok 347

For a 'Mech built from cheap parts by an international collaboration between two different Clan-based manufacturers, no one ever expected the *Mongrel* to perform as well as it does. After the Jihad the Rasalhague Dominion sought to replace aging 'Mechs in its *touman* with more inexpensive but efficient models, and partnering Odin Manufacturing with Clan Wolf-in-Exile's Arc-Royal MechWorks resulted in what many initially deemed an abomination. Dubbed the *Mongrel* due to its dubious pedigree, this new model surpassed all expectations in field trials. Less than two years later gained popularity among younger Exiled Wolf MechWarriors. Because of its reasonable price tag and performance record, the so-called "FrankenMech that could" quickly proliferated to the mercenary market.

CAPABILITIES

The *Mongrel* can outpace and outmaneuver the older *Ursus* and many other medium 'Mechs, thus reducing its response times to battlefield trouble spots. Also, it relies on a limited number of weapons systems, making the 'Mech's components far easier to maintain, repair, and replace especially when time between engagements is severely limited. When facing heavy resistance, the *Mongrel's* reactive armor affords maximum protection against incoming fire, further increasing the pilot's staying power in the field.

DEPLOYMENT

In 3108, the first true field test of the *Mongrel* came in the form of a joint exercise between Clan Wolf-in-Exile and the Rasalhague Dominion. Rather than put the jointly designed 'Mech through its paces in staggered engagements, the Exiled Wolves and the Dominion launched coinciding raids on opposite sides of the Clan Wolf Occupation Zone. Within two days of each other, the First Wolf Guardians landed on Borghese and the Fifth Bear Guards made planetfall on Fort Loudon.

A Binary from the First Wolf Guardians engaged Clan Wolf's Thirteenth Battle Cluster on Mettle Archipelago, an uninhabited island chain in Borghese's southern hemisphere that the Thirteenth used for proving grounds. A Star of *Mongrels* kept a medium Star of opponents at bay by engaging them in duels. The *Mongrels* used their autocannon to keep their adversaries at long range and outmaneuvered the opposition to find weak spots. Once the *Mongrels* had softened up or crippled the Clan Wolf 'Mechs, they closed in for the kill. Two victorious *Mongrels* that challenged the Thirteenth's heavier 'Mechs managed to inflict considerable damage before running out of ammunition. However, by that point the First Guardians had already secured a victory in the Trial.

On Fort Loudon, the Fifth Bear Guards bid a single Star of T2-model *Mongrels* against seven Points from the Second Wolf Assault Cluster. On the Palisade Highlands, the Fifth managed to circle around to the Second's weakened flank and surprise the Wolves with a brutal, point-blank assault. The Bears claimed a total of four kills but were ultimately overpowered. The Wolf commander, impressed with the *Mongrels'* performance, claimed a mostly intact *Mongrel* as *isorla*.

VARIANTS

The standard *Mongrel* is intended for the mercenary market, but the majority of assembled T2 models are earmarked for the Dominion's *touman*. The T2 version packs a more powerful, short-range punch by replacing the autocannon with a large-bore ProtoMech autocannon and an ECM suite. Also included is an actuator enhancement system designed to lend more accuracy to the 'Mech's retractable blade.

NOTABLE UNITS

Hauptmann Lisbeth van Akkerman: A graduate of the Nagelring and a member of the Twenty-sixth Arcturan Guards, van Akkerman participated in a joint campaign alongside the Exiled Wolves' Second Wolf Legion in 3144. During the defense of Graceland against the Jade Falcons, her *Uziel* was shot out from under her, and after abandoning it she pulled the unconscious Star Colonel Abioye Ward from his own cockpit while still under fire. In appreciation for her battlefield valor, Ward gave her a *Mongrel* from his Clan's reserves. Van Akkerman has since made the *Mongrel* her 'Mech of choice, allowing her to contribute to a battle without directly putting herself into harm's way unless she so chooses.

MGL-T1 MONGREL

Type: **Mongrel**

Technology Base: Mixed Clan

Tonnage: 50

Battle Value: 1,860

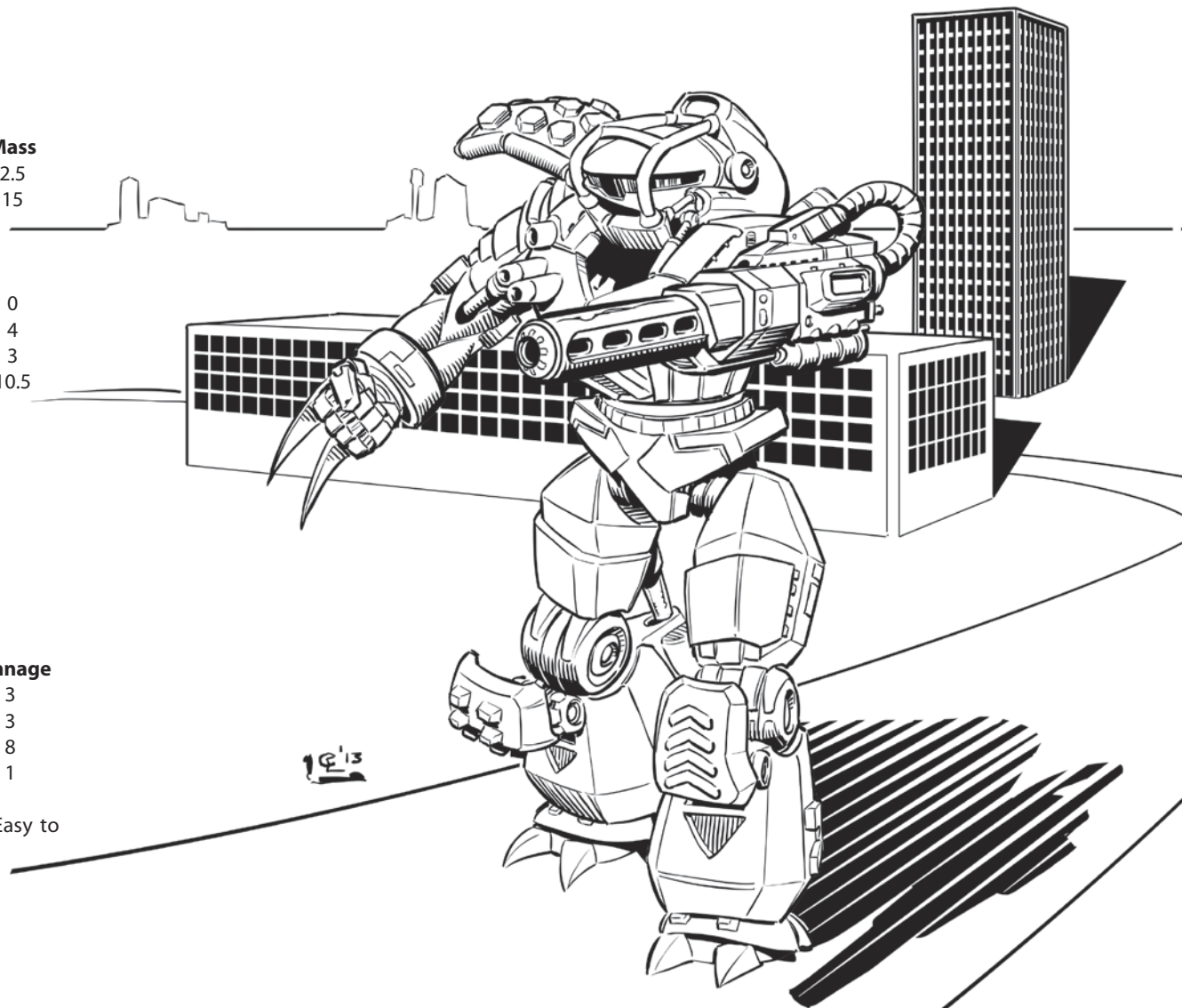
Equipment

	Endo Steel	Mass
Internal Structure:	350 XL	2.5
Engine:		15
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Reactive):	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo

	Location	Critical	Tonnage
Retractable Blade	RA	4	3
3 ER Medium Lasers	RT	3	3
AC/5 (IS)	LA	4	8
Ammo (AC) 20	LA	1	1

Notes: Features the following Design Quirks: Easy to Pilot, No Cooling Jacket (AC/5).



GTL-10 GAUNTLET

Mass: 55 tons
Chassis: Coventry GTL-Flex Endo Steel
Power Plant: Defiance 275 Light
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Lexington Limited Light Ferro-Fibrous
Armament:
 21 tons of pod space
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Cyclops 24XS
 Adaptable
Targeting & Tracking System: Cyclops Special
 Limited

It took nearly thirty years for the GTL-10 *Gauntlet* to enter production after Archon Adam Steiner first proposed the development of a medium OmniMech to honor the Lyran spirit. In spite of persistent technical difficulties and the opposition of many senior generals, the *Gauntlet* entered the LCAF in 3128 and has since become a favorite of the lightning companies.

CAPABILITIES

A troubled development cycle marred the *Gauntlet's* debut, but CMW produced a solid cavalry OmniMech that can race along at speeds associated with light 'Mechs. The primary configuration is geared toward longer-range engagements in open terrain, while the A configuration offers the flexibility of a strong MML battery and the B configuration is suitable for knife-fighting. The C configuration with TSEMP is a relatively new development that has been used in daring operations to capture Clan 'Mechs intact.

DEPLOYMENT

Despite the not-so-subtle disapproval of the 'Mech by the LCAF senior command, the *Gauntlet* has never been offered for foreign sale. Adam Steiner had proposed an exclusively Lyran 'Mech and no one had much interest in challenging that vision. Distribution of the 'Mech within the LCAF is somewhat haphazard, as commanders in several prestigious regiments that would normally be first in line for an OmniMech have not requested supply of the unit. As a result *Gauntlets* have percolated down to medium companies throughout the LCAF, where the distance from social generals has given it a much warmer welcome.

During the Jade Falcon invasion of Arcturus in 3142 the defending Fifteenth Arcturan Guards fielded a lance of *Gauntlets* in their lightning company. The regiment was soon overwhelmed by the numbers and ferocity of the Clan assault, and forced to retreat back to its DropShips. The *Gauntlets* proved critical to the rearguard by running down light Falcon 'Mechs that slipped past the screening elements. The lance was then switched over to urban combat configurations as the Guards reached the long-abandoned city of Brighton. Aggressive tactics by the *Gauntlet* lance bought sufficient time for the Guards' surviving conventional forces to load their DropShips.

Gauntlets have also proven their value against Inner Sphere foes. During the invasion of Uhuru at the start of Operation HAMMERFALL, the Fourth Lyran Regulars faced the Thirteenth Atrean Hussars in a quick-moving battle of skirmishes and ambushes on the world's vast savannahs. The Fourth Regulars kept their *Gauntlets* at the forefront of the attack, baiting the Hussars into a hasty assault. As the Hussars took the bait, the *Gauntlets* switched out their

skirmishing configuration for a close-in armament and decimated the attacking force.

NOTABLE UNITS

Hauptmann Pierre Claessens: A scion of one of New Capetown's most important families, Pierre made an impressive showing with his *Gauntlet* during the Battle of Arcturus. Claessens' early promotion to company command is, however, a sign of how desperate the LCAF has become. His volatile expressions of hatred against all Clansmen leave little doubt that he will continue to be at the forefront of combat in the future.

Type: **Gauntlet**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1,846

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	275 Light	12
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	169	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	24
Center Torso (rear)		10
R/L Torso	13	20
R/L Torso (rear)		5
R/L Arm	9	18
R/L Leg	13	20

GTL-10 GAUNTLET

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	1 Light Ferro-Fibrous	1
Right Torso	2 Light Engine	4
	3 MASC	
	3 Endo Steel	
Left Torso	2 Light Engine	4
	6 Endo Steel	
Right Arm	2 Endo Steel	3
	3 Light Ferro-Fibrous	
Left Arm	2 Endo Steel	3
	3 Light Ferro-Fibrous	
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Poor Life Support, Rumble Seat.

Fixed Equipment

Location	Tonnage
RT	3

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
RA	4	10
CT	1	1.5
LT	2	2
LT	1	.5
LA	2	7

Alternate Configuration A

Location	Critical	Tonnage
RA	2	3
RA	2	2
RA	1	1
RT	4	4.5
LT	4	4.5
LA	2	3
LA	2	2
LA	1	1

Battle Value: 1,420

Alternate Configuration B

Location	Critical	Tonnage
RA	5	5
RT	1	2
RT	2	1.5
RT	1	1
LT	3	3
LT	1	1
LA	5	5
RL	2	1
CT	1	.5
LL	2	1

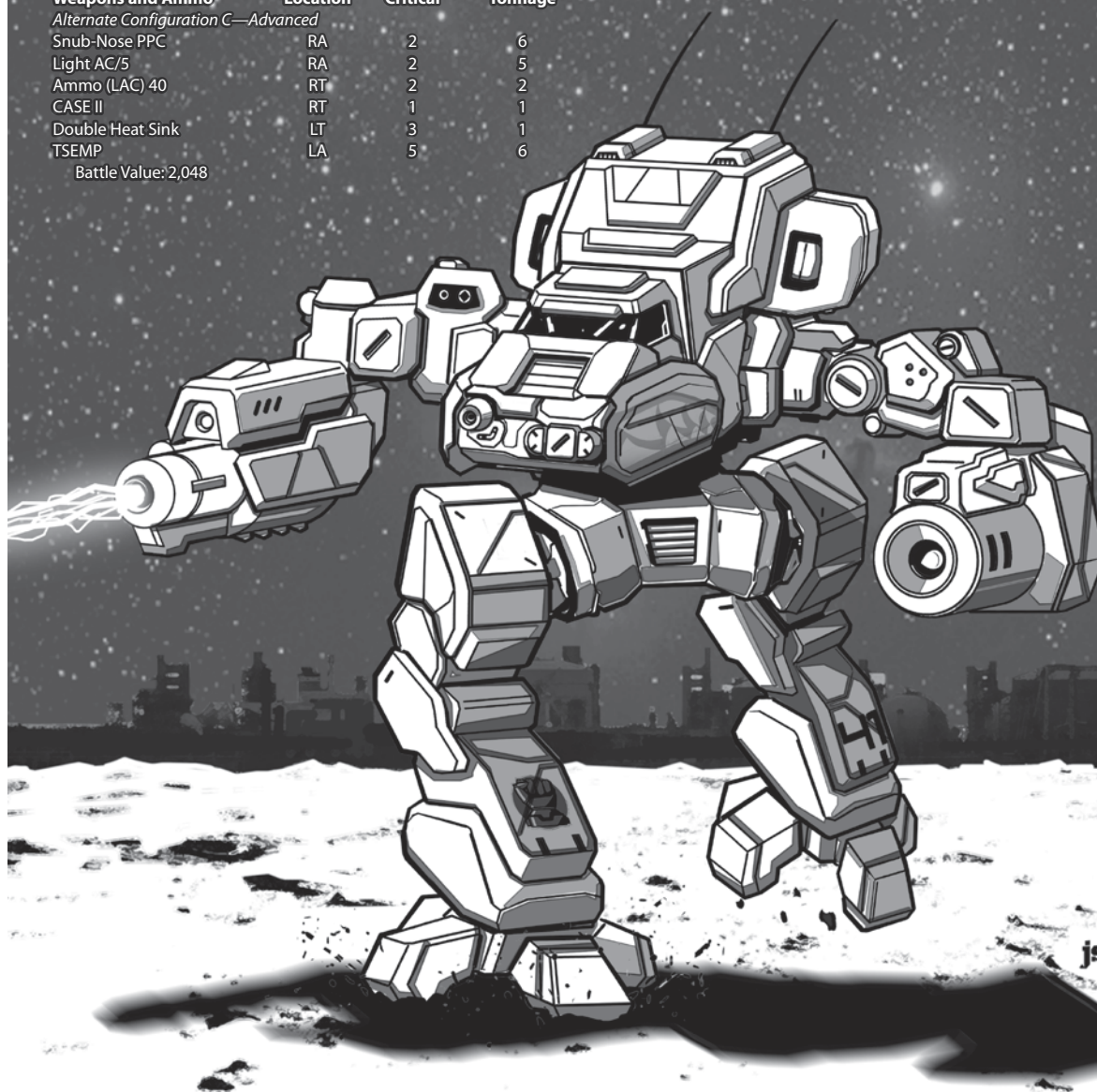
Battle Value: 2,076

Weapons and Ammo

Alternate Configuration C—Advanced

Location	Critical	Tonnage
RA	2	6
RA	2	5
RT	2	2
RT	1	1
LT	3	1
LA	5	6

Battle Value: 2,048



jsn
13

SCG-WF1 SCOURGE

Mass: 65 tons

Chassis: Kaiser Quadriga I Endo Steel

Power Plant: VOX 325 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Dynamo Jump Jets

Jump Capacity: 120 meters

Armor: Durallex Super Light Ferro-Fibrous

Armament:

1 Eisen Gauss Rifle

4 Diverse Optics Extended Range
Medium Lasers

Manufacturer: Kaiser Systems,
StarCorps Industries

Primary Factory: Herzberg (Kaiser),
Emris IV, Loburg (StarCorps)

Communications System: Telestar Model XK-71

Targeting & Tracking System: Starlight LX-1

The *Scourge* is a relatively new BattleMech, allowing it to surprise enemies more often than not simply because of their ignorance of its capabilities. Export sale of the *Scourge* has been limited to the SCG-WD1 variant, which relies on less advanced components. Purchases by mercenaries and smaller realms have spread it throughout the Inner Sphere and Periphery, though the SCG-WF1 remains a scarcer commodity.

CAPABILITIES

The *Scourge* is vaguely reminiscent of the *Shadow Hawks* and *Vindicators* of the Succession Wars in that it serves numerous battlefield functions. Its speed is above average for an Inner Sphere 'Mech of its tonnage, while its jumping capability gives it additional tactical flexibility. The actuator enhancement system in the right arm delivers unparalleled accuracy with the quartet of lasers mounted there. Only limited Gauss rifle ammo shortens the period the *Scourge* can operate as a heavy scout.

DEPLOYMENT

A rare raid by the Rim Collection into Commonwealth territory in 3136 brought the *Scourge* to the attention of the pundits. Two companies of Able's Aces, mostly primitive *Commandos* and AC/5-equipped *Arbiters*, arrived at Wiltshire via pirate point and began surveying the southernmost continent-spanning plain known as the Vastness, apparently seeking a rumored Word of Blake storehouse. The Wiltshire militia, counting only a company of 'Mechs, sought the raiders out.

Captain Nordstrom Dayvssen commanded the militia's recon elements, mainly hover tanks. His *Scourge* was the heaviest BattleMech. The speedy *Arbiters* swarmed his fastest hovercraft, disabling them with pinpoint autocannon fire. Eventually, Dayvssen and his light lance were all that remained. Instead of retreating, he split off from the rest of his lance to lure the enemy in. They obliged and he began a cat and mouse game with them. He was slower than the raiders, but his accurate weapons fire quickly took a heavy toll. His Gauss rifle soon ran dry, but Dayvssen continued to pour it on with his lasers. Though jumping constantly to present a difficult target, his fire was steady and precise. With the rest of his lance harassing the treasure hunters, Dayvssen put the final nail in the raid's coffin by executing a death from above attack on one of the Aces *Commandos*. He had scarcely regained his bearings after crushing the enemy MechWarrior before the Aces withdrew.

In 3140, the pirate-hunting mercenary Wrathful Privateers tracked a band of raiders that had hit Lyran worlds from Lost to Pocologan to a base on Slewis. The Privateers' scout company had each lance led by a *Scourge*. The recon lances spread out to seek the pirates. When Commander Tricia Forgeriver's lance found the base, it was ambushed by the pirates.

Her *Scourge* weathered considerable fire as she tried to organize the withdrawal. Two were lost, but she and the fourth slipped the net and reported the pirate location. Rather than retire to the Privateers' DropShips, Forgeriver wove her battered *Scourge* through the battle lines and engaged the pirate commander in single combat. The fierce melee smashed both 'Mechs, but in the end her *Scourge* triumphed over the pirate *Crusader* when her lasers obliterated the enemy's cockpit.

VARIANTS

The SCG-WD1 variant lacks the actuator enhancement system and light ferro-fibrous armor of the SCG-WF1. In exchange, it carries one additional heat sink and an extra ton of standard armor.

NOTABLE UNITS

Colonel Nordstrom Dayvssen: Colonel Dayvssen commands the Wiltshire militia. His *Scourge* has been beaten and battered over the decade that he's had it. Increasing piracy since the Blackout has kept him busy, in addition to thwarting increasing numbers of those seeking the mythical Word of Blake stockpile.

SCG-WF1 SCOURGE

Type: **Scourge**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

Battle Value: 2,273

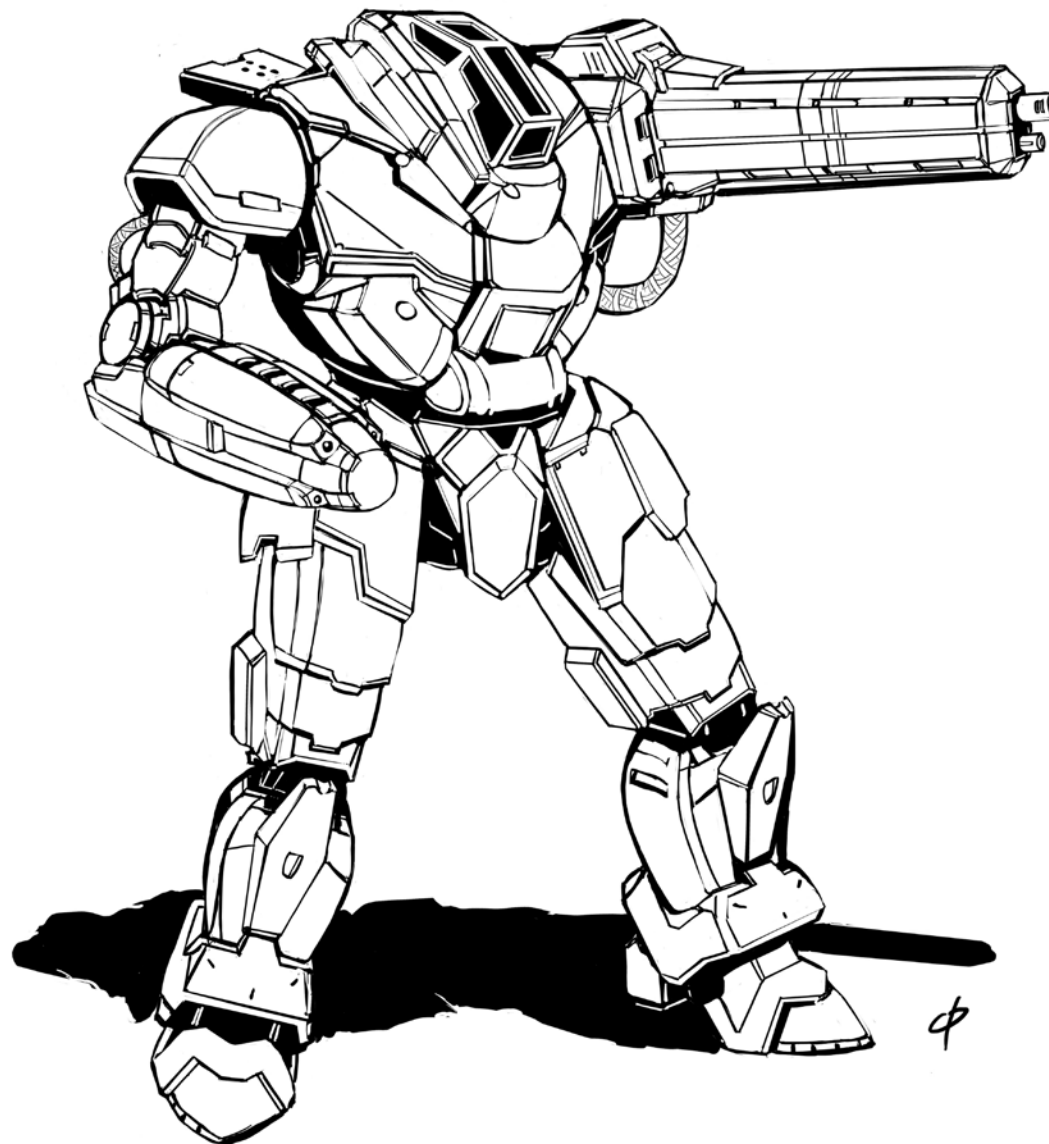
Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	30
Center Torso (rear)		12
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo Location Critical Tonnage

4 ER Medium Lasers	RA	4	4
Actuator			
Enhancement System	RA	3	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
Medium Pulse Laser	LA	1	2
Jump Jet	RL	1	1
Jump Jet	RT	1	1
Jump Jet	LT	1	1
Jump Jet	LL	1	1

Notes: Features the following Design Quirks:
Reinforced Legs, Rumble Seat.



URA-2A URSA

Mass: 65 tons
Chassis: URA Quad Endo Steel
Power Plant: VOX 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Durallex Medium
Armament:
1 Thor 40mm Rotary Class 2 Autocannon
1 Defiance 1001 Extended Range
Particle Projection Cannon
4 Martell-X Medium X-Pulse Lasers
Manufacturer: TharHes Industries
Primary Factory: Tharkad
Communications System: TharHes
Melpomene HM-33
Targeting & Tracking System: TharHes Ares-9

The *Ursa* is a formidable quad 'Mech that premiered in the third decade of this century. It is particularly favored along the Clan borders, because its X-pulse lasers give it closer parity with Clan lasers. The *Ursa* shares some of the heavy recon or risky escort duties with the *Scourge*. The two often find themselves paired along the Jade Falcon front, where their complementary capabilities shine. Mercenaries have made the *Ursa* a primary purchase whenever the opportunity presents itself, thanks to the *Ursa's* jack-of-all-trades capabilities.

CAPABILITIES

The *Ursa's* marvelous gyro delivers exceptional stability, even for a quad 'Mech. MechWarriors rave about the *Ursa's* ability to shrug off punishing damage—even from full-speed collisions—without losing control and falling. MechWarriors have dubbed it “the Rhino” because of the devastating

charges it delivers, enhanced by its MASC system. The *Ursa's* weaponry provides overlapping fire, with the lasers handling close-in enemies, the autocannon those at middling ranges, and the ER PPC the most distant.

DEPLOYMENT

A series of small skirmishes with Clan Jade Falcon near Yeguas in 3127 led a battalion of the Fourth Donegal Guards to raid Morges. The battle with a Trinary of the Twelfth Falcon Regulars was notable both for its brevity and for the extraordinary performance of one *Ursa*. Hauptmann Jeremy Drummond commanded Third Company; his recon lance was cut off as the battle quickly soured and the Guards began to withdraw. The Regulars hammered them during the retreat, but Drummond refused to abandon his comrades.

Drummond activated his MASC and blazed through the Regulars' line, which was strung out from their pursuit of the fleeing Guards. He flattened one *Mist Lynx* with a laser salvo, crashing into it as he continued on; the OmniMech did not get back up. Drummond was beset by a Star of Elementals attempting to swarm him, but the surrounding trees served him well as he used them to scrape the Elementals off. Drummond finally made contact with his scouts, but they were being pressed by a Star of medium OmniMechs. One of the scouts was already down. Drummond's arrival distracted the Regulars and drew copious weapons fire. He weathered the storm as one of the surviving scouts extracted the downed MechWarrior. Drummond and Lieutenant Harvey Miner, in a *Centurion*, managed to down a Regulars *Nova* with concentrated fire. As the Regulars focused on Drummond, he ordered the scouts out of the area. They slipped the

lines while Drummond's *Ursa* dodged amidst the boles and crashed into an *Ice Ferret*. After it fell, he trampled it and continued on, not knowing it was Star Captain Elysius Ward. The enraged Regulars harried Drummond all the way back through the Falcon lines. Drummond's evasive tactics relied on random bursts of speed and unconventional tactics, like stopping short and mule-kicking his pursuers.

Drummond's smashed *Ursa* finally returned to the waiting *Union DropShip*, minutes before the Guards' CO ordered liftoff.

VARIANTS

The URA-2C is a Clan version of the *Ursa*. It replaces the X-pulse lasers with ER medium pulse lasers and carries one additional heat sink.

NOTABLE UNITS

Kommandant Fisker Drummond: Kommandant Drummond is the son of Jeremy Drummond, whose old *Ursa* he pilots. Fisker commands Second Battalion in the Fourth Donegal Guards. When the Guards raided Chukchi III in May 3144, seeking to acquire production from the Maxell plant, they ran headlong into two Binaries of the Forty-first Wolf Guard Battle Cluster. The Fourth were *en route* to the factory when the patrolling Forty-first intercepted them. Drummond was near the van of the advance, along with the rest of Second's recon company. His surprising charge into the enemy ranks was followed by a pair of *Scourges* and an ancient *Charger*. The enemy absorbed the charge and gave better than they received. The raid was a dismal failure, though Drummond prided himself that all his troops returned alive, even if six of their 'Mechs did not.

URA-2A URSA

Type: **Ursa**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,887

Equipment

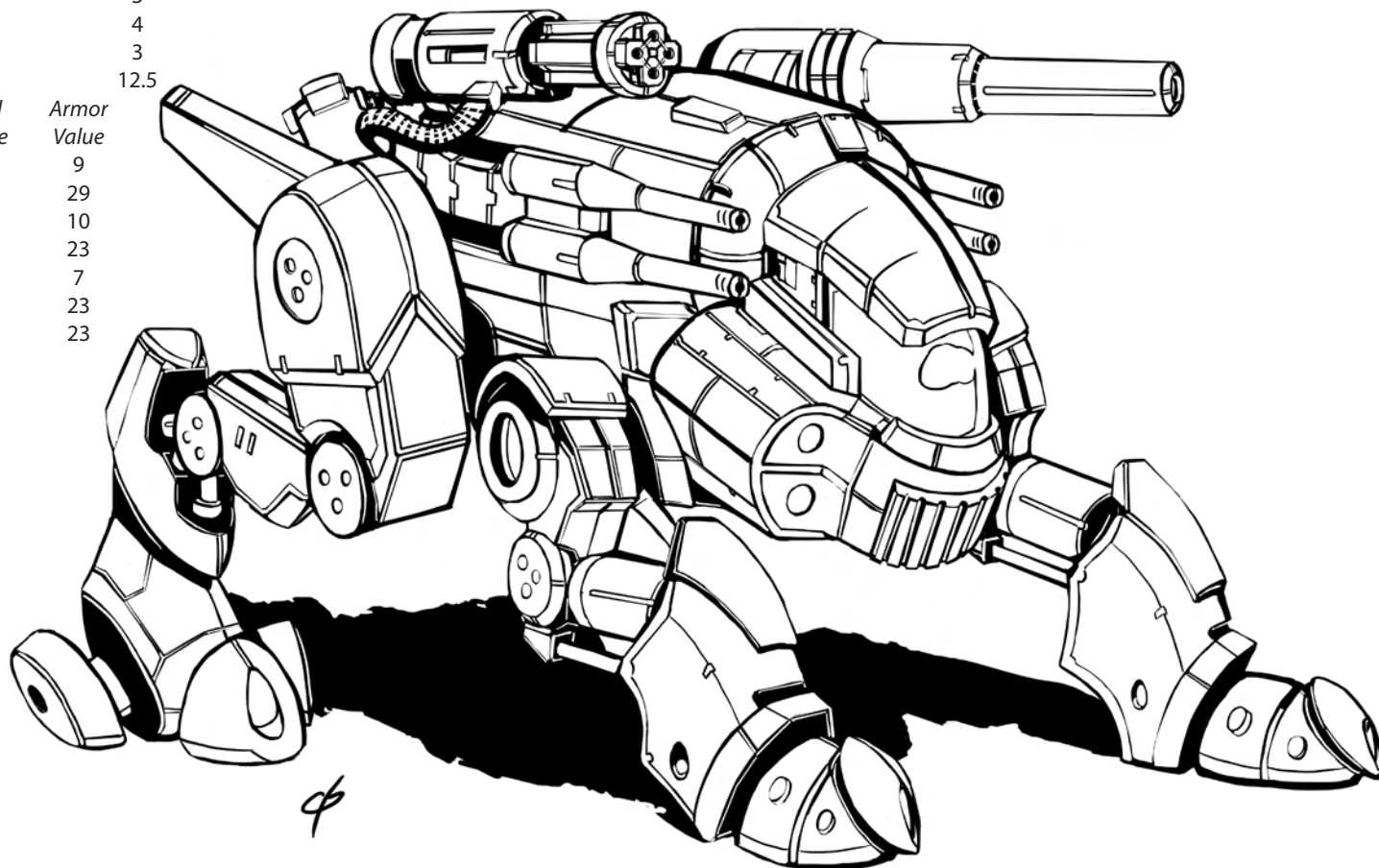
		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	29
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Front Leg	15	23
R/L Rear Leg	15	23

Weapons and Ammo Location Critical Tonnage

Rotary AC/2	RT	3	8
Ammo (RAC) 45	RT	1	1
2 Medium X-Pulse Lasers	RT	2	4
ER PPC	LT	3	7
2 Medium X-Pulse Lasers	LT	2	4
MASC	LT	3	3

Notes: Features the following Design Quirks: Exposed Weapon Linkage (Rotary AC/2), Stable.



GTD-20S GÖTTERDÄMMERUNG

Mass: 75 tons

Chassis: Blackstone ETG Endo Steel

Power Plant: Edasich 300 Compact

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/4 Heavy Ferro-Fibrous

Armament:

- 1 Defiance 1001 Extended Range Particle Projection Cannon
- 1 Coventry StarFire LRM 15 Launcher
- 5 Defiance Model XII Extended Range Medium Lasers

Manufacturer: Blackstone BattleMechs, Ltd.

Primary Factory: Inarcs

Communications System: CommuTech High Band 14

Targeting & Tracking System: RCA Instatrac Mark X

Intended to replace the venerable *Thunderbolt*, the *Götterdämmerung* is overdesigned and overly-complex. Despite the media's mockery of the 'Mech, its survivability has become legendary, making it a common sight in a half dozen LCAF regiments.

CAPABILITIES

MechWarriors have a love/hate relationship with the *Götterdämmerung*'s torso-mounted cockpit. Ejection is impossible, and the "quick-release" egress system is complicated. First, the combat shroud must be retracted by opening the emergency access panel and pulling the lever. If the shroud fails to retract, explosive retaining bolts will activate in ten seconds. Next, the cockpit hatch explosive bolts are armed by rotating the control dial

counterclockwise and activated by pushing in the dial. If the 'Mech is upright, the escape slide may be deployed by pulling the appropriate lever next to the control dial.

DEPLOYMENT

The *Götterdämmerung* demonstrated indestructibility during the nineteenth battle for Hesperus II. By the second day of fighting, the LCAF had abandoned the world, leaving a ragtag bunch of mercenary commands stranded outside the Defiance Industries factory. Although the Wolves and Jade Falcons were more interested in destroying each other, both took time off to eliminate interlopers. The Schachtebich Jägers found themselves in this situation when they blundered into a Clan Wolf Star from the Howl Keshik moments after they had finished off a group of Jade Falcons east of the Sulden Uplands in North Whitman.

The Wolf unit included a *Blood Reaper* and a *Tundra Wolf*, both of which took a pointed interest in the Jägers *Götterdämmerung*, slugging its left arm in the opening exchange. The Jägers fought back valiantly. The *Götterdämmerung* assisted in downing the *Blood Reaper* with a well-aimed PPC shot that cooked off the ATM ammo in the 'Mech's right torso. The Jägers lost three 'Mechs, reducing their number to six, but they destroyed the Wolf Star. Intending to stay well out of combat, the Jägers turned west. Two hours later they were sighted by a reconnaissance Nova from the Howl Keshik. Thinking the damaged Inner Sphere unit ripe for picking, the Wolves attacked.

The *Götterdämmerung* downed a *Nova*, but an ER PPC strike destroyed its head and Coventry StarFire. Two Clanners escaped the carnage, but only two of the Schachtebich Jägers survived; a

badly mauled *Prefect* and the *Götterdämmerung*, now missing its head, left arm, left torso, and three of its Defiance Model XIs.

The Jägers attempted to go to ground, but were set upon by the other half of the reconnaissance Nova: a Star of mixed battle armor. With its offensive capability significantly hampered by the loss of its primary sensors, the *Götterdämmerung* was at a significant disadvantage, but it still managed to eliminate a Point of battle armor before a second Point swarmed it. The 'Mech lost its right arm and right torso, but didn't go down until another Point joined in the attack and took its left leg. Its MechWarrior was uninjured. The *Prefect* also went down fighting, though its pilot was not as fortunate.

NOTABLE UNITS

Bondsman Joyce: Joyce was the last surviving member of the Schachtebich Jägers. Following her mercenary command's destruction on Hesperus II, she was taken as a bondsman by the Point Commander Darnell of the Howl Keshik.

Major Nantan Bhattacharyya: Formerly of the Eighth Legion of Vega, Bhattacharyya now commands Charlie Company of Able Battalion in the Second Galatean Defense Force. He has drawn an eclectic group of MechWarriors into his company; each of them pilots a 'Mech with above-average combat survivability. Charlie Company distinguished itself during the Jade Falcon attack on Galatea, defeating a Star of heavy OmniMechs in open-field combat. Bhattacharyya used salvage from that campaign to upgrade several of his 'Mechs with Clan weaponry.

GTD-20S GÖTTERDÄMMERUNG

Type: **Götterdämmerung**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,727

Equipment

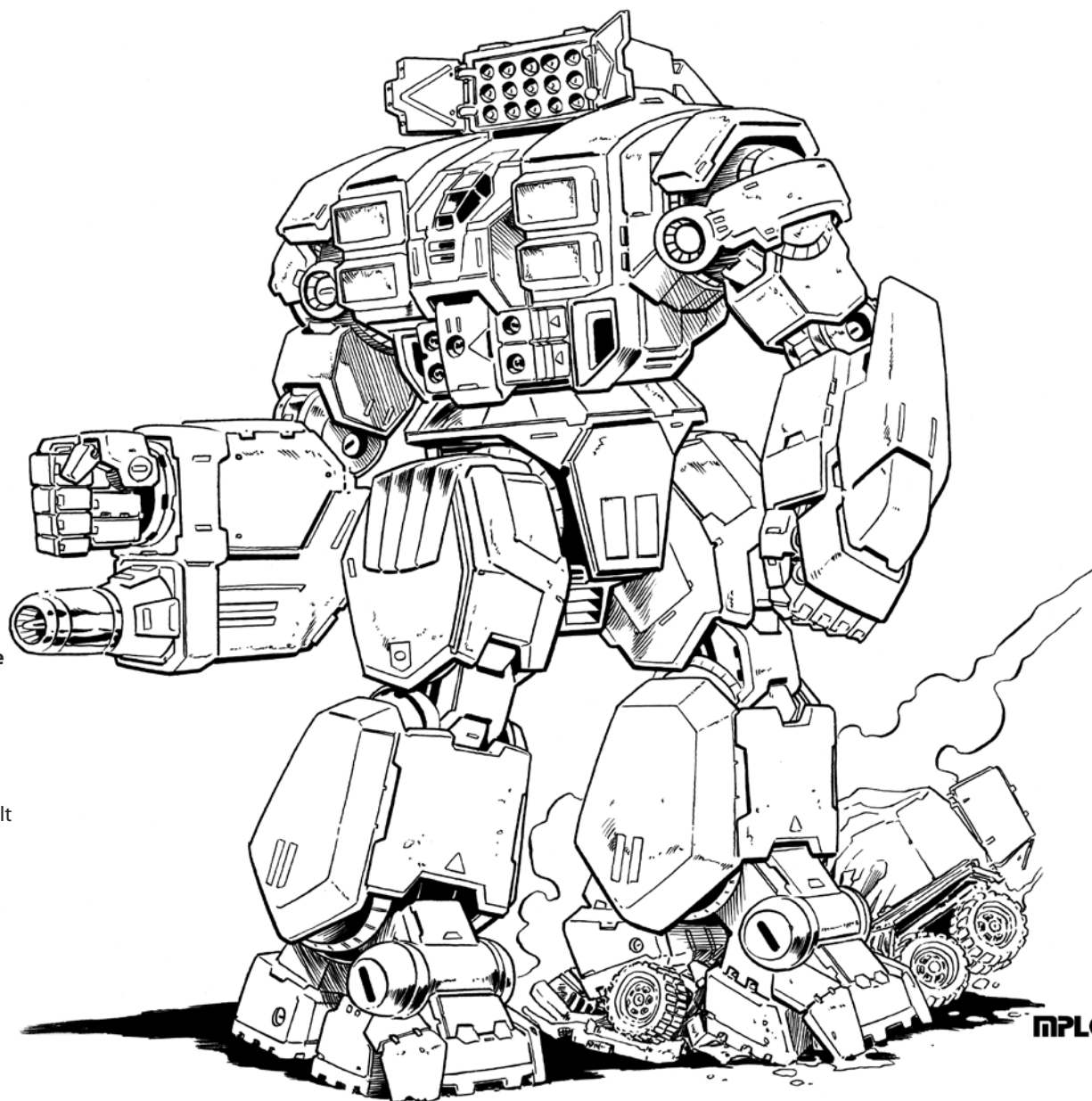
		Mass
Internal Structure:	Endo Steel	4
Engine:	300 Compact	28.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro (Compact):		4.5
Cockpit (Torso-Mounted):		4
Armor Factor (Heavy Ferro):	231	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo Location Critical Tonnage

ER PPC	RA	3	7
LRM 15	H	3	7
Ammo (LRM) 8	H	1	1
5 ER Medium Lasers	CT	5	5

Notes: Features the following Design Quirks: Difficult Ejection.



MPLOG

ZEU-X4 ZEUS X

Mass: 80 tons

Chassis: Chariot III Ultralight Composite

Power Plant: Defiance 400 XXL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Shockwave Reactive
with CASE II

Armament:

1 Corean Light Gauss Rifle

1 Defiance Model 6 Extended Range
Large Laser

1 Doombud LRM 20 Launcher

1 Defiance X5M Medium X-Pulse Laser

Manufacturer: Defiance Manufacturing Annex

Primary Factory: Kwangjong-ni

Communications System: TharHes Calliope
ZE-5A2

Targeting & Tracking System: TharHes Ares-X9-B

The *Zeus* is the epitome of the Steiner “wall of steel.” The homegrown pride and joy of the LCAF was supposedly the ultimate proof that excellence in production quality could compensate for lackluster battlefield prowess. After three centuries of stalwart service, it was chosen for a facelift to prove Defiance’s standing as one of the Inner Sphere’s leading manufacturers. The *Zeus X* is equal parts poster child and innovative high-tech platform. Its upgrades elevate the venerable BattleMech to cutting edge even by thirty-second century standards.

CAPABILITIES

Structurally, the *Zeus X*-series is defined by a huge engine and a light but brittle structure covered by layers of experimental armor. When the ZEU-X4 was readied for production in the late 3110s, these features were carefully combined

with sensible equipment. The thick reactive plating is now production grade and safely covers the complete ‘Mech. A spacious rumble seat was upgraded to a full console, resulting in a command ‘Mech for the LCAF. Equipped with simple but effective weaponry, the ZEU-X4 once again engages enemies that are no more than approaching blots on the horizon.

DEPLOYMENT

Shortly after Gray Monday, elements of the Third Lyran Guards stationed on Port Moseby were able to test the *Zeus X* against ancient enemies when a company of the Second Legion of Vega landed. Striking minor commercial targets on Java, the raiders relied on their nimble ‘Mechs to circumvent fortified defenses. Only after Steiner *Zeuses* moved onto the Semeru Flats did the Kuritans attack, confident that their superior speed would grant them the advantage in open terrain. The improved performance of the *Zeus Xs* shocked the Legion. The advanced assault ‘Mech outgunned them at long range, and their unexpected speed was equal to that of the Legion’s *Dragons*. Even a few advanced *Dragon IIs* could not threaten the *Zeus Xs*, as their reactive armor neutralized the incoming Arrow IV fire. The Legion hastily retreated, harrowed by the pursuing assault ‘Mechs. Only the general confusion of those days and the related communication problems prevented the incident from being used in a massive propaganda campaign.

This opportunity was not missed during the recent battle of Hesperus II, where the *Zeus X* was again fielded by the Third Lyran Guards. Duke Brewer made sure that Defiance’s most prestigious product was covered favorably by the media. Be it as the hero of Calipee Pass—without ever engaging there—or as the

defender of Phobos Peak, the *Zeus X* was displayed as a rally point for Lyran troops during their reclamation of its home planet. Few sources voiced the inconvenient truth that the *Zeus X* isn’t built on Hesperus, and that Duke Brewer himself is far away in safe hiding.

VARIANTS

The original ZEU-X was an experimental engineering milestone. It was also an ungainly hodgepodge of patchwork armor, reactive composites and counterintuitive short-range weapons whose limited production during the Civil War merely served propaganda. The next model was a genuine failure, as the marriage of armored components and composite structure often resulted in a pile of undamaged internal components as the only remains of a defeated ZEU-X2. A 3080s model was an inefficient jumping monster influenced by Solaris experimentation on the obscure *Sasquatch*. Only the sub-variant ZEU-WD series that melded the X-series’ innovations with standard *Zeus* chassis, proved successful.

NOTABLE UNITS

Kommandant Jens Mündler: Mündler is a battalion commander in the Fifth Lyran Guards. He is famed for his strategic skill and feared for his acerbic wit. When Lieutenant-General Hasseldorf asked what it would take to defend Niihau, he replied “I should like an outfit of *Daishis* for my battalion.” Though Mündler does indeed rely on *Hauptmanns* to bolster his unit, he prefers to pilot a *Zeus X*. In battle, his communications officer ensures the battalion’s battlefield coherency while Mündler is free to engage the enemy directly. It is a testament to Mündler’s marksmanship and piloting ability that he survived the conquest of Niihau by the Wolves.

ZEU-X4 ZEUS X

Type: **Zeus X**

Technology Base: Inner Sphere (Advanced)

Tonnage: 80

Battle Value: 2,222

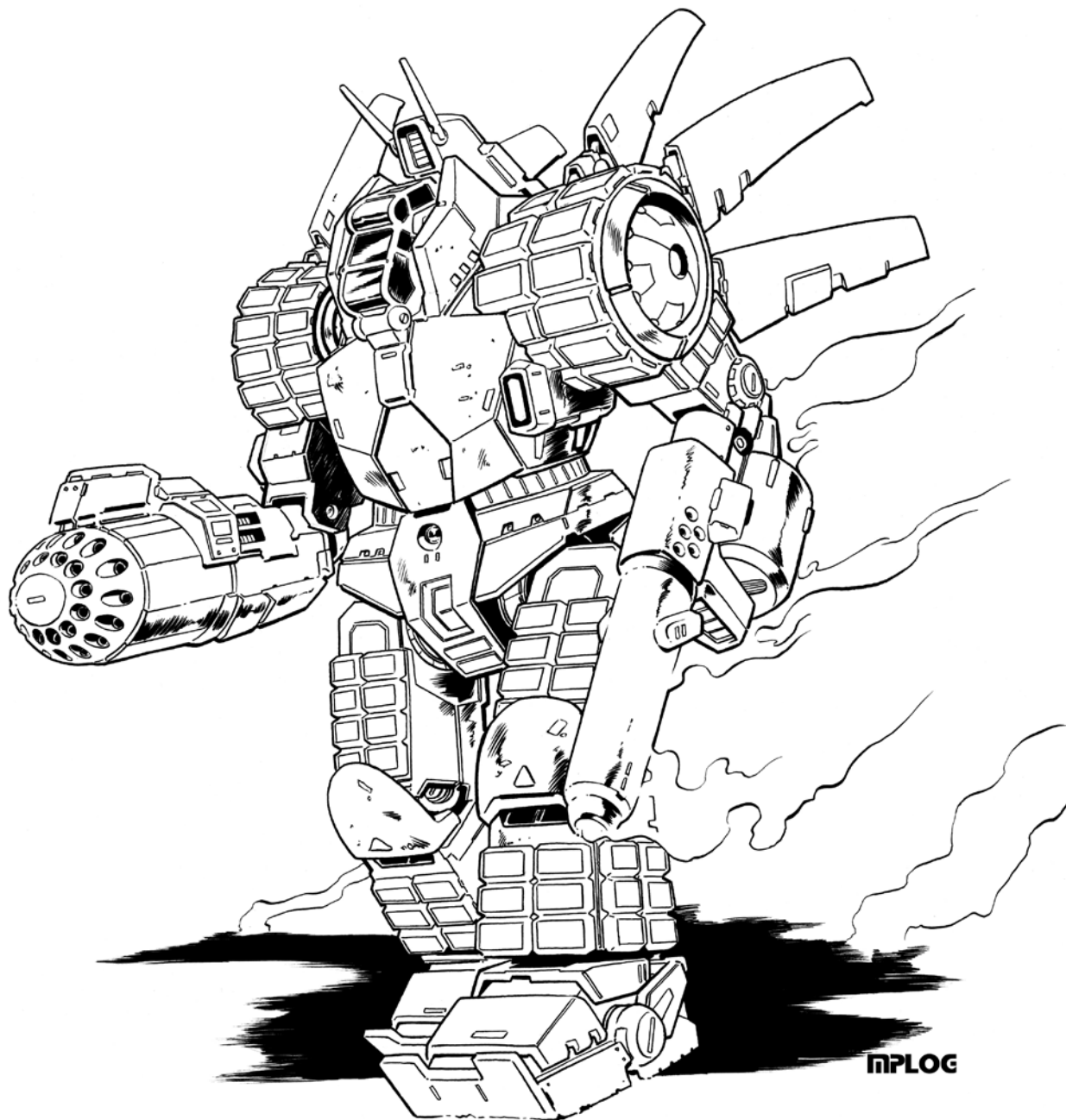
Equipment

		Mass
Internal Structure:	Composite	4
Engine:	400 XXL	17.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Reactive):	232	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	37
Center Torso (rear)		12
R/L Torso	17	26
R/L Torso (rear)		8
R/L Arm	13	23
R/L Leg	17	30

Weapons and Ammo Location Critical Tonnage

LRM 20	RA	5	10
Ammo (LRM) 12	RT	2	2
CASE II	RT	1	1
Cockpit Command ConsoleH		1	3
Medium X-Pulse Laser	CT	1	2
ER Large Laser	LT	2	5
Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 16	LA	1	1

Notes: Features the following Design Quirks: Command BattleMech, Difficult to Maintain.



MPLOG

VIKING IIC

Mass: 90 tons
Chassis: GC Type 2C Endo Steel
Power Plant: GM 270
Cruising Speed: 32 kph
Maximum Speed: 43 kph
Jump Jets: None
Jump Capacity: None
Armor: GC Hardened Slab with CASE II
Armament:

- 2 Type XX "Great Bow" LRM-20 Launcher
- 2 Type XVI LRM-15 Launchers
- 2 Mustang 4.5 ER Micro Lasers
- 4 Series IX Machine Gun

Manufacturer: Arc-Royal MechWorks,
Grumium Creations

Primary Factory: Arc-Royal (ARM),
Grumium (GC)

Communications System: GC Wave 12B

Targeting & Tracking System: GC MultiTrac
System Type 6 with Artemis V

The original *Viking* was usually written off as purely a fire support 'Mech incapable of defending itself at close ranges. The *Viking IIC* refit, however, uses Clan technology to turn the dedicated fire support 'Mech into a more effective missile platform that is incredibly difficult to take down. Those that still malign the *Viking IIC* as just a fire support 'Mech tend to change their story after witnessing one in action on the battlefield.

The *Viking IIC* refit project began as Grumium Creations' attempt to avoid bankruptcy. Once Grumium refitted its on-hand supply of *Vikings*, the specs were licensed to Arc-Royal MechWorks, which chose to build the *Viking IIC* from the ground up rather than refit preexisting *Vikings*.

CAPABILITIES

Unlike its predecessor, the *Viking IIC* permits the pilot to effectively engage foes at any range due to the addition of Clan missile

launchers and advanced missile targeting systems. Further upgrades, such as a CASE II system and the incorporation of hardened armor, give the 'Mech more staying power. The model's main drawback remains its limited ammunition reserves, which means it must still remain close to supply lines or risk depleting its munitions at a critical moment.

DEPLOYMENT

Before Grumium Creations shuttered its 'Mech facilities, refitted *Viking IICs* proliferated throughout the Rasalhague Dominion's *touman*. Although Clan Wolf-in-Exile manufactures the 'Mech, the *Viking IIC's* low top speed does not fit with the Clan's battle philosophy, leading to limited usage among their *touman*. Thus, the LCAF procures most of Arc-Royal MechWorks' production runs. Also, the Republic has occasionally purchased a few.

During the Second Combine-Dominion War, the Thirteenth Sun Zhang Cadre took the Dominion's Fourteenth Provisional Garrison Cluster by surprise on Thule. Two lances from the Thirteenth dismissed the threat of a Star of the PGC's *Viking IICs* until the Dominion warriors closed the distance and rained accurate fire down upon the Combine troops. The Thirteenth focused on the Star, only to learn the *Viking IICs* didn't fall as easily as expected. By then it was too late, and the Star's backup arrived to help finish off the retreating Cadre 'Mechs before the *Viking IICs* depleted their ammunition.

The LCAF also used *Viking IICs* to great effect during the defense of Tamarind in 3138 when the Unified Duchy Military Command attempted to reclaim its capital. At first the Fourth Royal Guards used its complement of *Viking IICs* to defend the regiment's DropShips, but soon Hauptmann-General Green pressed

them into supplementing assault missions. An engagement between the Fourth Guards and the Eighth Tamarind Regulars resulted in a lance of *Viking IICs* laying down a blanket of fire while the second lance accompanied the company's command lance in a frontal assault. Under sustained fire, the Tamarind-Abbey troops were forced to retreat and regroup.

NOTABLE UNITS

MechWarrior Carlyle: A habitual problem child in his sibko, Carlyle earned Star Commander rank within two years of his Trial of Position. Six months later he tested down, and for insubordination he was assigned to a *Viking IIC* in the Dominion's Twelfth PGC. The rest of his Star views being assigned *Viking IICs* as a curse, but Carlyle revels in piloting his. He nearly always empties his LRM magazines during every Trial in which he has fought, and once running dry he will attempt to engage at point-blank range with his machine guns and micro lasers until his target either falls or retreats.

First Lieutenant Davis Moulden: Lieutenant Moulden began as a substandard student at the War College of Buena. His instructors claimed he would have an unpromising career. However, Moulden has recently become the Eighth Donegal Guards' golden boy. During the defense of Gallery in Clan Wolf's invasion of the Commonwealth, he piloted his *Viking IIC* into battle and killed a prominent *ristar* in the Seventeenth Wolf Guard Striker Cluster. His peers claim the victory was a fluke, but the Eighth's brass has since begun taking a shine to him.

VIKING IIC

Type: **Viking IIC**

Technology Base: Clan (Advanced)

Tonnage: 90

Battle Value: 2,780

Equipment

	Endo Steel	Mass
Internal Structure:		4.5
Engine:	270	14.5
Walking MP:	3	
Running MP:	4	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Hardened):	248	31

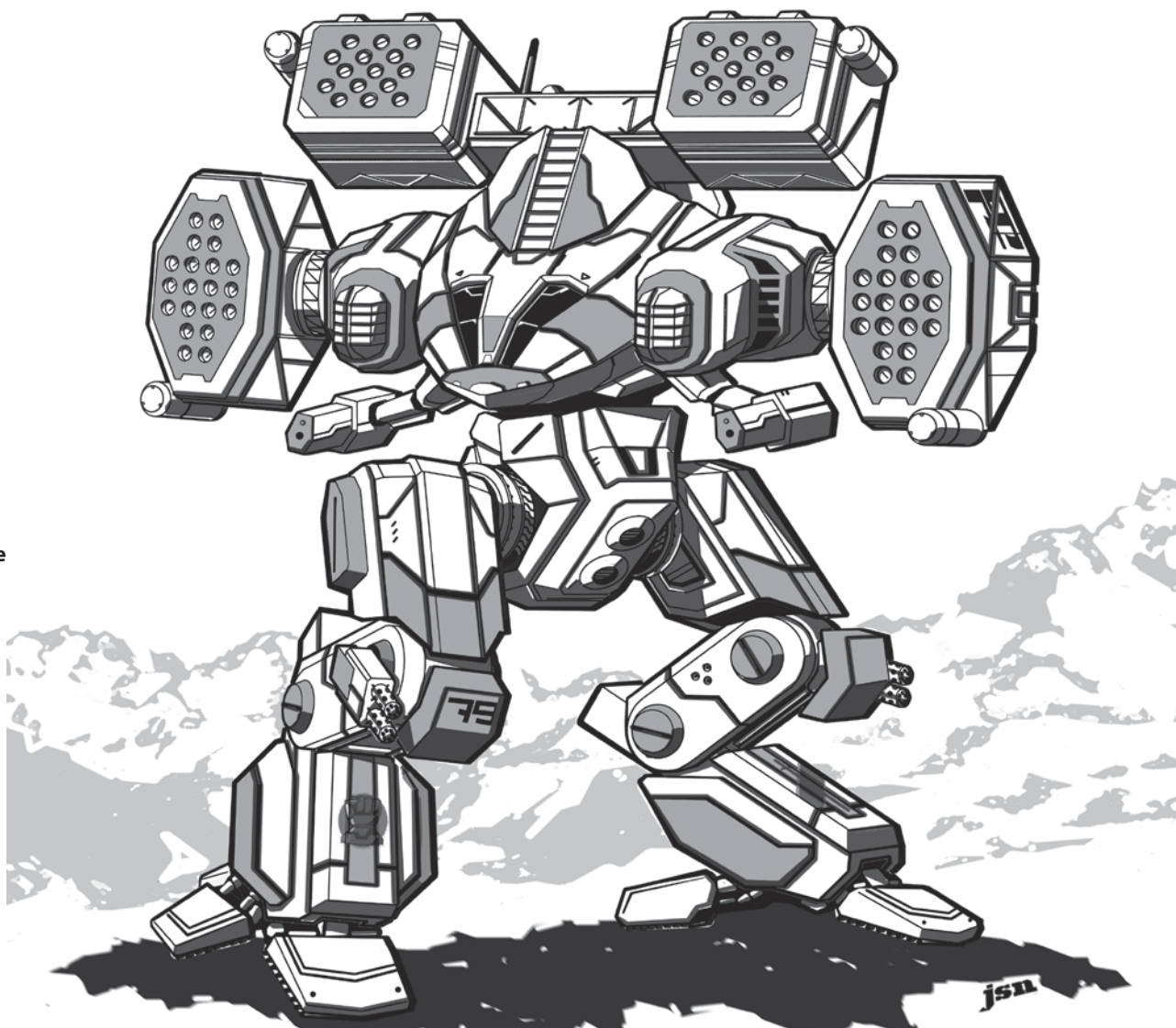
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	33
Center Torso (rear)		10
R/L Torso	19	31
R/L Torso (rear)		7
R/L Arm	15	30
R/L Leg	19	30

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RA	4	5
Artemis V FCS	RA	2	1.5
LRM 15	RT	2	3.5
Artemis V FCS	RT	2	1.5
ER Micro Laser	RT	1	.25
Ammo (LRM 15) 8	RT	1	1
Ammo (LRM 20) 12	RT	2	2
Ammo (MG) 100	RT	1	.5
CASE II	RT	1	.5
LRM 15	LT	2	3.5
Artemis V FCS	LT	2	1.5
ER Micro Laser	LT	1	.25
Ammo (LRM 15) 16	LT	2	2
Ammo (LRM 20) 12	LT	2	2
CASE II	LT	1	.5

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	LA	4	5
Artemis V FCS	LA	2	1.5
2 Machine Guns	RL	2	.5
2 Machine Guns	LL	2	.5

Notes: Features the following Design Quirks: Difficult to Maintain, Improved Targeting (Long), No/Minimal Arms, Poor Targeting (Short).



KGC-009 KING CRAB

Mass: 100 tons
Chassis: StarFrame HII Endo Steel
Power Plant: Vlar 300
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: ArcShield VII Mk.5 with CASE
Armament:

- 2 Defiance Novashot Model 2 Plasma Rifles
- 2 SarLon MiniCannon Light Class 5 Autocannons
- 2 Doombud 7-Tube Multi-Missile Launchers
- 2 Phototech 806c Medium Lasers

Manufacturer: StarCorps Industries
Primary Factory: Loburg
Communications System: Dalban Commline with Guardian ECM Suite
Targeting & Tracking System: Dalban HiRez-B

Few 'Mechs inspire the dread that the *King Crab* has held for opposing MechWarriors over the last four centuries. After StarCorps relocated their operations from Son Hoa, restarting production of the venerable assault 'Mech was a company priority, though they used the opportunity to update it for the modern battlefield. The resulting variant debuted in 3104 and has met with consistently insatiable demand from the LCAF.

CAPABILITIES

The KGC-009 *King Crab* is notoriously difficult to put down, thanks to heavy armor and a reinforced gyro that can keep the machine on its feet even when faced with withering fire. Unfortunately the *King Crab* is unsuitable for sustained operations and particularly vulnerable to being outmaneuvered, and so is best

utilized at the spearhead of critical assaults. This reality rarely dissuades senior Lyran commanders from appropriating *King Crabs* for their personal use.

DEPLOYMENT

King Crabs are found throughout the LCAF thanks to a longstanding initiative by the High Command to retire and replace older assault 'Mechs with updated models. Losses taken in the Clan invasions have only increased the insatiable demand for the machine from House Steiner. Officers with a record of public loyalty to Archon Trillian Steiner have notably seen new *King Crabs* delivered at a higher rate of priority.

The KGC-009 model first came to prominence in 3104, when two of the prototypes were deployed as part of Archon Adam Steiner's assault on the final Brotherhood of Cincinnatus stronghold on Gacrux. Piloted by MechWarriors from the First Royal Guards, the two machines weathered fire from a heavy battery of automated defenses along the forward approach to the Brotherhood fortress and engaged the responding traitor units in a bitter firefight. The threat the prototypes posed distracted the Brotherhood command from the real assault coming via a hidden approach to their rear.

Lyran *King Crabs* experienced somewhat less success during the Fourth Battle of Tamarind. The Eleventh Lyran Guards used their scattered assault lances to cover their remaining forces during clashes on the Harvison Flats with the Tamarind Regulars. In theory paired plasma rifles should have made the *King Crab* highly effective against Tamarind *Julianos* and *Awesomes* in the rearguard actions. In practice, the Guard *King Crabs* were outmaneuvered by the faster assault 'Mechs and worn down by superior long-range fire. The surviving *King Crabs* proved themselves

useful covering the retreat of the Guards through the capital of Zanzibar, but at that point the battle had already been lost.

Accounts from the fighting in Tharkad City in 3143 are mixed. The *King Crabs* fielded by the Royal Guards were highly effective fighting Wolf units of similar weight in the constricted terrain of the capital. They were, however, vulnerable to ambush by battle armor, with most of the *King Crabs* lost in the battle taken down by swarm attacks. The LCAF has since revised doctrine to favor supporting the *King Crab* with battle armor of its own when operating in urban terrain.

NOTABLE UNITS

Kommandant Reiner Hogarth: A grandnephew of the Jihad-era hero Thomas Hogarth, Reiner was assigned to the LCAF procurement division and piloted a *King Crab* as an emergency measure during the Clan Wolf invasion of Tharkad. He took down a *Warwolf* that nearly collided with his machine as he exited an emergency bunker before being swarmed by Elementals. His after-action report included criticisms of the *Gauntlet* and a strong endorsement for purchasing more *King Crabs*.

Sergeant Josef Reyes: A relative newcomer to the LCAF when Operation HAMMERFALL began, Sergeant Reyes proved a MechWarrior prodigy in ten years of service in the Lyran Regulars. In his *King Crab*, which he named El Campeador, he racked up thirty 'Mech kills and nearly a hundred more combat vehicles. Recently he disappeared from the Ninth Regulars' base camp on Vorzel, leaving El Campeador behind. The LCAF suspects that Reyes has returned to his homeworld of Nestor, either to smuggle his family out or to defect to Clan Wolf.

KGC-009 KING CRAB

Type: **King Crab**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,260

Weapons and Ammo	Location	Critical	Tonnage
Light AC/5	LA	2	5
Plasma Rifle	LA	2	6
Ammo (Plasma) 20	LA	2	2

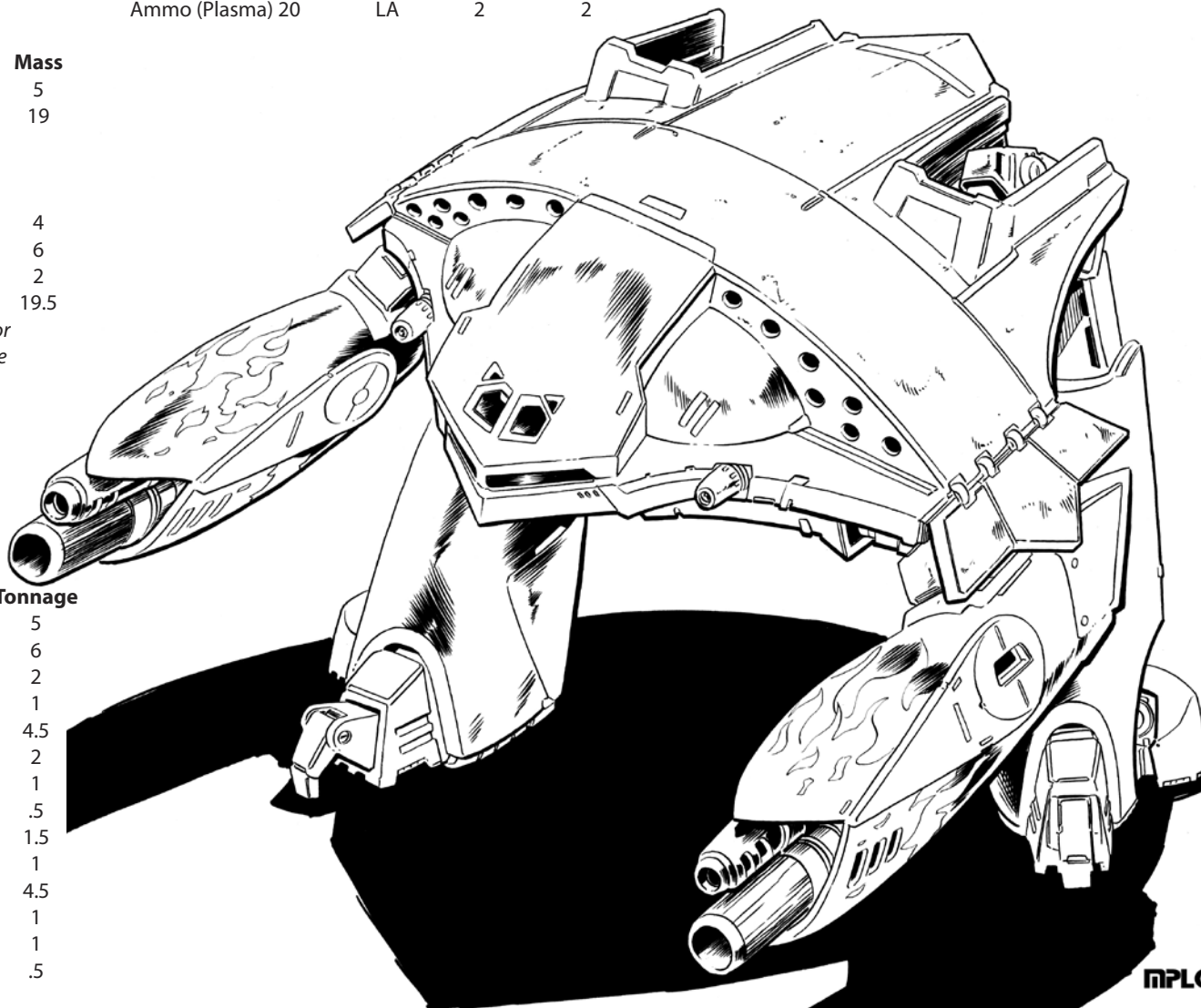
Notes: Features the following Design Quirks: Difficult to Maintain.

Equipment

	Endo Steel	Mass
Internal Structure:		5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro (Heavy-Duty):		6
Cockpit (Small):		2
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
Light AC/5	RA	2	5
Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RA	2	2
Medium Laser	RT	1	1
MML 7	RT	4	4.5
Ammo (MML) 34/28	RT	2	2
Ammo (Light AC) 20	RT	1	1
CASE	RT	1	.5
Guardian ECM Suite	H	2	1.5
Medium Laser	LT	1	1
MML 7	LT	4	4.5
Ammo (MML) 17/14	LT	1	1
Ammo (Light AC) 20	LT	1	1
CASE	LT	1	.5



MPLOG

STM-O STERNENSTURM

Mass: 40 tons
Chassis: Lockheed/CBM 320
Power Plant: Pitban 320 XL
Armor: Donegal Omni-Sheath Heavy
Ferro-Aluminum
Armament:
10 tons of pod space
Manufacturer: Lockheed/CBM
Primary Factory: Tharkad
Communications System: Lockheed/CBM
COMSET 300
Targeting & Tracking System: Lockheed/CBM
TarSet 75

In the wake of the Jihad, the LCAF needed to cover its light aerospace fighter shortfalls, and the *Sternensturm* was Lockheed/CBM's answer. Capable of outperforming contemporaries like the *Wildkatze*, the *Sternensturm* was intended to complement the *Morgenstern*, one of Lockheed/CBM's heavy OmniFighters.

CAPABILITIES

The *Sternensturm* can outfly all but the lightest aerospace fighters, enabling the pilot to conduct air superiority missions or quickly provide air support where necessary. When the pilot is engaged in dogfighting or taking ground fire, the *Sternensturm's* heavily armored airframe lets the fighter absorb more damage than most fighters in the same class. Coupled with its thrust, the *Sternensturm's* primary loadout facilitates a short-range punch without placing the pilot in undue jeopardy. The secondary configuration offers greater range and accuracy at the tradeoff of weapons flexibility, and the third brings electronic warfare to the table.

DEPLOYMENT

Since its introduction the *Sternensturm* hasn't proliferated in large numbers beyond the Lyran Commonwealth and the Kell Hounds, although a few have found their way to other Lyran-funded mercenary units.

The *Sternensturm's* battlefield debut occurred in 3099 when the Third Falcon Talon Cluster undertook an exploratory raid on Graus. The Second Donegal Guards scrambled its aerospace, which largely consisted of new *Sternensturms*. The Falcon Cluster had bid away its aerospace assets before the battle, so the Second's aerofighters had open skies. The Lyran ground forces managed to herd a Star of Falcons into a canyon, and flights of *Sternensturms* flew in for strafing runs to finish off the Star. Due to the *Sternensturm's* speed and armor, only one of the fighters was lost during the engagement, but its pilot managed to eject with only minor injury.

Another notable battle transpired in early 3138, just a few months after the LCAF claimed Tamarind from the Duchy of Tamarind-Abbey. A routine customs stop revealed a merchant DropShip attempting to smuggle supplies to partisan groups on Tamarind. Once the smuggler's cover was blown, another DropShip attached to the JumpShip disgorged two short squadrons of *Lancers*, which attempted to destroy the LCAF DropShip. The LCAF launched a squadron of *Sternensturms* in response. Within minutes, the *Sternensturms* had eliminated or disabled all of the heavier *Lancer* fighters, at the cost of only two *Sternensturms*.

NOTABLE UNITS

Blood Rain: Maintenance issues plague this Kell Hounds *Sternensturm* between battles, reducing it to a hangar queen for extended periods of time. Whenever techs deem it combat worthy, its next mission sees it perform with frightening efficiency in terms of battlefield kills. This fighter has been shot down three times, each instance resulting in pilot death but leaving behind a fully repairable airframe.

Force Commander Dalton Bader: A senior officer in the Fourth Marik Protectors' Aerospace Wing, Commander Bader was horrified upon hearing of the disastrous defeat of the *Lancer* squadrons over Tamarind, since *Lancers* comprised a large portion of the Fourth's aerospace forces. Bader used all of the political and military cachet at his disposal to try getting his hands on a functioning *Sternensturm*. Through black market channels he managed to procure three, although all were stripped of proprietary or classified LCAF electronics. Bader claimed one of the three for himself and put the fighter through its paces. While the communications, targeting, and guidance systems required a complete overhaul before they could fly, Bader and his wingman have since sworn by the model.

STM-O STERNENSTURM

Type: **STM-O Sternensturm**
 Technology Base: Inner Sphere
 Tonnage: 40
 Battle Value: 1,405

Equipment

Engine:	320 XL	Mass	11.5
Safe Thrust:	10		
Maximum Thrust:	15		
Structural Integrity:	10		
Heat Sinks:	10 [20]	0	
Fuel:	320	4	
Cockpit:		3	
Armor Factor (Heavy Ferro):	228	11.5	
	<i>Armor Value</i>		
Nose	76		
Wings	57/57		
Aft	38		

Weapons and Ammo

Primary Configuration

Location	Mass	Heat	SRV	MRV	LRV	ERV
3 ER Medium Lasers	Nose 3	5	5	5	—	—
Streak SRM 4	RW 3	3	8	—	—	—
Streak SRM 4	LW 3	3	8	—	—	—
Ammo (Streak) 25	— 1					

Configuration A

ER PPC + Capacitor	Nose 8	15/20	10/15	10/15	10/15	—
Targeting Computer	— 2					
Battle Value: 1,693						

Configuration B

Beagle Active Probe	Nose 1.5					
2 ER Medium Lasers	RW 2	5	5	5	—	—
2 Anti-Missile Systems	RW 1	1				
2 ER Medium Lasers	LW 2	5	5	5	—	—
2 Anti-Missile Systems	LW 1	1				
Ammo (AMS) 12	— 1					
Guardian ECM Suite	Aft 1.5					
Battle Value: 1,512						

Notes: Features the following Design Quirk: Easy to Pilot.



The prolific use of anti-ship missiles during the Jihad changed naval warfare. First, assault craft like the *Interdictor* and *Arondight*-class DropShips appeared with robust point-defense systems. Then in 3094, the NL-45 became the first small craft purpose-built for missile defense and interdiction. The *Würger* is the next logical progression of that development. Where the SLDF once used squadrons of fighters to screen their capital ships, today's navies use small craft to screen their Pocket WarShips.

CAPABILITIES

The heart of the *Würger* is the Lockheed/CBM Progeny II tactical computer. Combining all the offensive and defensive electronics under one umbrella, the Progeny II also integrates the cooling system and engine control. It takes hundreds of readings per second from myriad sensors and continually makes synergistic adjustments maximizing the capabilities of each system.

DEPLOYMENT

In an effort to keep the Jade Falcons from reaching Tharkad in 3143, Archon Vedet Brewer lured the Jade Falcons into lengthy campaigns on Westerstede and Horneburg. *Würgers* played a pivotal role in the defense of Westerstede. The world had long enjoyed relative safety due to its proximity to the Lyran capital, but was far from defenseless. Two *Bastion* and one *Battlesat*-class system defense stations protected the world. In preparation for a lengthy campaign against the Falcons, Brewer augmented the defenses with many *Würgers* and three companies of zero-G-trained battle armor.

As the Jade Falcon DropShips approached Westerstede they met a wall of aerospace fighters, concentrated fire from all three SDS units, and the LCS *Akfata*, an *Isegrim*-class assault DropShip. The Clanners split their force into three groups. The

first group, comprised of aerospace fighters and assault ships, engaged the LCAF fighter screen. The second, mostly 'Mech transports headed planetside. The third—battle taxis and their escorts—waited in reserve for their assault group to clear a path to the stations. For four hours the LCAF fighter screen battled the Jade Falcons to a standstill, but then engine damage forced the *Akfata* to withdraw. The Clanners saw their opening and executed a high G burn for the SDS.

Kept in reserve until the battle taxis were committed, the *Würgers* sprang from their bays and engaged the Clan ships while they were in their vulnerable deceleration burn. The Jade Falcon assault craft outgunned the *Würgers*, but they were outnumbered more than two-to-one. After ninety minutes of heavy fighting the surviving Jade Falcons withdrew to their transports. Five battle taxis had successfully breached the screen and delivered boarding parties, but all were repelled with minimal casualties for the defenders.

The *Würgers* then joined the dogfight, giving a wing of LCAF aerospace fighters breathing space to return to the stations to rearm and refuel. When those fighters rejoined the fight less than half an hour later, it forced the Clan fighters to retreat. The LCAF wing, supported by two squadrons of *Würgers*, shadowed the Jade Falcons who, upon rendezvousing with their transports, turned tail and headed for the zenith jump point.

Thanks to the *Würgers'* successful defense of the SDS, the LCAF maintained a strong orbital presence at Westerstede. Although the bulk of the Jade Falcon force made landfall, they fought the entire campaign without air support, and frequently without orbital reconnaissance. Despite the strong showing by the LCAF, the archon ultimately ordered them to abandon Westerstede and fortify Tharkad.

NOTABLE UNITS

Kommandant Penrod Schollmeyer: Schollmeyer commanded a wing of *Würgers* during the Westerstede campaign. A veteran of the Jihad, the centenarian has considerable experience on both sides of naval boarding actions. Although he has grown too frail to endure sustained high-G maneuvers, he is an excellent tactician and skillfully coordinated the defense of the *Bastion*-class *Gray Grouse*. Following the LCAF's withdrawal from Westerstede, Schollmeyer helped plan the defense of Tharkad.

First Leutnant Lonikie Gutsch: Gutsch got flight lessons for her fifteenth birthday. By her eighteenth, she had logged over two thousand hours. She graduated from MSMA in 3140 and Westerstede was her first assignment. Despite sustaining thruster damage to her *Würger*, Gutsch remained in the fight. Her crew scored two kills and one assist during the battle. They survived the entire campaign and evacuated to Tharkad where they were assigned Pocket WarShip escort duty.

WÜRGER

Type: Military Spheroid
Use: Assault Craft
Tech: Inner Sphere
Introduced: 3099
Mass: 160 tons
Battle Value: 2,282

Dimensions

Length: 16 meters
Width: 15 meters

Fuel: 15 tons (1,200 points)
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 14 (28)
Structural Integrity: 9

Armor

Nose: 119
Sides: 102
Aft: 89

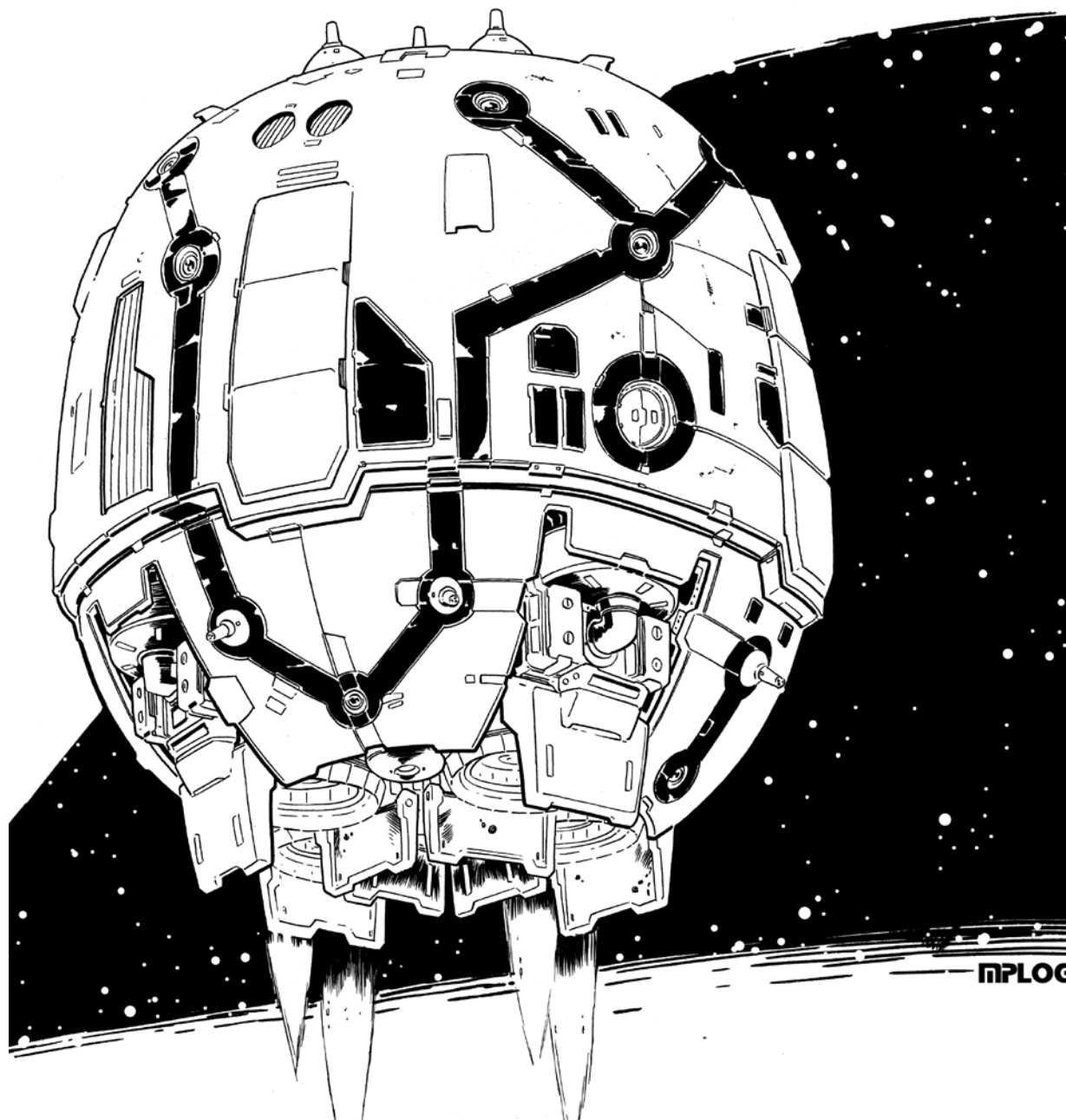
Cargo

Bay 1: Cargo (1 ton) 1 Door

Crew: 1 officer, 2 enlisted/non-rated, 2 gunners

Notes: Equipped with 19 tons of Heavy Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Combat Computer, Atmospheric Flight Instability.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
3 Anti-Missile Systems	Nose	1.5	3				
Ammo (AMS) 108	—	9					
Beagle Active Probe	Nose	1.5	—	—	—	—	—
4 ER Medium Lasers	FR	4	20	5	5	—	—
4 ER Medium Lasers	FL	4	20	5	5	—	—
3 Anti-Missile Systems	AR	1.5	3				
3 Anti-Missile Systems	AL	1.5	3				
4 ER Medium Lasers	Aft	4	20	5	5	—	—
Guardian ECM Suite	Aft	1.5					



MPLOG

Named for the German term for a castle built to besiege an enemy fortress, the *Trutzburg*-class DropShip is designed to accomplish the goal of its namesake. In the post-Jihad climate, the dwindling numbers of *Auroras*, *Unions*, and *Overlords* in service with the LCAF created cause for concern, since the Isle of Skye's defection to the Republic of the Sphere left the Lyran Commonwealth without any domestic means to replace these 'Mech transports. This forced the LCAF to either import foreign models or commission a new DropShip to supplement the existing DropShip fleet. Tharkad Aerospace Group's *Trutzburg* attempts to fill that role by finding a versatile middle ground between the venerable *Union* and *Overlord* while remaining capable of providing more protection than either model.

CAPABILITIES

Taking cues from the obsolete *Fortress*-class DropShip, the *Trutzburg* can transport and support a BattleMech company and its attached aerospace squadron and battle armor complement. Considerable armor protection permits the DropShip to keep the troops and crew safe during naval maneuvers, planetfall, and the duration of ground campaigns. Taking the *Fortress*'s artillery a step further, the *Trutzburg*'s trio of ordnance launchers allows the crew to effectively aid in ground campaigns by being able to blanket a larger area than a single launcher can.

DEPLOYMENT

Since its introduction, *Trutzburgs* have propagated throughout the Inner Sphere, with only the Capellan Confederation, Draconis Combine, and the Clans forgoing its use.

The *Trutzburg* has since proven itself in numerous encounters. During the Operation HAMMERFALL assault of Tamarind in 3137, several *Trutzburgs* from the Fourth Royal Guards attempted to support Lyran troops that had already landed. With the battalion's original planned landing zone overrun by the Duchy's troops, three of the Fourth's DropShips remained hovering while attempting to find a safe spot to land. In order to clear the LZ, the battalion's *Trutzburgs* launched fighters, and the DropShips' batteries attempted to coordinate artillery barrages while the ships were still airborne. The Hail Mary tactic worked, and only one of the battalion's DropShips suffered any serious damage upon landing.

The DropShip also showed its worth during the Jade Falcon and Hell's Horses push into the Coventry and Donegal Provinces. Throughout the conflict, the overall survival rate in LCAF retreats from Malvina Hazen's Golden Ordun forces ranked much higher for 'Mech companies and aerospace squadrons attached to *Trutzburgs* than to those attached to other DropShip classes. Analyst largely attribute this survival rate to the *Trutzburg*'s considerable armor coverage.

NOTABLE UNITS

Karmesinoter Hund: In service with the Kell Hounds for nearly three decades, *Karmesinoter Hund* and its crew survived far more battles than should have been possible. More than once it managed to lift from a planet after having suffered damage that would have crippled a lesser vessel. The *Hund* served with distinction until the Kell Hounds fought the Golden Ordun on Timkovichi. Thought lost in the *Red Talon*'s orbital bombardment of the planet, Loki agents operating behind Clan lines located the *Hund*'s last known position, finding the vessel largely intact but completely abandoned. The vessel appears to be functional, but the Falcons have ignored it for some reason. No attempts to recover the vessel have yet been made.

Burg Eltz: One of the *Trutzburgs* participating in the 3137 invasion of Tamarind, the *Burg Eltz* suffered crippling damage early in the campaign when a Tamarind-Abbey *Stingray* was shot down and crashed into the ship's hull. The extent of the damage restricted the *Eltz* to short, low-atmosphere hops. During the campaign, the *Eltz* would position itself as close to the Fourth Royal Guards' lines as able and provide artillery support. The *Burg Eltz* could only be made spaceworthy again after Tamarind was firmly under Lyran control.

TRUTZBURG

Type: Military Spheroid
Use: Transport
Tech: Inner Sphere (Advanced)
Introduced: 3100
Mass: 6,000 tons
Battle Value: 11,180

Dimensions

Length: 110 meters
Width: 110 meters
Height: 93 meters

Fuel: 400 tons (12,000 points)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 131 (262)
Structural Integrity: 15

Armor

Nose: 321
Sides: 270
Aft: 250

Cargo

Bay 1: Fighter Cubicles (6)	3 Doors
Bay 2: BattleMech Cubicles (12)	2 Doors
Bay 3: IS Battle Armor Cubicles (4 Squads)	1 Door
Bay 4: Cargo (432 tons)	1 Door

Life Boats: 4

Escape Pods: 5

Crew: 7 officers, 20 enlisted/non-rated, 10 gunners, 60 bay personnel

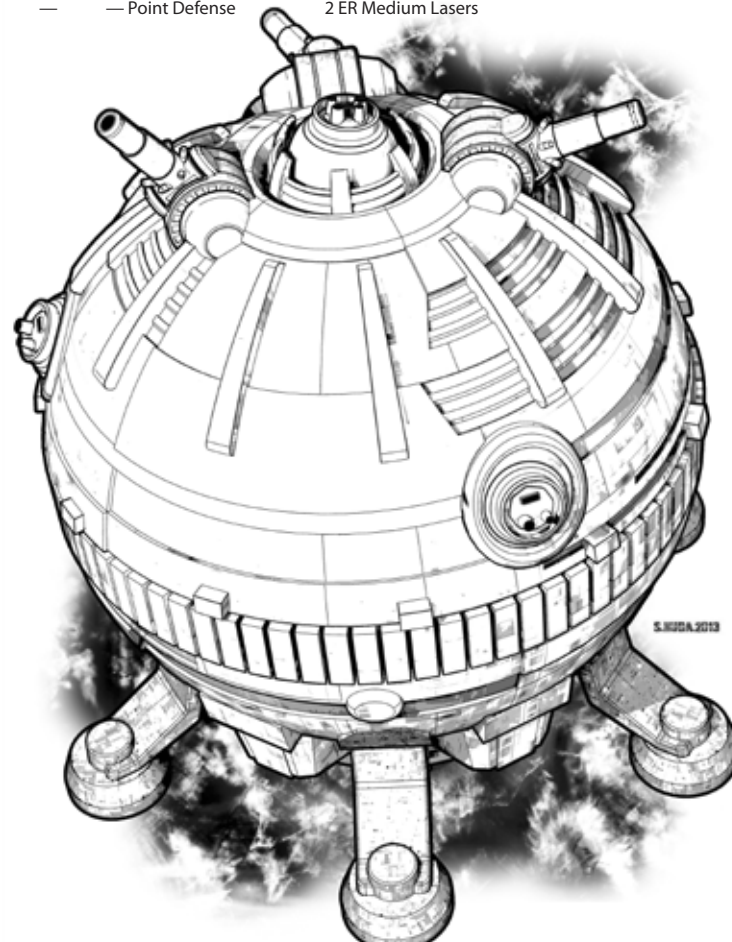
Notes: Equipped with 53 tons of Heavy Ferro-aluminum armor. Features the following Design Quirk: Difficult to Maintain.

Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (128 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 Improved Heavy Gauss Rifles (40 rounds)	4 (44)	4 (44)	4 (44)	—	Autocannon
2 ER Large Lasers	3 (26)	3 (26)	2 (16)	—	Laser
2 ER Medium Lasers					
3 Long Tom Artillery (300 rounds)	*	*	*	*	Artillery
FR/FL (86 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 ELRM 20 (32 rounds)	2 (24)	2 (24)	2 (24)	2 (24)	LRM
2 ER Large Lasers	4 (36)	4 (36)	2 (16)	—	Laser
4 ER Medium Lasers					
3 Anti-Missile Systems (72 rounds)	1 (9)†	—	—	—	Point Defense

Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
AR/AL (44 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 Improved Heavy Gauss Rifles (40 rounds)	4 (44)	4 (44)	4 (44)	—	Autocannon
2 LRM 20 + Artemis IV (30 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Medium Lasers	1 (10)	1 (10)	—	—	Laser
3 Anti-Missile Systems (72 rounds)	1 (9)†	—	—	—	Point Defense
Aft (36 Heat)					
1 Improved Heavy Gauss Rifle (20 rounds)	2 (22)	2 (22)	2 (22)	—	Autocannon
2 ER Large Lasers	3 (26)	3 (26)	2 (16)	—	Laser
2 ER Medium Lasers					



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Infiltrator (Firedrake) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 David Light Gauss Rifle 1 [DB] — 3 5 8
 Firedrake Needler 1 [DB, AI] — 1 2 3
 Parafoil [E] — — — —
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator (Firedrake) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 David Light Gauss Rifle 1 [DB] — 3 5 8
 Firedrake Needler 1 [DB, AI] — 1 2 3
 Parafoil [E] — — — —
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator (Firedrake) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 David Light Gauss Rifle 1 [DB] — 3 5 8
 Firedrake Needler 1 [DB, AI] — 1 2 3
 Parafoil [E] — — — —
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator (Firedrake) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 David Light Gauss Rifle 1 [DB] — 3 5 8
 Firedrake Needler 1 [DB, AI] — 1 2 3
 Parafoil [E] — — — —
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 216/42

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator (Firedrake) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E] — — — —
 David Light Gauss Rifle 1 [DB] — 3 5 8
 Firedrake Needler 1 [DB, AI] — 1 2 3
 Parafoil [E] — — — —
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 216/42

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Infiltrator [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 IS Light TAG [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9
[E]	—	—	—	—

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

BV: 200/39

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 IS Light TAG [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9
[E]	—	—	—	—

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

BV: 200/39

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 IS Light TAG [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9
[E]	—	—	—	—

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

BV: 200/39

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 IS Light TAG [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9
[E]	—	—	—	—

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

BV: 200/39

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [TAG] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 IS Light TAG [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	3	6	9
[E]	—	—	—	—

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

BV: 200/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Infiltrator [Sensor] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Improved Sensors [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	—	—	2
[E]	—	—	—	—

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

BV: 208/40

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Sensor] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Improved Sensors [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	—	—	2
[E]	—	—	—	—

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

BV: 208/40

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Sensor] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Improved Sensors [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	—	—	2
[E]	—	—	—	—

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

BV: 208/40

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Sensor] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Improved Sensors [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	—	—	2
[E]	—	—	—	—

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

BV: 208/40

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Sensor] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Improved Sensors [E]
 Parafoil [E]
Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
1 [DB]	—	3	5	8
[E]	—	—	—	2
[E]	—	—	—	—

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

BV: 208/40

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Infiltrator [Remote Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Remote Sensor Dispenser [E]
Armor: Basic Stealth [+0/+1/+2]
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 200/39

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Remote Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Remote Sensor Dispenser [E]
Armor: Basic Stealth [+0/+1/+2]
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 200/39

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Remote Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Remote Sensor Dispenser [E]
Armor: Basic Stealth [+0/+1/+2]
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 200/39

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Remote Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Remote Sensor Dispenser [E]
Armor: Basic Stealth [+0/+1/+2]
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 200/39

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Remote Sensors] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Remote Sensor Dispenser [E]
Armor: Basic Stealth [+0/+1/+2]
Mechanized: ☒ **Swarm:** ☒ **Leg:** ☒ **AP:** ☐

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

BV: 200/39

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Infiltrator [Mines] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Mine [E]
 Ammo 00/00/00/00
Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 232/45

BATTLE ARMOR: SQUAD 2

Type: Gray Death Infiltrator [Mines] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Mine [E]
 Ammo 00/00/00/00
Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 232/45

BATTLE ARMOR: SQUAD 3

Type: Gray Death Infiltrator [Mines] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Mine [E]
 Ammo 00/00/00/00
Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 232/45

BATTLE ARMOR: SQUAD 4

Type: Gray Death Infiltrator [Mines] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Mine [E]
 Ammo 00/00/00/00
Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 232/45

BATTLE ARMOR: SQUAD 5

Type: Gray Death Infiltrator [Mines] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
Weapons & Equip.
 Basic Manipulator (2) [E]
 David Light Gauss Rifle 1 [DB]
 Parafoil [E]
 Mine [E]
 Ammo 00/00/00/00
Armor: Basic Stealth (+0/+1/+2)
 Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

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

BV: 232/45

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Cuchulainn Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
ER Medium Pulse Laser [DWP] 7 [P] — 5 9 14
must detach DWP before moving full ground speed
Armor: Improved Stealth [+1/+2/+3]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	●○○○○○○○○○○○○○○
2	●○○○○○○○○○○○○○○
3	●○○○○○○○○○○○○○○
4	●○○○○○○○○○○○○○○
5	●○○○○○○○○○○○○○○

BV: 836/119

BATTLE ARMOR: SQUAD 2

Type: Cuchulainn Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
ER Medium Pulse Laser [DWP] 7 [P] — 5 9 14
must detach DWP before moving full ground speed
Armor: Improved Stealth [+1/+2/+3]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	●○○○○○○○○○○○○○○
2	●○○○○○○○○○○○○○○
3	●○○○○○○○○○○○○○○
4	●○○○○○○○○○○○○○○
5	●○○○○○○○○○○○○○○

BV: 836/119

BATTLE ARMOR: SQUAD 3

Type: Cuchulainn Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
ER Medium Pulse Laser [DWP] 7 [P] — 5 9 14
must detach DWP before moving full ground speed
Armor: Improved Stealth [+1/+2/+3]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	●○○○○○○○○○○○○○○
2	●○○○○○○○○○○○○○○
3	●○○○○○○○○○○○○○○
4	●○○○○○○○○○○○○○○
5	●○○○○○○○○○○○○○○

BV: 836/119

BATTLE ARMOR: SQUAD 4

Type: Cuchulainn Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
ER Medium Pulse Laser [DWP] 7 [P] — 5 9 14
must detach DWP before moving full ground speed
Armor: Improved Stealth [+1/+2/+3]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	●○○○○○○○○○○○○○○
2	●○○○○○○○○○○○○○○
3	●○○○○○○○○○○○○○○
4	●○○○○○○○○○○○○○○
5	●○○○○○○○○○○○○○○

BV: 836/119

BATTLE ARMOR: SQUAD 5

Type: Cuchulainn Era: Dark Age
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [2] [E] — — — —
ER Medium Pulse Laser [DWP] 7 [P] — 5 9 14
must detach DWP before moving full ground speed
Armor: Improved Stealth [+1/+2/+3]
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	●○○○○○○○○○○○○○○
2	●○○○○○○○○○○○○○○
3	●○○○○○○○○○○○○○○
4	●○○○○○○○○○○○○○○
5	●○○○○○○○○○○○○○○

BV: 836/119

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Cuchulainn (IS) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 ER Medium Pulse Laser (DWP) 7 [P] — 5 9 14
 must detach DWP before moving full ground speed

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

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 2

Type: Cuchulainn (IS) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 ER Medium Pulse Laser (DWP) 7 [P] — 5 9 14
 must detach DWP before moving full ground speed

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

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 3

Type: Cuchulainn (IS) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 ER Medium Pulse Laser (DWP) 7 [P] — 5 9 14
 must detach DWP before moving full ground speed

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

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 4

Type: Cuchulainn (IS) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 ER Medium Pulse Laser (DWP) 7 [P] — 5 9 14
 must detach DWP before moving full ground speed

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

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 621/119

BATTLE ARMOR: SQUAD 5

Type: Cuchulainn (IS) Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 [2]
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 ER Medium Pulse Laser (DWP) 7 [P] — 5 9 14
 must detach DWP before moving full ground speed

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

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 621/119

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Fenrir II [ML] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Medium Laser 5 [DE] - 3 6 9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [ML] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Medium Laser 5 [DE] - 3 6 9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [ML] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Medium Laser 5 [DE] - 3 6 9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [ML] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Medium Laser 5 [DE] - 3 6 9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [ML] Era: Dark Age
 Gunnery Skill: _____ Anti-'Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Medium Laser 5 [DE] - 3 6 9

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

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 456/88

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

1 0 0 0 0 0 0 0 0 0 0 0

2 0 0 0 0 0 0 0 0 0 0 0

3 0 0 0 0 0 0 0 0 0 0 0

4 0 0 0 0 0 0 0 0 0 0 0

BV: 424/81

BATTLE ARMOR: SQUAD 2

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

BV: 424/81

BATTLE ARMOR: SQUAD 3

- 1** ○○○○○○○○○○○○○○○○○○○○
- 2** ○○○○○○○○○○○○○○○○○○○○
- 3** ○○○○○○○○○○○○○○○○○○○○
- 4** ○○○○○○○○○○○○○○○○○○○○

BV: 424/81

BATTLE ARMOR: SQUAD 4

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

BV: 424/81

BATTLE ARMOR: SQUAD 5

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

BV: 424/81

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Fenrir II [LRM] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 LRM 4 (Clan) 1/Msl [M.C.S] - 7 14 21
 Ammo 0000000000

1	00000000000000000000
2	00000000000000000000
3	00000000000000000000
4	00000000000000000000

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [LRM] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 LRM 4 (Clan) 1/Msl [M.C.S] - 7 14 21
 Ammo 0000000000

1	00000000000000000000
2	00000000000000000000
3	00000000000000000000
4	00000000000000000000

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [LRM] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 LRM 4 (Clan) 1/Msl [M.C.S] - 7 14 21
 Ammo 0000000000

1	00000000000000000000
2	00000000000000000000
3	00000000000000000000
4	00000000000000000000

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [LRM] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 LRM 4 (Clan) 1/Msl [M.C.S] - 7 14 21
 Ammo 0000000000

1	00000000000000000000
2	00000000000000000000
3	00000000000000000000
4	00000000000000000000

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [LRM] Era: Dark Age
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 LRM 4 (Clan) 1/Msl [M.C.S] - 7 14 21
 Ammo 0000000000

1	00000000000000000000
2	00000000000000000000
3	00000000000000000000
4	00000000000000000000

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 464/89

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Fenrir II [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

SRM 5 (Clan)

Ammo 000000

Dmg
2/Msl [M.C.S]

Min

Sht

Med

Lng

9

3

6

9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

SRM 5 (Clan)

Ammo 000000

Dmg
2/Msl [M.C.S]

Min

Sht

Med

Lng

9

3

6

9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

SRM 5 (Clan)

Ammo 000000

Dmg
2/Msl [M.C.S]

Min

Sht

Med

Lng

9

3

6

9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

SRM 5 (Clan)

Ammo 000000

Dmg
2/Msl [M.C.S]

Min

Sht

Med

Lng

9

3

6

9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [SRM]

Era: Dark Age

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

SRM 5 (Clan)

Ammo 000000

Dmg
2/Msl [M.C.S]

Min

Sht

Med

Lng

9

3

6

9

1 ○○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 467/90

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

*Unit 1 and Unit 2 represent two battle armor units





BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Fenrir II [AI]		Era: Dark Age				
Gunnery Skill: _____		Anti-Mech Skill: _____				
Ground MP: 3						
Weapons & Equip.		Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC	[ClanB]	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC	[ClanB]	[DB,AI]	—	—	1	2
Machine Gun	2	[DB,AI]	—	1	2	3
Machine Gun	2	[DB,AI]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○○○

2 ●○○○○○○○○○○○○○○○○○

3 ●○○○○○○○○○○○○○○○○○

4 ●○○○○○○○○○○○○○○○○○

BV: 344/66

BATTLE ARMOR: SQUAD 2

Type: Fenrir II [AI] **Era:** Dark Age

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

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC (Clan)	[DB, AI]	—	—	1	2
Bearhunter Superheavy AC (Clan)	[DB, AI]	—	—	1	2
Machine Gun	2 [DB, AI]	—	1	2	3
Machine Gun	2 [DB, AI]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 344/66

BATTLE ARMOR: SQUAD 3

Type: Fenrir II [AI]		Era: Dark Age			
Gunnery Skill: _____		Anti-'Mech Skill: _____			
Ground MP: 3					
Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC [C]anB	[DB,AI]	—	—	1	2
Bearhunter Superheavy AC [C]anB	[DB,AI]	—	—	1	2
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐[illegible]

BV: 344/66

BATTLE ARMOR: SQUAD 4

Type: Fenrir II [AI] **Era:** Dark Age

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

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC [C]anB [DB, AI]	—	—	1	2	
Bearhunter Superheavy AC [C]anB [DB, AI]	—	—	1	2	
Machine Gun	2 [DB, AI]	—	1	2	3
Machine Gun	2 [DB, AI]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

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

BV: 344/66

BATTLE ARMOR: SQUAD 5

Type: Fenrir II [AI]		Era: Dark Age				
Gunnery Skill: _____		Anti-'Mech Skill: _____				
Ground MP: 3						
Weapons & Equip.		Dmg	Min	Sht	Med	Lng
Bearhunter Superheavy AC [CianB [DB,AI]		—	—	1	2	
Bearhunter Superheavy AC [CianB [DB,AI]		—	—	1	2	
Machine Gun		2 [DB,AI]	—	1	2	3
Machine Gun		2 [DB,AI]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○

BV: 344/66

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	-1
--------------------	----

SITUATION *

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Winterhawk APC

Movement Points: Tonnage: 20
 Cruising: 10 Tech Base: Inner Sphere
 Flank: 15 Era: Clan Invasion
 Movement Type: Hover
 Engine Type: Fuel Cell Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C,S]	-	3	6	9
1	Machine Gun	T	2 [DB,Al]	-	1	2	3

Infantry Compartment (4 tons)

Ammo: [SRM 2] 50, [Machine Gun] 100

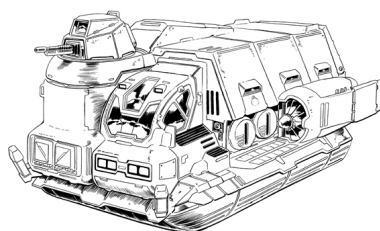
BV: 204

CREW DATA

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

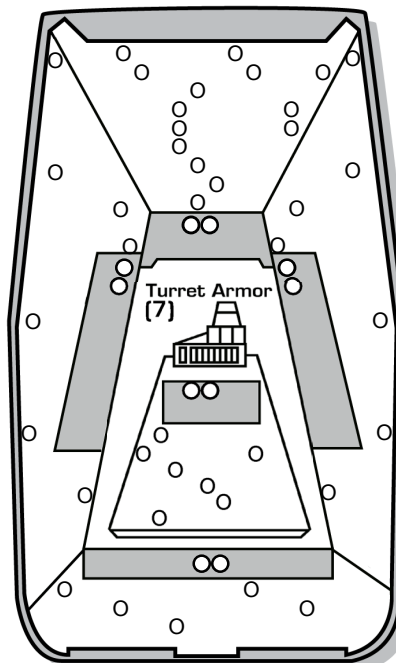
CRITICAL DAMAGE

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



Front Armor
(14)

(7)
Left Side Armor



Right Side Armor
(7)

Rear Armor
(5)



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: **DI Multipurpose VTOL**

Movement Points: **Tonnage:** 25
Cruising: 9 **Tech Base:** Inner Sphere
Flank: 14 **Era:** Dark Age
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	TAG	FR	[E]	—	5	9	15
1	Light PPC	T	5 [DE]	3	6	12	18

Infantry Compartment(4 tons)

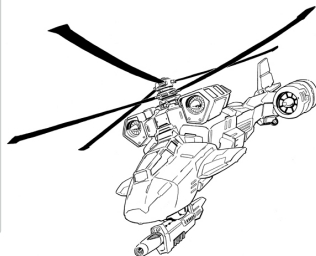
BV: 542

CREW DATA

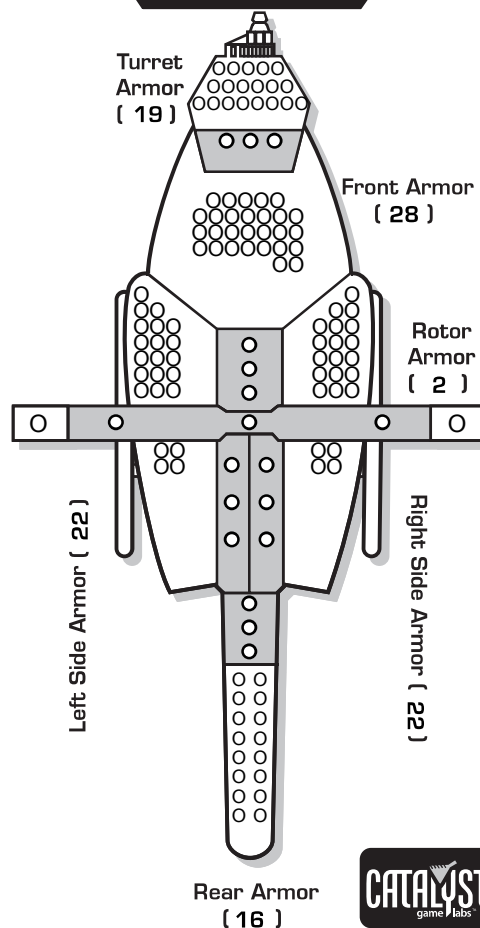
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Co-Pilot Hit ☐ +1 **Pilot Hit** ☐ +2
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



CATALYST
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VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
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.

‡ If the VTOL has no turret, a turret strike hits Rotors†

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	SIDE	REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*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.

BATTLETECH™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: **DI Multipurpose VTOL (Gunship)**

Movement Points: **Tonnage:** 25
Cruising: 9 **Tech Base:** Inner Sphere
Flank: 14 **Era:** Dark Age
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

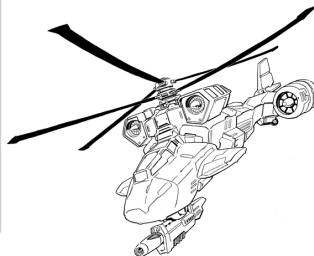
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MML 7	FR [M.S.C]		6	7	14	21
1	LRM	1/Msl		—	3	6	9
1	SRM	2/Msl		—	3	6	9
1	Light PPC	T 5 [DE]		3	6	12	18

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

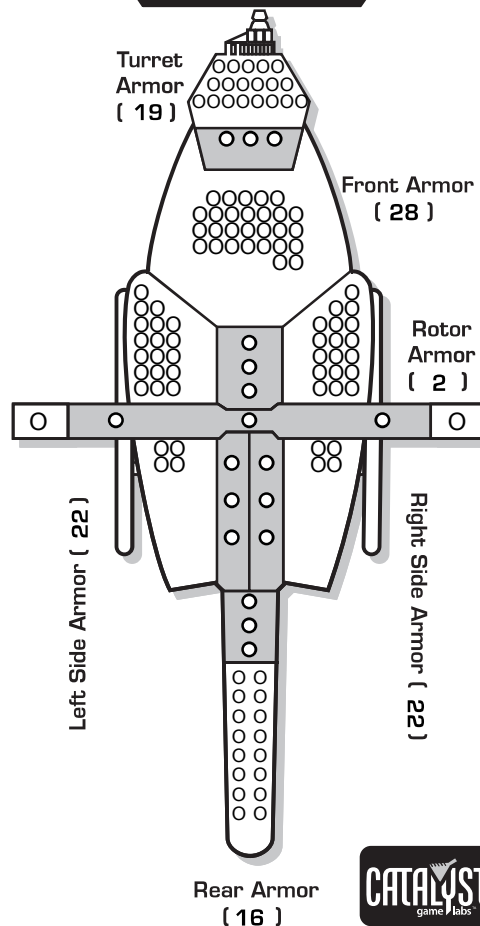
Flight Stabilizer* ☐ +3 **Engine Hit** ☐
Turret Locked ☐
Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
Stabilizers
Front ☐ **Left** ☐ **Turret** ☐
Rear ☐ **Right** ☐
* Move at Cruising speed only



Ammo: [MML 7/LRM] 17, [MML 7/SRM] 14

BV: 711

ARMOR DIAGRAM



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	Turret‡	Turret‡	Turret‡
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.

‡ If the VTOL has no turret, a turret strike hits Rotors†

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	SIDE	LOCATION HIT REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

* 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.

BATTLETECH

ARMOR DIAGRAM

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Swallow Attack WIGE (Original)

Movement Points: Tonnage: 45
Cruising: 7 Tech Base: Inner Sphere
Flank: 11 Era: [Advanced] Dark Age
Movement Type: WIGE
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flotation Hull	BD	[E]	—	—	—	—
1	Rotary AC/5	FR	5/Sht [DB,R/C]	—	5	10	15
1	Snub-Nose PPC	FR	10/8/5 [DEV]	—	9	13	15

Ammo: [RAC/5] 60

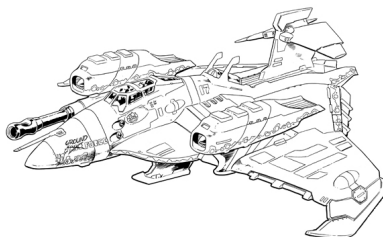
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CREW DATA

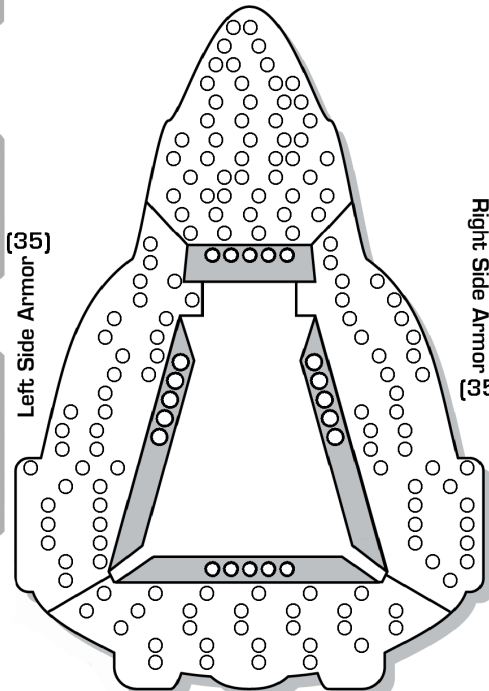
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Left Side Armor
(35)



Right Side Armor
(35)

Rear Armor
(28)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +5. 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 rest of the game. 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

ARMOR DIAGRAM

WIGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: Swallow Attack WIGE

Movement Points: Tonnage: 45
Cruising: 7 Tech Base: Inner Sphere
Flank: 11 Era: [Advanced] Dark Age
Movement Type: WIGE
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flotation Hull	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	LB 20-X AC	FR	20	—	4	8	12
[DB/C/F/S]							

Ammo: [LB 20-X Cluster] 5, [LB 20-X] 10

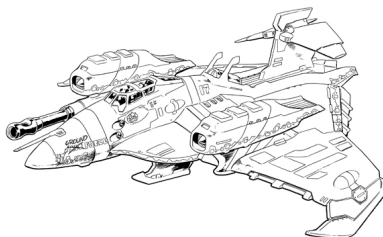
BV: 1,313

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** ☐
Motive System Hits **+1 +2 +3** ☐
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



(35)

Left Side Armor

Right Side Armor (35)

Front Armor (50)

Rear Armor (28)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +5. 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 rest of the game. 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

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schildkröte Line Tank

Movement Points: Tonnage: 50
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 (Advanced)
Movement Type: Tracked **Era:** Dark Age
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

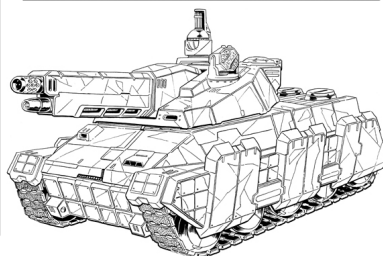
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	AMS	T	—	—	—	—	—
1	LB 10-X AC	T	10	—	6	12	18
			[DB,C/F/S]				
1	Light PPC	T	5 [DE]	3	6	12	18

CREW DATA

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

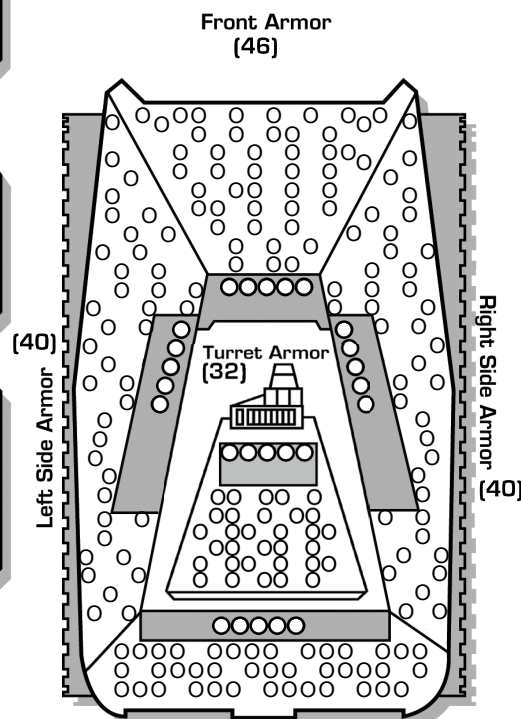
CRITICAL DAMAGE

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



Ammo (CASE): [AMS] 12, [LB 10-X Cluster] 10, [LB 10-X] 20

BV: 1,009



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Schildkröte Line Tank (HPPC)

Movement Points: Tonnage: 50
Cruising: 3 Tech Base: Inner Sphere
Flank: 5 (Advanced)
Movement Type: Tracked Era: Dark Age
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	AMS	T	—	—	—	—	—
1	Heavy PPC	T	15 [DE]	3	6	12	18
1	SRM 2	T	2/Msl [M.C.S.]	—	3	6	9

Ammo (CASE): [SRM 2] 50, [AMS] 12

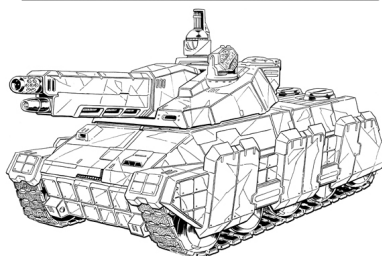
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CREW DATA

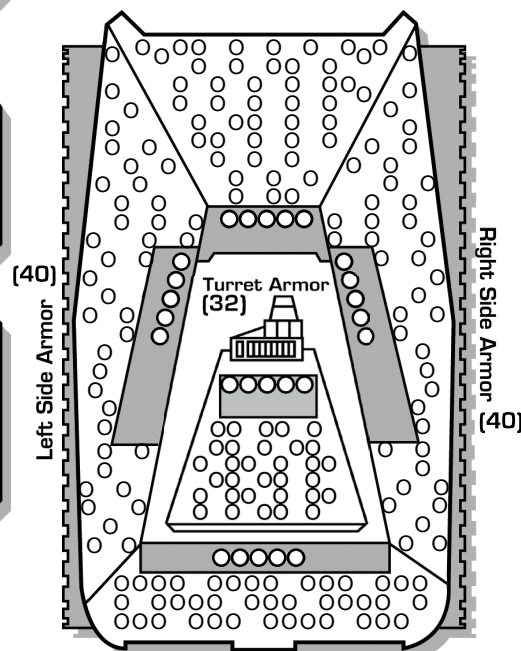
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit ☐+1 Driver Hit ☐+2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Front Armor
(46)



Rear Armor
(40)



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Manticore II Heavy Tank

Movement Points: Tonnage: 70
Cruising: 4 Tech Base: Inner Sphere
Flank: 6 (Advanced)
Movement Type: Tracked Era: Dark Age
Engine Type: XXL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	Enhanced LRM 10	T	1/Msl [M,C,S]	3	7	14	21
1	Heavy PPC	T	15 [DE]	3	6	12	18

Chassis Modifications: Fully Amphibious

Ammo: [NLRM 10] 24

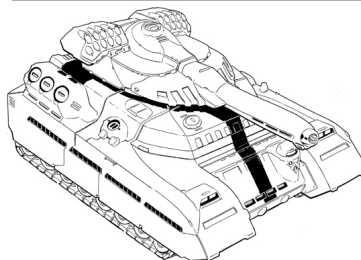
BV: 1,435

CREW DATA

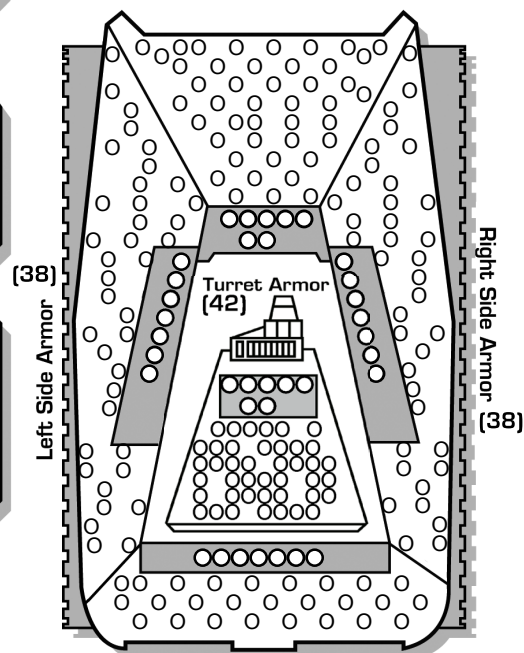
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit ☐ +1 Driver Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Front Armor
(44)



Rear Armor
(26)



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Schmitt Tank

Movement Points: Tonnage: 80
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Flamer	FR	2 [DE,H,AI]	—	1	2	3
1	LRM 15	T	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
4	Medium Laser	T	5 [DE]	—	3	6	9
2	Rotary AC/5	T	5/Sht [DB,R/C]	—	5	10	15

Ammo: [Machine Gun] 100, [RAC/5] 80, [LRM 15] 16

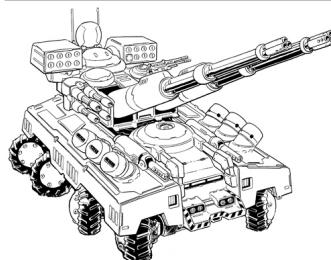
BV: 1,457

CREW DATA

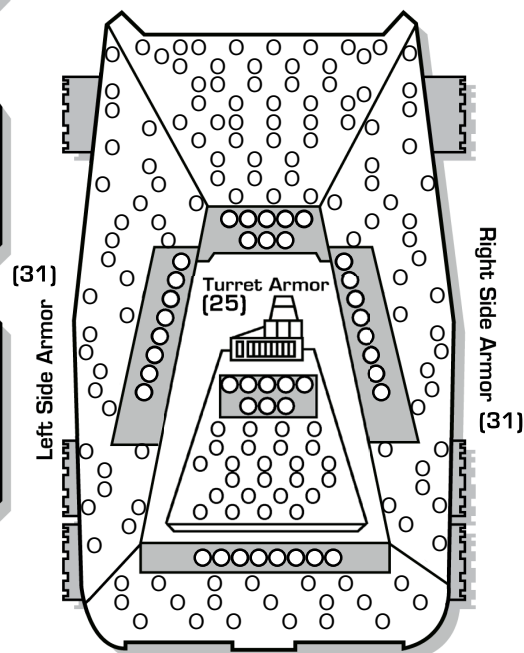
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Front Armor
(45)



Rear Armor
(20)



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Schmitt Tank (Targeting Computer)

Movement Points: Tonnage: 80
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 **Era:** Dark Age
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	Vehicle Flamer	FR	2	—	1	2	3
			[DE,H,AI]				
1	LRM 15	T	1/Msl	6	7	14	21
			[M,C,S]				
2	Machine Gun	T	2	—	1	2	3
			[DB,AI]				
4	Medium Laser	T	5 [DE]	—	3	6	9
2	Rotary AC/5	T	5/Sht	—	5	10	15
			[DB,R/C]				

Ammo: [Machine Gun] 100, [Flamer] 20, [RAC/5] 80
 [LRM 15] 16

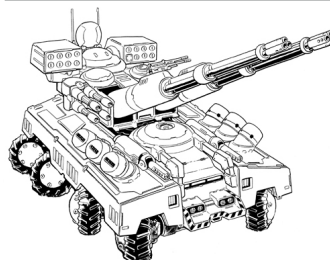
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CREW DATA

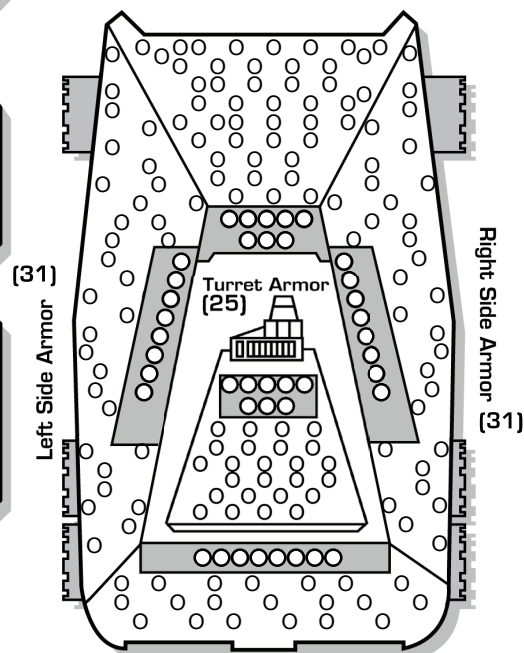
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Front Armor
(45)



Rear Armor
(20)



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kelswa Assault Tank

Movement Points: **Tonnage:** 95
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 **Era:** Dark Age
Movement Type: Tracked
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
2	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Heavy Machine Gun	T	3 [DB,AI]	—	1	2	—

Ammo (CASE): [Heavy Machine Gun] 50, [Gauss] 40

BV: 1,748

CREW DATA

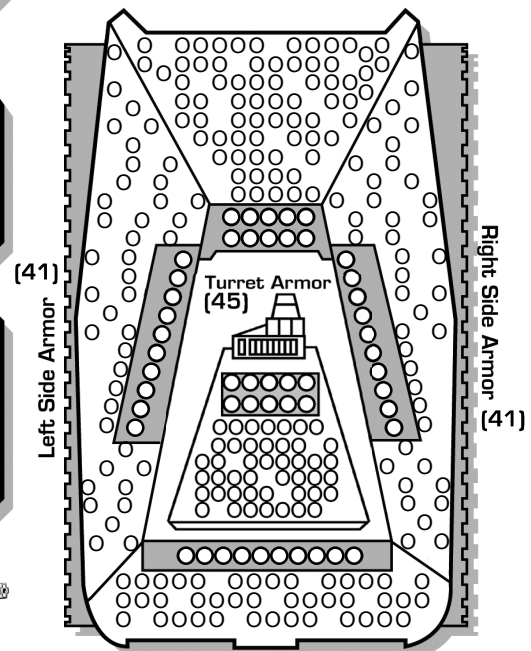
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit [+1] **Driver Hit** [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Front Armor
(70)



Rear Armor
(41)



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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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BATTLETECH™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gulltoppr OmniMonitor Prime

Movement Points: Tonnage: 190
Cruising: 2 Tech Base: Inner Sphere
Flank: 3 (Advanced)
Era: Dark Age
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	AMS	T	[PD] [PD]	—	0	0	—
1	Long Tom Cannon	T	20 [DB,AE]	4	6	13	20
2	Gauss Rifle	TU2	15 [DB,X]	2	7	15	22

Ammo (CASE): [Long Tom Cannon] 15, [AMS] 24, [Gauss] 32

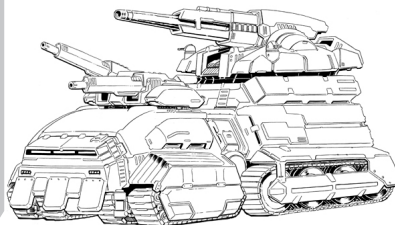
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CREW DATA

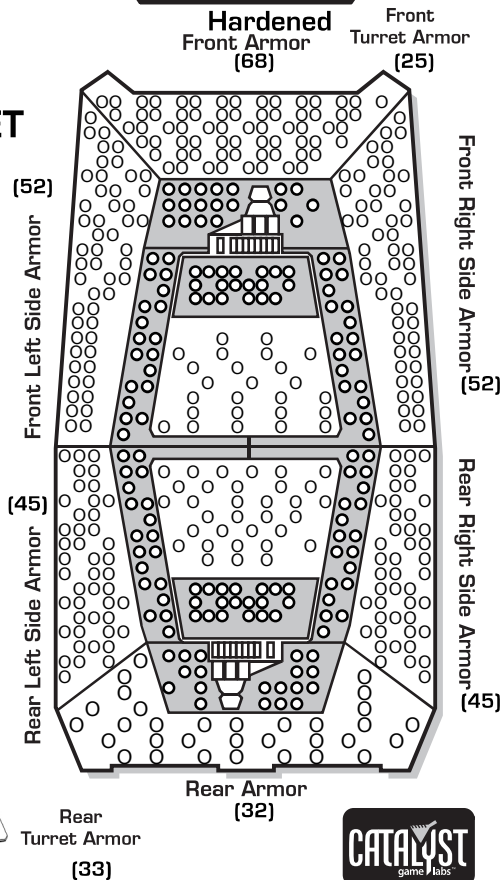
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit ☐ +1 Driver Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

2D6 Roll	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). 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.
§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 +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.

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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gulltoppr OmniMonitor A

Movement Points: Tonnage: 190
Cruising: 2 Tech Base: Mixed Tech (I.S.)
Flank: 3 (Advanced)
Movement Type: Tracked Era: Dark Age
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite (Clan)	BD	[E]	—	—	—	6
1	Targeting Computer (Clan)	BD	[E]	—	—	—	—
3	LRM 20 (Clan)	T	1/Msl	—	7	14	21
	w/Artemis V FCS		[M.C.S.]				
2	Gauss Rifle (Clan)	TU2	15	2	7	15	22
			[DB.X]				

Ammo (CASE): [Gauss] 32, [LRM 20 Artemis V] 48

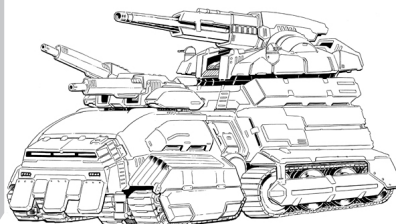
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CREW DATA

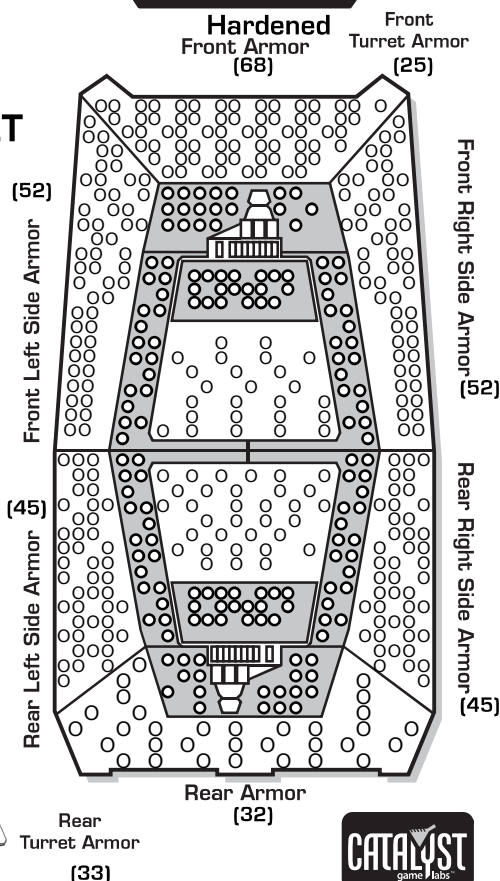
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

2D6 Roll	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). 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.
§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 +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.

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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Gulltoppr OmniMonitor B

Movement Points: Tonnage: 190
Cruising: 2 Tech Base: Inner Sphere
Flank: 3 (Advanced)
Era: Dark Age
Movement Type: Tracked
Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	C ³ Boosted Master	BD	[E]	—	5	9	15
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Long Tom Cannon	T	20	4	6	13	20
			[DB,AE]				
1	Long Tom Cannon	TU2	20	4	6	13	20
			[DB,AE]				

Ammo (CASE): (Long Tom Cannon) 40

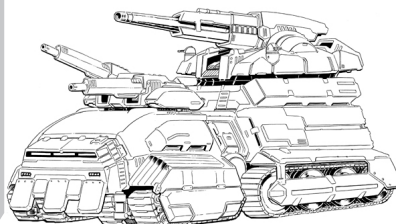
BV: 2,861

CREW DATA

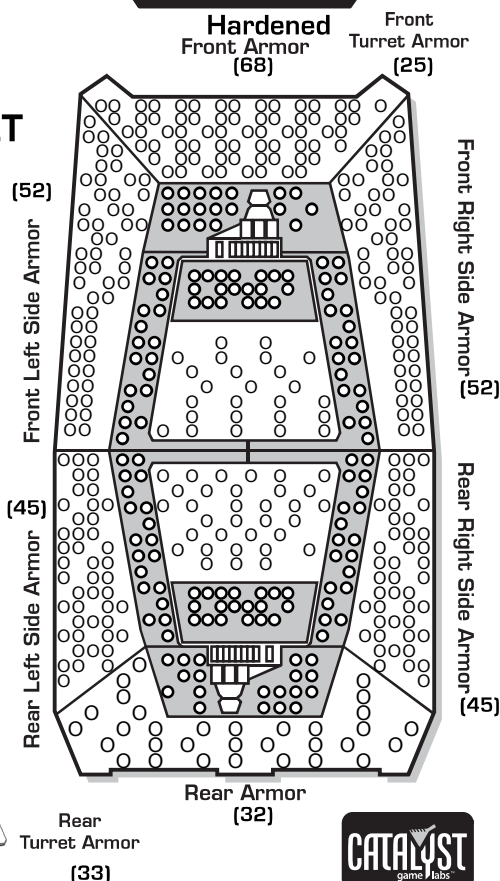
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

2D6 Roll	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). 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.
§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 +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.

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™

'MECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-M2

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Era: Dark Age
 Jumping: 6

Weapons & Equipment Inventory (hexes)

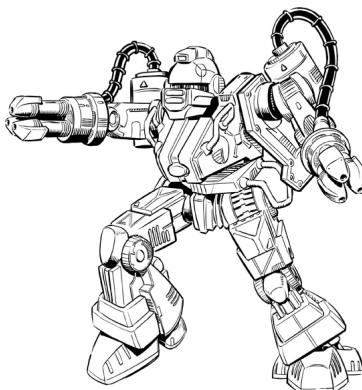
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
3	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
3	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

WARRIOR DATA

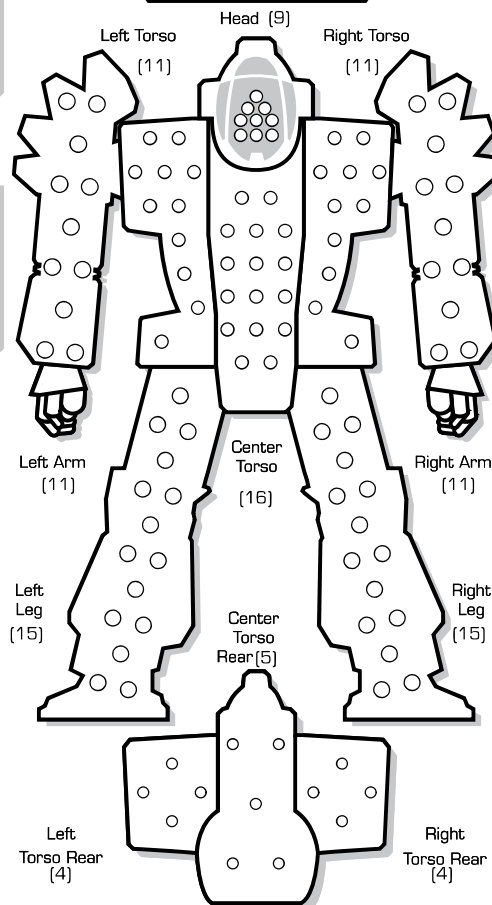
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 751

CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

- Flamer
- Flamer
3. Flamer
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
3. Jump Jet
- 1-3 Endo-Steel
- Endo-Steel
- Endo-Steel

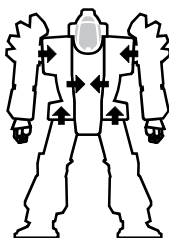
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

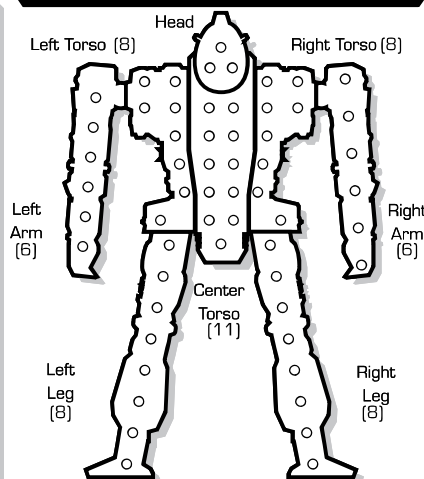
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

11 (22) Double



Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-M3

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 [12] Era: Dark Age
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	TAG	RT	0	[E]	—	5	9	15
3	Flamer	RA	3	2	—	1	2	3
				[DE,H,AI]				
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

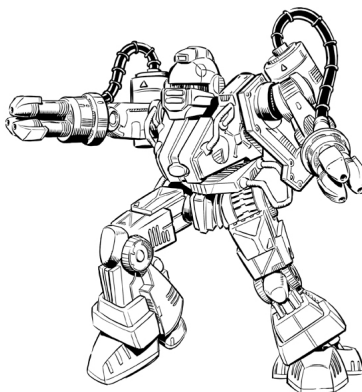
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WARRIOR DATA

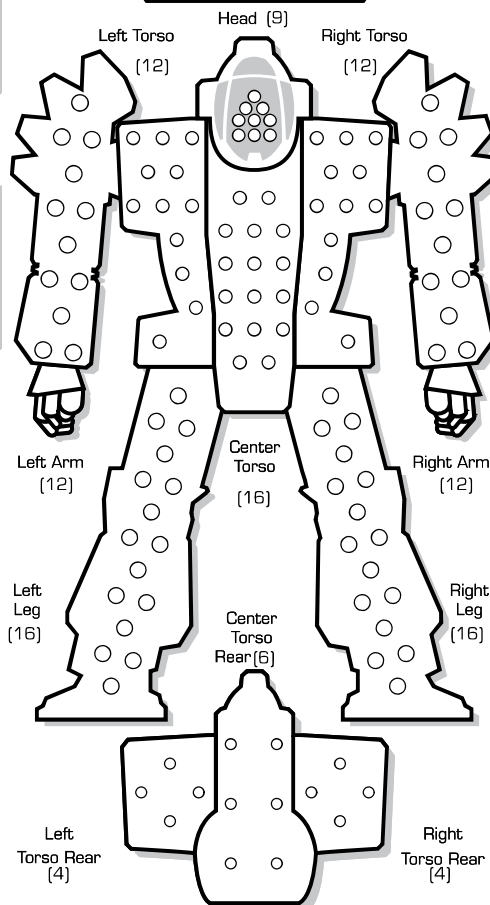
Name: _____

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
- ER Small Laser
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

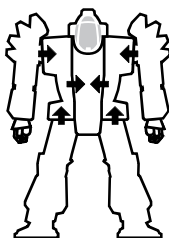
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

- Flamer
- Flamer
- Flamer
- Roll Again
- Roll Again
- Roll Again

Right Torso

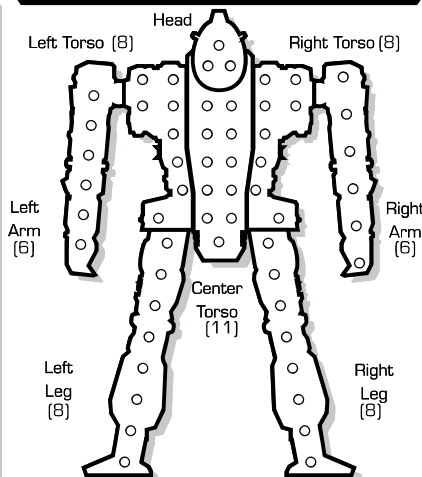
- Jump Jet
- Jump Jet
- Jump Jet
- TAG
- Endo-Steel
- Endo-Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Firestarter FS9-M4

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Era: Dark Age
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Flamer	RA	3			1	2	3
1	Rotary AC/2	LA	1	[DE,H,AI] 2/Sht [DB,R/C]		6	12	18

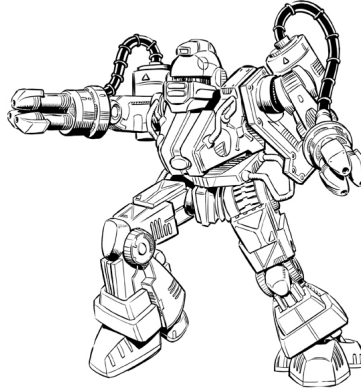
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WARRIOR DATA

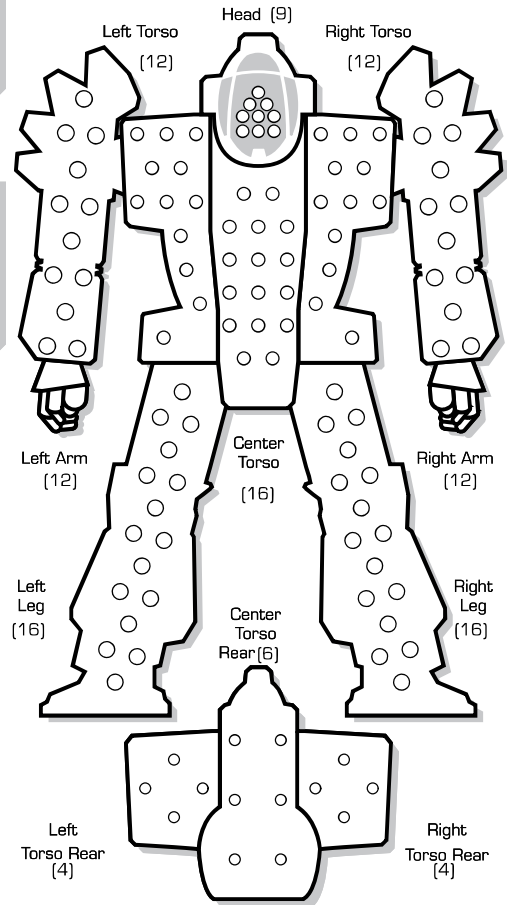
Name: _____

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 Rotary AC/2
- Rotary AC/2
- Rotary AC/2

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Ammo (RAC/2) 45
- Endo-Steel
- Endo-Steel

Left Leg

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

Head

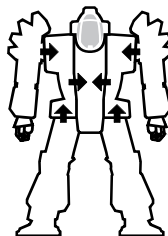
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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

- Flamer
- Flamer
- Flamer
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

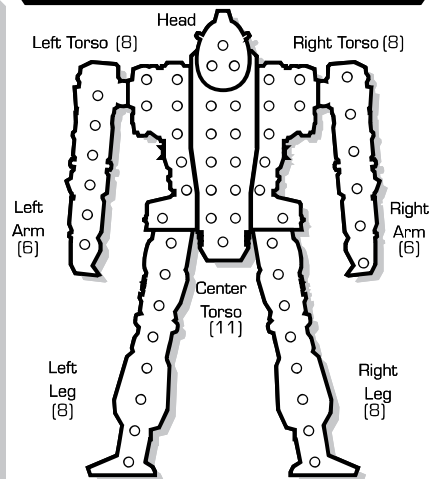
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo-Steel
- Endo-Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Jaguar

Movement Points: Tonnage: 35
Walking: 8 Tech Base: Clan
Running: 12 [Advanced]
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M.C.S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Quad Turret	RT	—	[E]	—	—	—	—
1	SRM 2	RT	2	2/Msl	—	3	6	9
				[M.C.S]				
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	SRM 2	LT	2	2/Msl	—	3	6	9
				[M.C.S]				

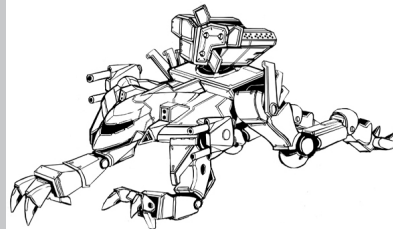
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WARRIOR DATA

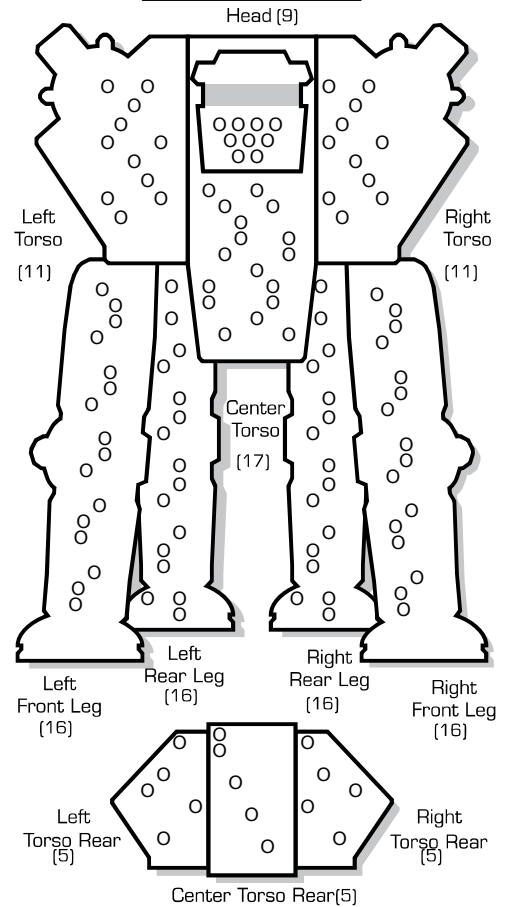
Name: _____

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
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

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

1-3

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- SRM 2
- Ammo (SRM 2) 50

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- ATM 6 (T)
- ATM 6 (T)

1-3

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

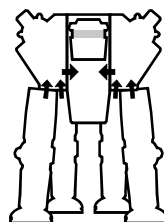
4-6

Left Rear Leg

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

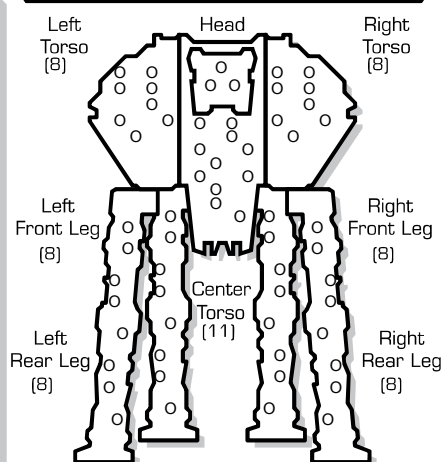
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Jaguar 2

Movement Points: Tonnage: 35
 Walking: 8 Tech Base: Clan
 Running: 12 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	CT	—	[E]	—	—	—	5
1	Light TAG	CT	0	[E]	—	3	6	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
3	Machine Gun	RT	0	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
3	Machine Gun	LT	0	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12

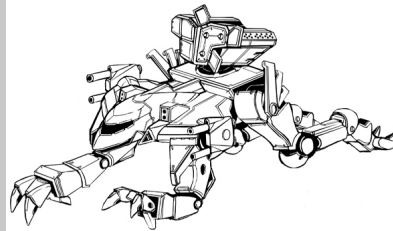
BV: 1,780

WARRIOR DATA

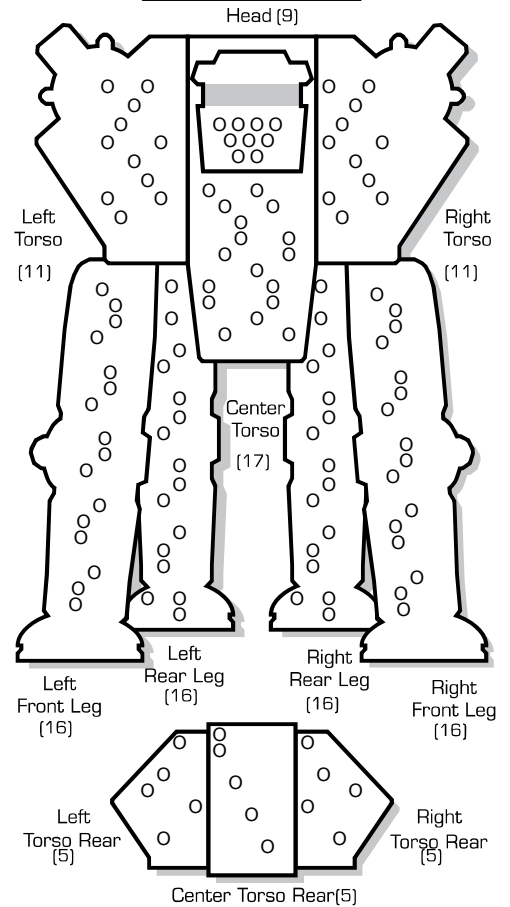
Name: _____

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
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

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

1-3

4-6

Left Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - Medium Pulse Laser
 - Machine Gun
 - Machine Gun
- 1-3
- Machine Gun
 - Machine Gun Array
 - Ammo (Machine Gun) 100
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

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

Right Torso

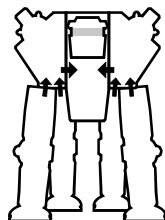
- XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - Medium Pulse Laser
 - Machine Gun
 - Machine Gun
- 1-3
- Machine Gun
 - Machine Gun Array
 - Targeting Computer
 - Targeting Computer
 - Endo-Steel
 - Endo-Steel
- 4-6

Left Rear Leg

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

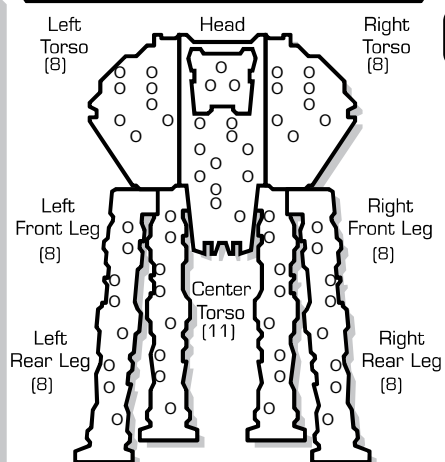
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Storm Raider STM-R1

Movement Points: Tonnage: 35
Walking: 6 Tech Base: Inner Sphere
Running: 9 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	9	—	—	—	—
1	AC/10	LA	3	10	—	5	10	15
				[DB.S]				

WARRIOR DATA

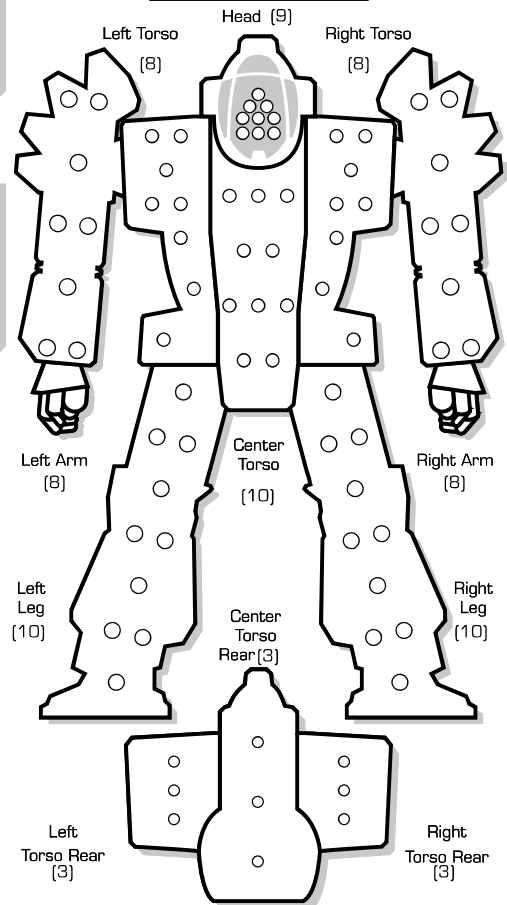
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 593

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC/10
- AC/10

- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- Endo-Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Ammo [AC/10] 10

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

Left Leg

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

Head

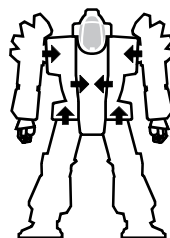
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

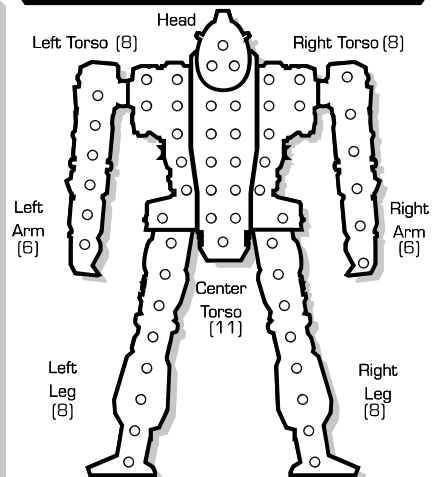
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Roll Again

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

Right Leg

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

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: Storm Raider STM-R2

Movement Points: Tonnage: 35
Walking: 6 Tech Base: Inner Sphere
Running: 9 [12] Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	9	—	—	—	—
1	Ultra AC/5	LA	1	5/Sht	2	6	13	20
				[DB,R/C]				

WARRIOR DATA

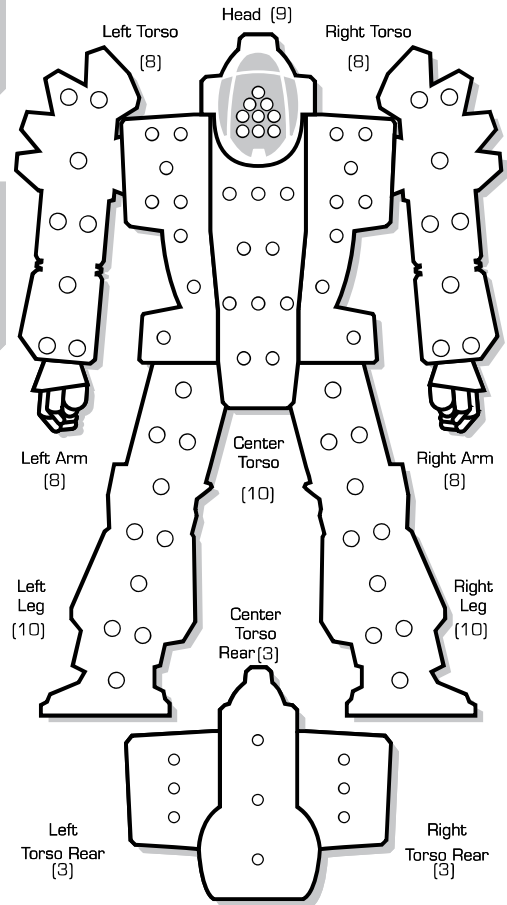
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 671

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Endo-Steel
- Endo-Steel
- Endo-Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Ammo (Ultra AC/5) 20

- Ammo (Ultra AC/5) 20
- CASE
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

Left Leg

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

Head

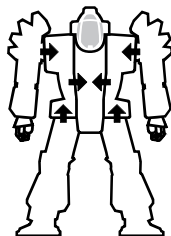
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

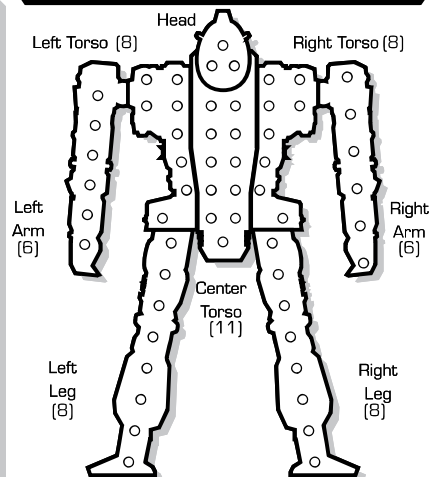
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Roll Again

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

Right Leg

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

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: Storm Raider STM-R3

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 [12] Era: Dark Age

Weapons & Equipment Inventory (hexes)

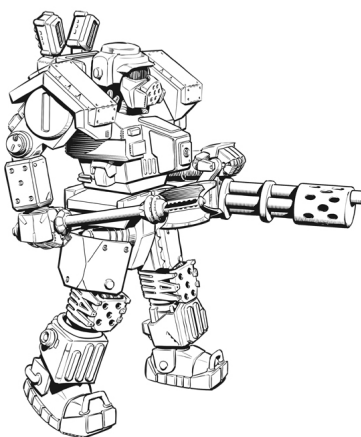
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	9	—	—	—	—
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	6	12	18

WARRIOR DATA

Name: _____

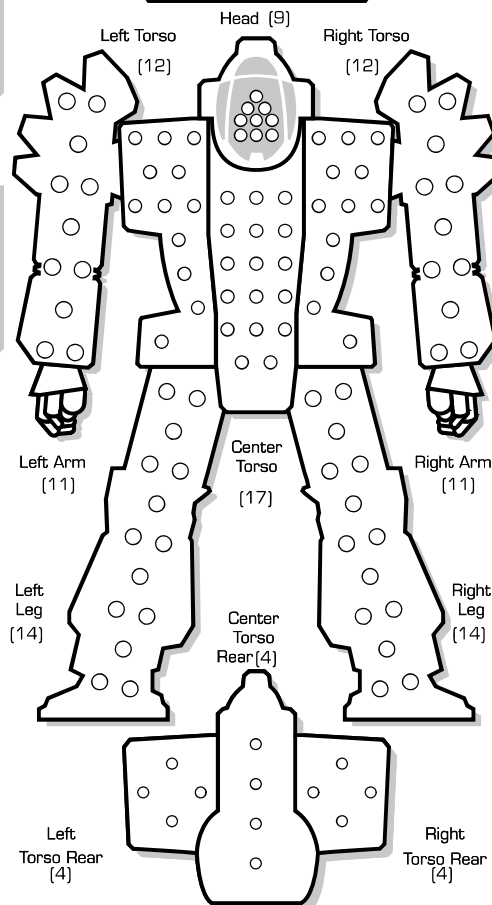
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 791

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Rotary AC/2
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Ammo [RAC/2] 45

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

Left Leg

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

Head

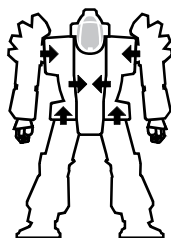
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

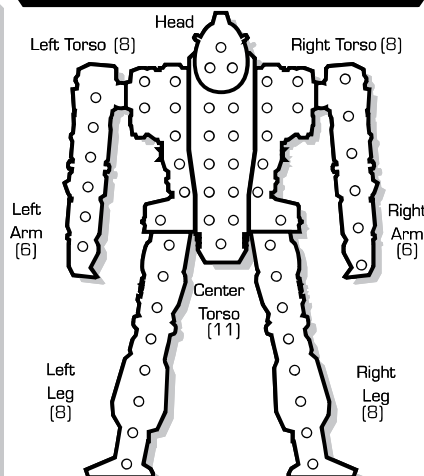
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Roll Again

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

Right Leg

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

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: Storm Raider STM-R4

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Era: [Advanced] Dark Age

Weapons & Equipment Inventory (hexes)

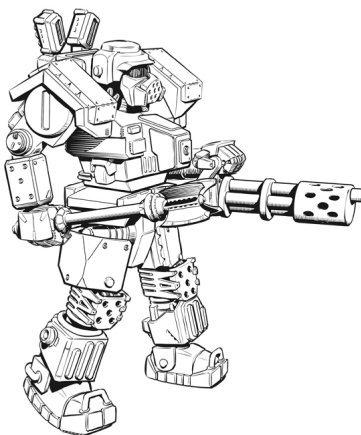
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	9	—	—	—	—
1	Rotary AC/2	LA	1	2/Sht	—	6	12	18
				[DB,R/C]				

WARRIOR DATA

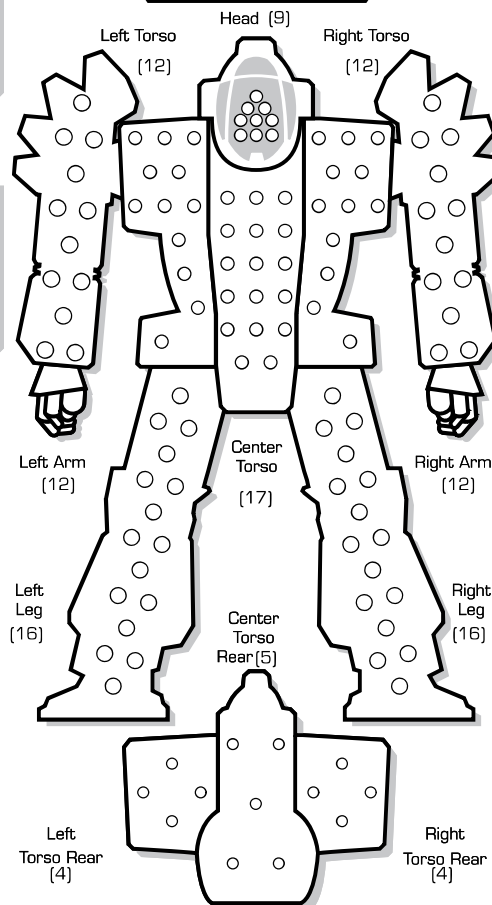
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 732

CRITICAL HIT TABLE

Left Arm

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

- Rotary AC/2
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Ammo (RAC/2) 45

- CASE II
- Endo-Steel
- Endo-Steel
- Impact-Resistant
- Impact-Resistant
- Impact-Resistant

Left Leg

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

Head

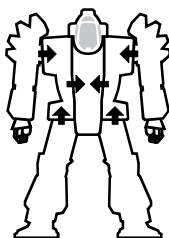
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

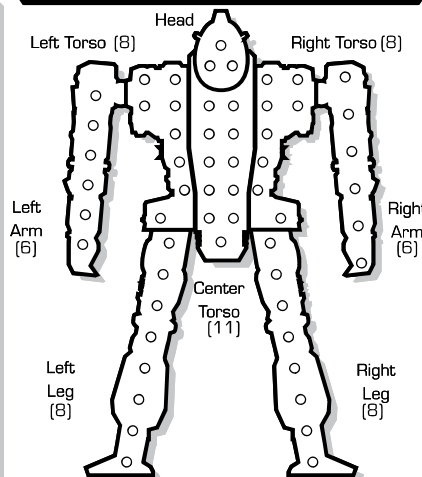
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Impact-Resistant

- Impact-Resistant
- Impact-Resistant
- Impact-Resistant
- Impact-Resistant
- Impact-Resistant
- Impact-Resistant

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

10 (10) Single



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: Mongrel MGL-T1

Movement Points: Tonnage: 50
Walking: 7 Tech Base: Mixed Tech (Clan)
Running: 11 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Retractable Blade	RA	—	5	—	—	—	—
1	AC/5 (IS)	LA	1	5 [DB,S]	3	6	12	18

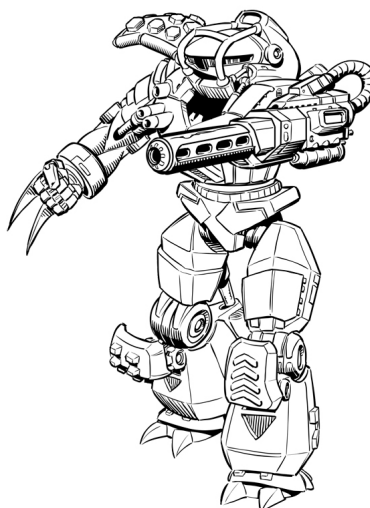
BV: 1,860

WARRIOR DATA

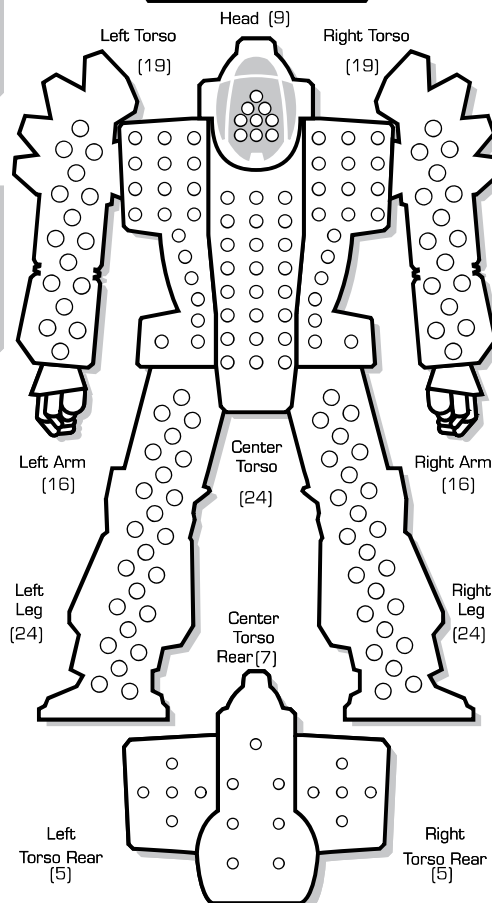
Name: _____

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 (CASE)

- Shoulder
- Upper Arm Actuator
- AC/5 (IS)
- AC/5 (IS)
- AC/5 (IS)
- AC/5 (IS)

- Ammo [AC/5] 20
- Reactive
- Reactive
- Reactive
- Reactive
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

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

Left Leg

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

Head

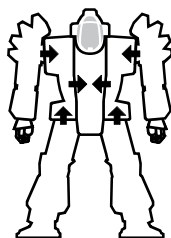
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

- Retractable Blade
- Retractable Blade
- Reactive
- Reactive
- Reactive
- Roll Again

Right Torso

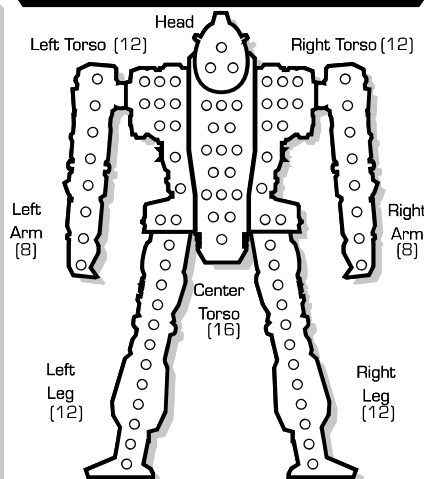
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo-Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mongrel MGL-T2

Movement Points: Tonnage: 50
Walking: 7 Tech Base: Clan
Running: 11 Era: (Advanced) Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	6
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	AES	RA	—	[E]	—	—	—	—
1	Retractable Blade	RA	—	5	—	—	—	—
1	ProtoMech AC/8	LA	2	8 [DB,S]	—	3	7	10

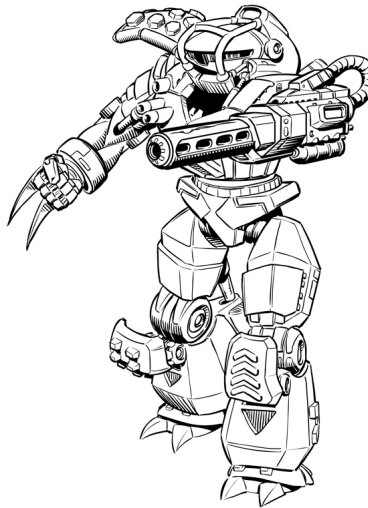
BV: 1,953

WARRIOR DATA

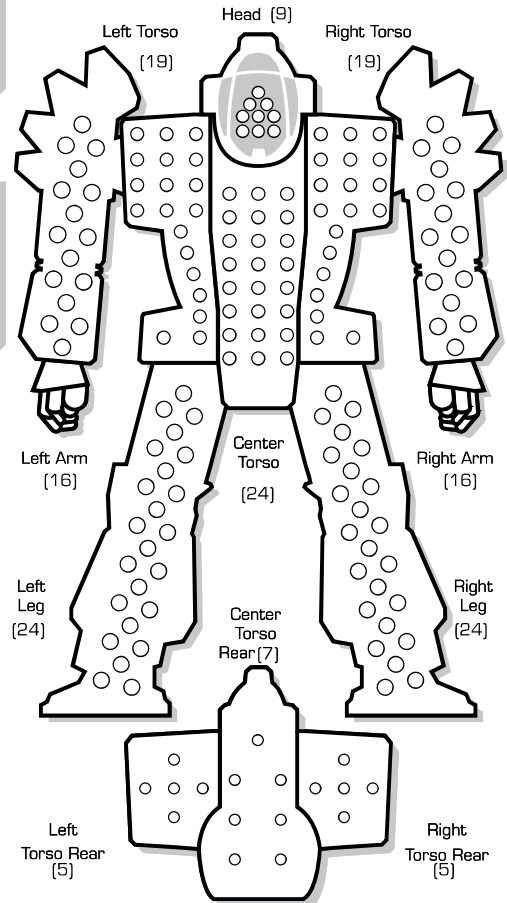
Name: _____

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 (CASE)

- Shoulder
 - Upper Arm Actuator
 - ProtoMech AC/8
 - ProtoMech AC/8
 - ProtoMech AC/8
 - ProtoMech AC/8
- 1-3
- Ammo (Proto AC/8) 10
 - Reactive
 - Reactive
 - Reactive
 - Reactive
 - Reactive
- 4-6

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - Endo-Steel
 - Endo-Steel
 - Endo-Steel
 - Endo-Steel
- 1-3
- Endo-Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

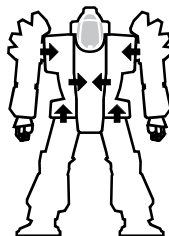
Head

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

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ECM Suite
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Retractable Blade
 - Retractable Blade
- 1-3
- Retractable Blade
 - Retractable Blade
 - AES
 - AES
 - Reactive
 - Reactive
- 4-6

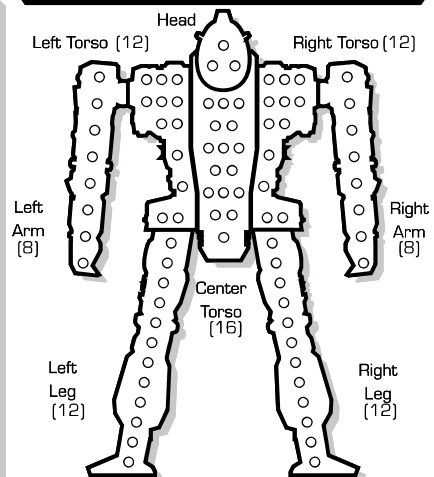
Right Torso

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Gauntlet GTL-10

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 [13] **Era:** Dark Age

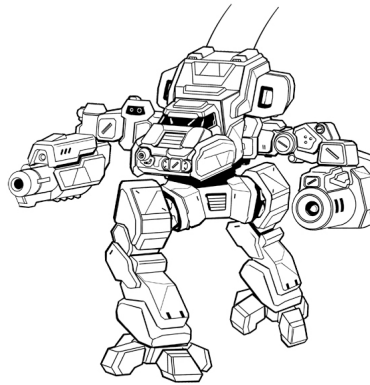
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [OE]	3	6	12	18
1	Thunderbolt 10	LA	5	10[M]	5	6	12	18

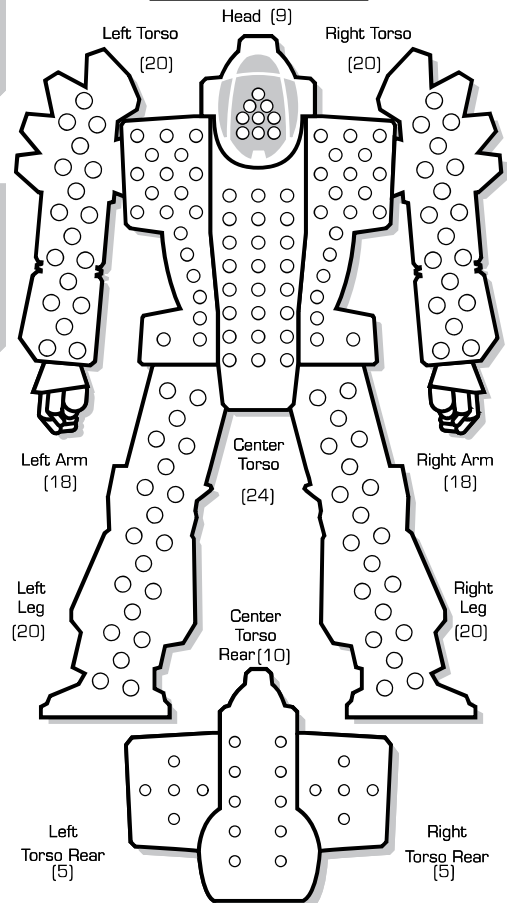
WARRIOR DATA

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
- Thunderbolt 10
- Thunderbolt 10
- Endo-Steel
- Endo-Steel

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

Center Torso

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

Right Torso

- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo [Thunderbolt 10] 6
- Ammo [Thunderbolt 10] 6
- CASE
- Endo-Steel

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Supercharger
- Light Ferro-Fibrous

Right Torso

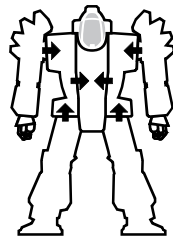
- Light Fusion Engine
- Light Fusion Engine
- MASC
- MASC
- MASC
- Endo-Steel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

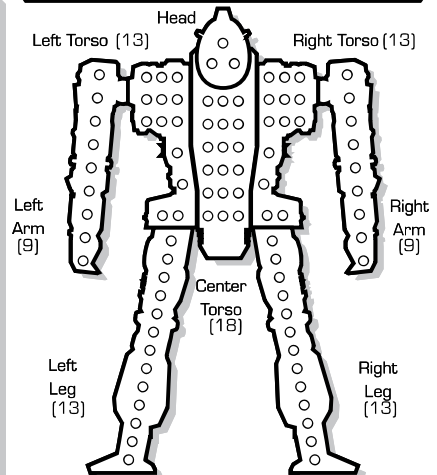
Left Leg

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

Heat Scale

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: Gauntlet GTL-10A

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [10] Era: Dark Age

WARRIOR DATA

Name: _____

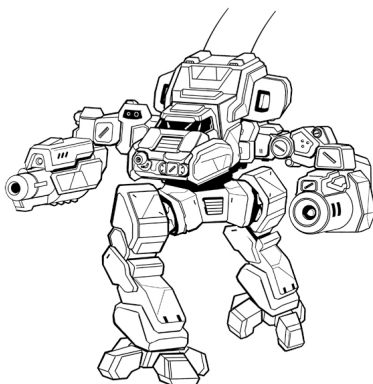
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness#

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	RT	4	[M.C.S]	6	7	14	21
	LRM			2 [Msl]	—	3	6	9
1	MML 7	LT	4	[M.C.S]	6	7	14	21
	LRM			2 [Msl]	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18



BV: 1,420

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Ammo [MML 7/LRM] 17
- Ammo [MML 7/SRM] 14

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Ammo [MML 7/LRM] 17
- Ammo [MML 7/SRM] 14

Center Torso

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

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 7
- MML 7
- MML 7
- MML 7

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 7
- MML 7
- MML 7
- MML 7

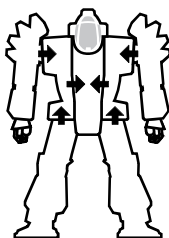
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

Right Leg

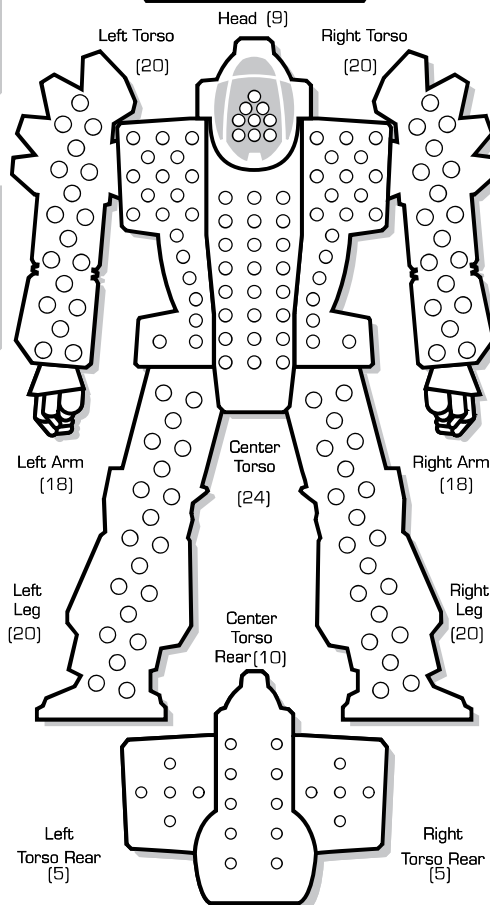
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



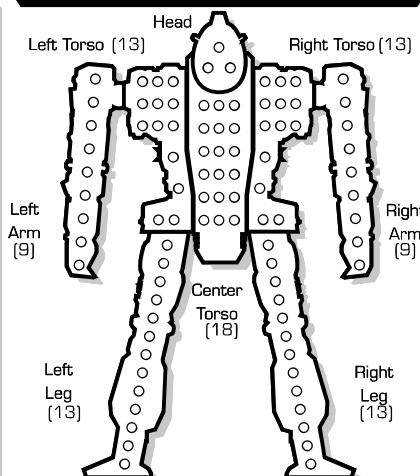
Damage Transfer Diagram



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Gauntlet GTL-10C

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [10] Era: [Advanced] Dark Age

Weapons & Equipment Inventory (hexes)

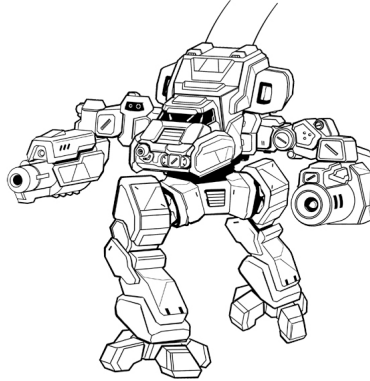
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15

WARRIOR DATA

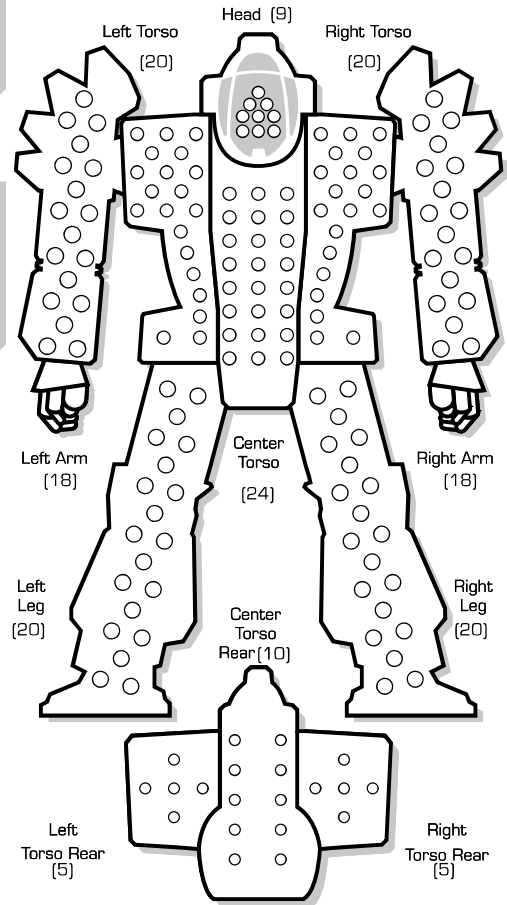
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 2,048

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- TSEMP Cannon
- 1-3 TSEMP Cannon
- 5 TSEMP Cannon
- 6 TSEMP Cannon

Head

- Life Support
- Sensors
- Cockpit
- Endo-Steel
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Snub-Nose PPC
- 4-6 Snub-Nose PPC
- 5 LAC/5
- 6 LAC/5

Center Torso

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

Right Torso

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

Left Torso

- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 3 Double Heat Sink
- 4-6 Double Heat Sink
- 5 Double Heat Sink
- 6 Endo-Steel

- 1 Gyro
- 2 Light Fusion Engine
- 3 Light Fusion Engine
- 4-6 Light Fusion Engine
- 5 Light Ferro-Fibrous
- 6 Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

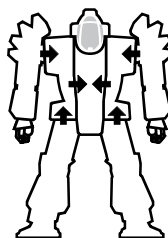
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again

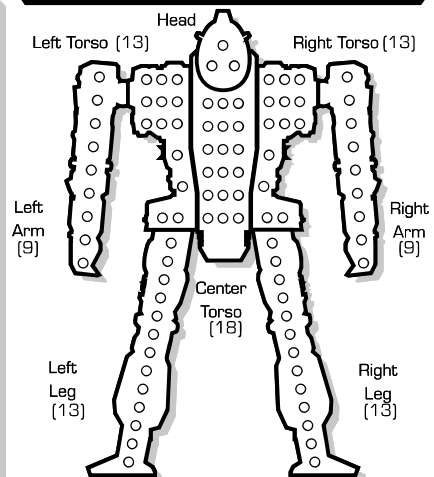
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Roll Again
- 6 Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Gauntlet GTL-10B

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [10] Era: Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

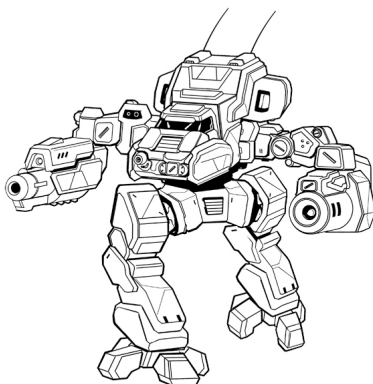
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
5	Medium Laser	RA	3	5 [DE]	—	3	6	9
5	Medium Laser	LA	3	5 [DE]	—	3	6	9

WARRIOR DATA

Name: _____

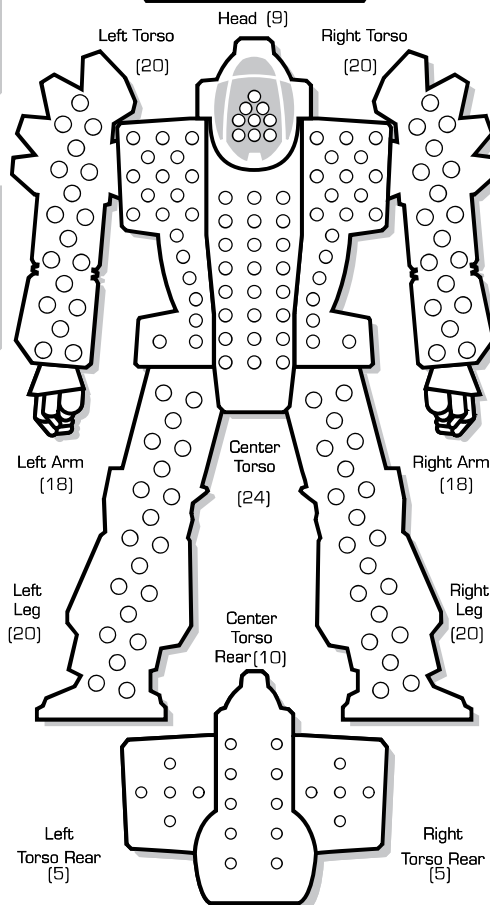
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 2,036

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

- Medium Laser
- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Coolant Pod

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

Left Leg

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

Head

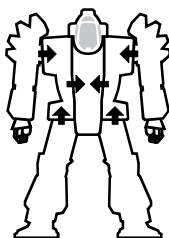
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Light Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

- Medium Laser
- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso

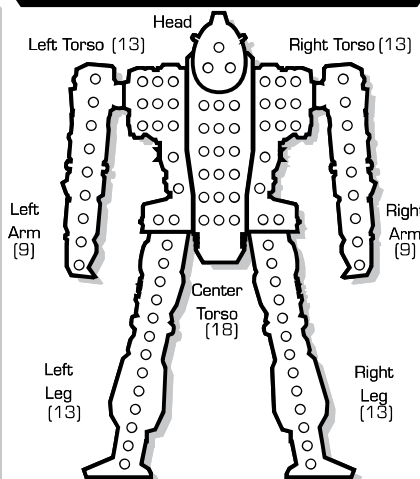
- Light Fusion Engine
- Light Fusion Engine
- Medium Pulse Laser
- Guardian ECM Suite
- Guardian ECM Suite
- Coolant Pod

- MASC
- MASC
- MASC
- Endo-Steel
- Endo-Steel
- Endo-Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Heat Scale
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: Scourge SCG-WF1

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [Advanced]
 Jumping: 4 Era: Dark Age

Weapons & Equipment Inventory (hexes)

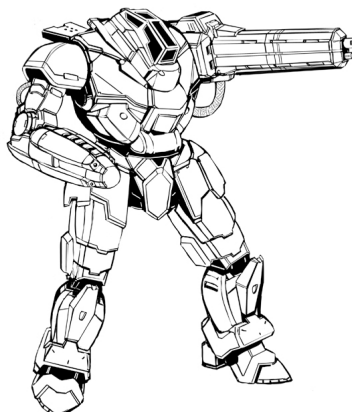
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AES	RA	—	[E]	—	—	—	—
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

WARRIOR DATA

Name: _____

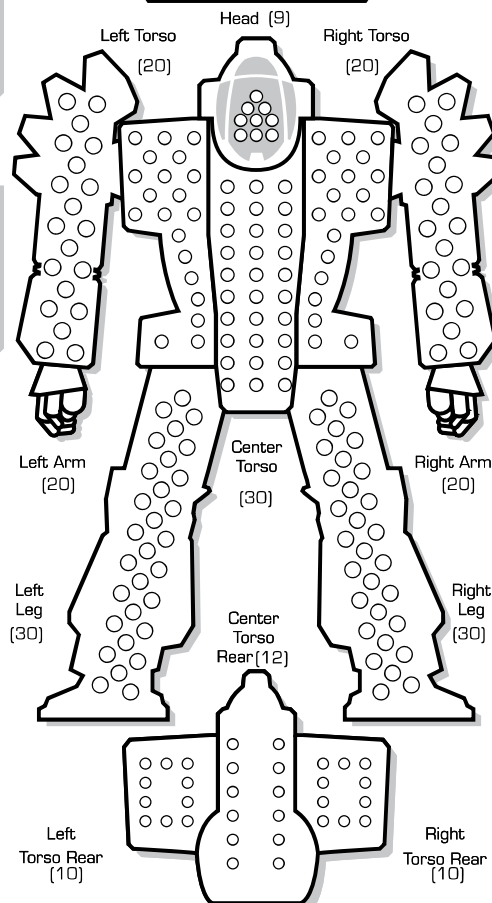
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 2,273

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser
- Light Ferro-Fibrous
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Jump Jet

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Leg

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

Head

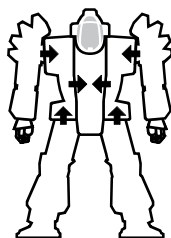
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Light Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

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

- ER Medium Laser
- AES
- AES
- AES
- Light Ferro-Fibrous
- Roll Again

Right Torso

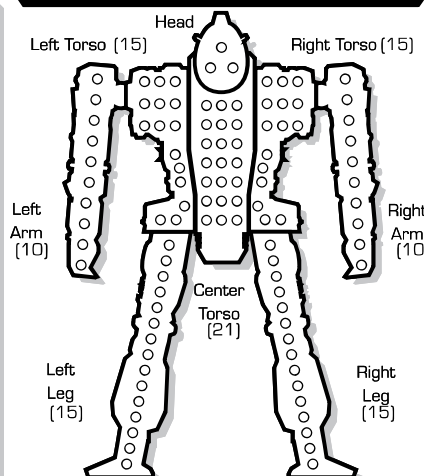
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo-Steel
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

11 (22)
Double



Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Scourge SCG-WD1

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age
 Jumping: 4

Weapons & Equipment Inventory (hexes)

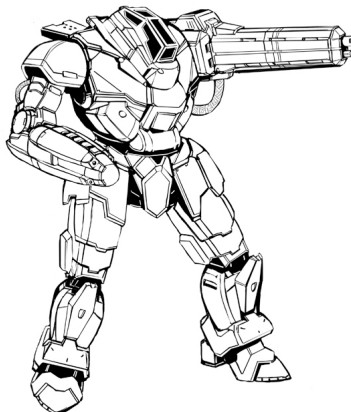
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

WARRIOR DATA

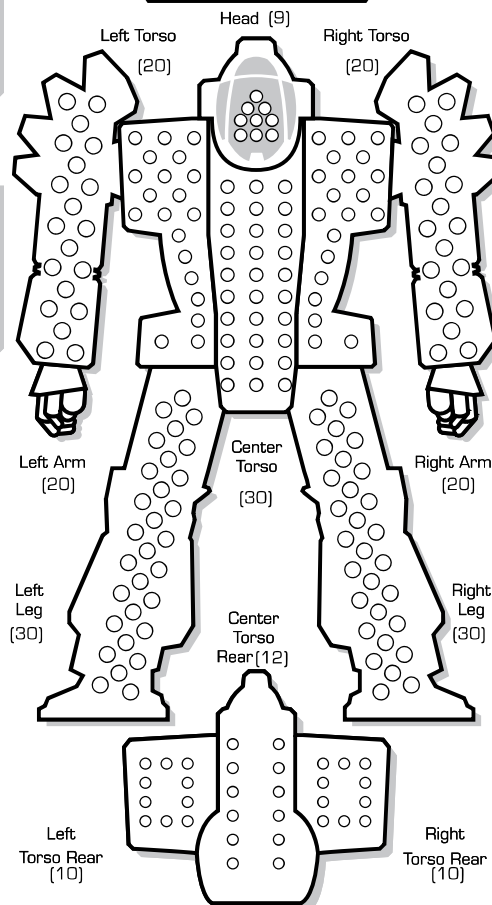
Name: _____

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
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Jump Jet

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

Left Leg

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

Head

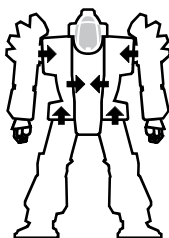
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

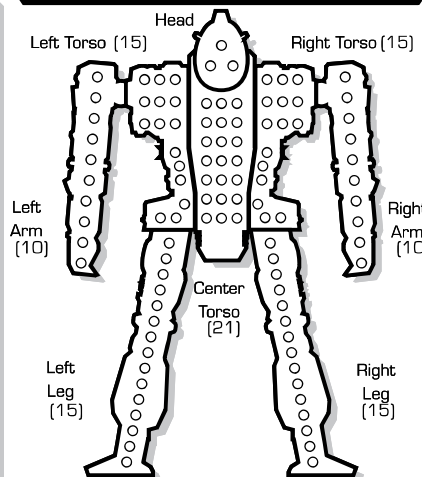
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo-Steel
- Endo-Steel

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

Right Leg

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

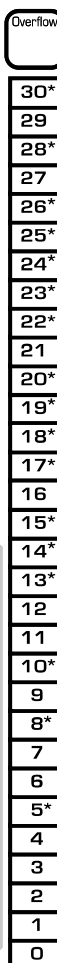
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale



BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ursa URA-2A

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Inner Sphere
Running: 8 [10] Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	—	6	12	18
1	ER PPC	LT	15	10 [DE]	—	7	14	23
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9

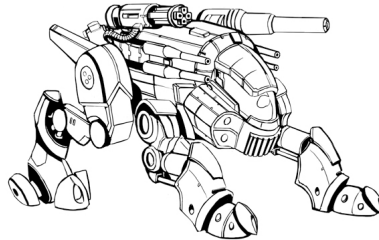
BV: 1,887

WARRIOR DATA

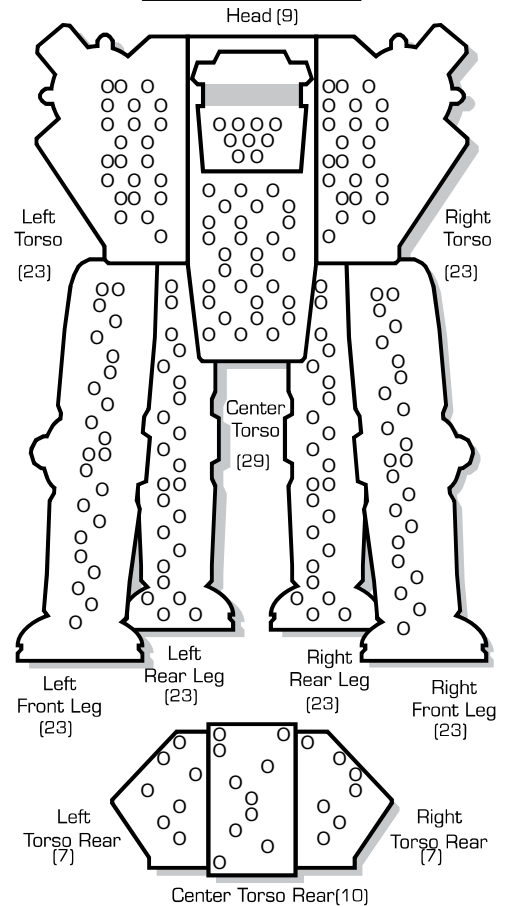
Name: _____

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
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Roll Again

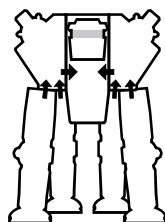
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER PPC
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- MASC
- MASC
- Endo-Steel

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



Damage Transfer Diagram

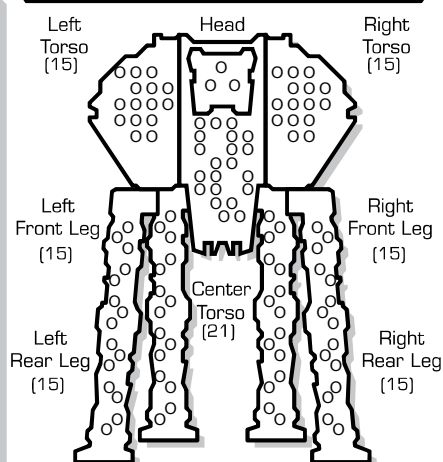
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Ursa URA-2C

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Clan
Running: 8 [10] Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Pulse Laser	RT	6	7 [P]	—	5	9	14
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	—	8	17	25
2	ER Medium Pulse Laser	LT	6	7 [P]	—	5	9	14
1	ER PPC	LT	15	15 [DE]	—	7	14	23

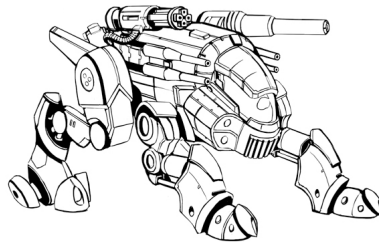
BV: 2,570

WARRIOR DATA

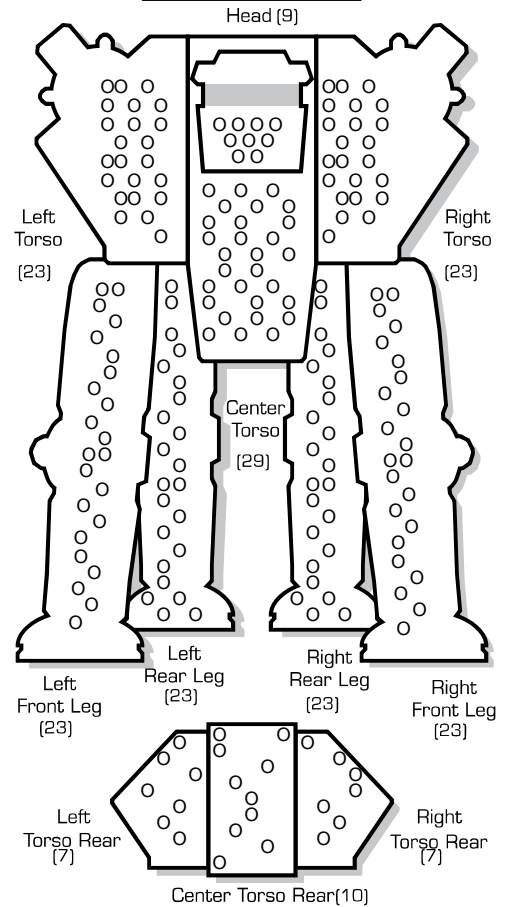
Name: _____

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 Front Leg

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- MASC
- MASC
- Endo-Steel

Left Rear Leg

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

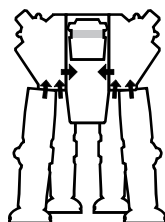
Head

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

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

Right Front Leg

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

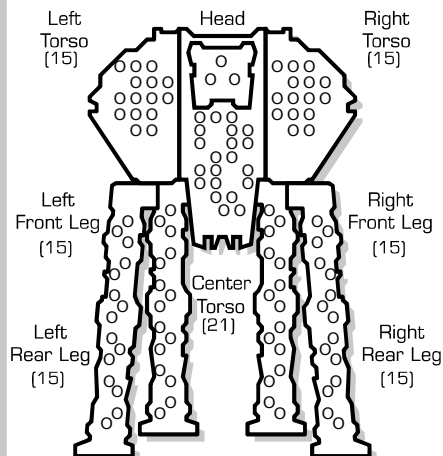
Right Torso [CASE]

- XL Fusion Engine
- XL Fusion Engine
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Ammo [RAC/2] 45
- Endo-Steel

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	14 (28) 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: Götterdämmerung GTD-20S

Movement Points: Tonnage: 75
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	HD	5	1/MSI [M,C,S]	6	7	14	21
5	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23

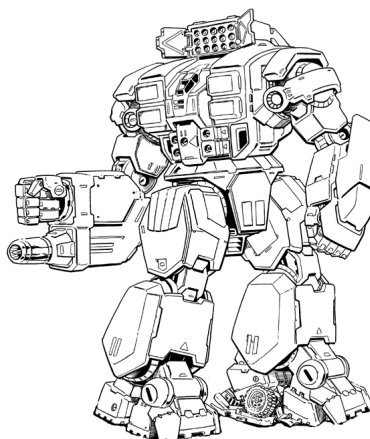
BV: 1,727

WARRIOR DATA

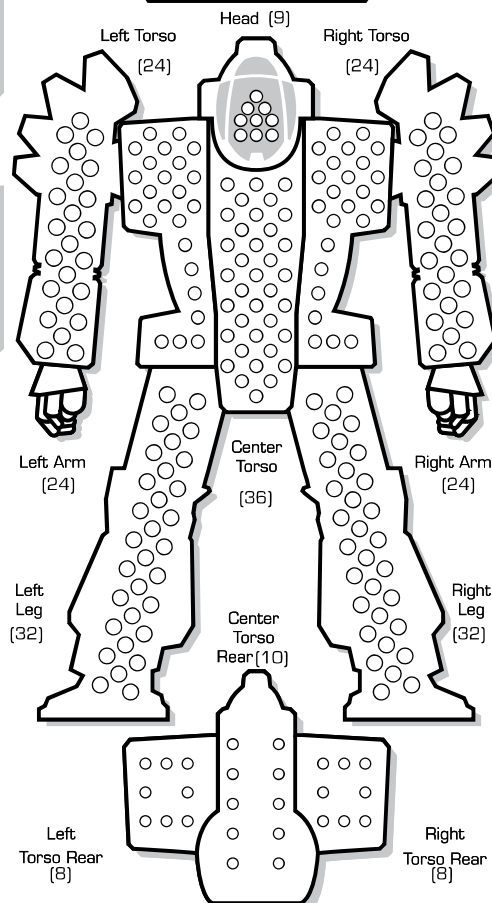
Name: _____

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
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- Life Support
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Left Leg

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

Head

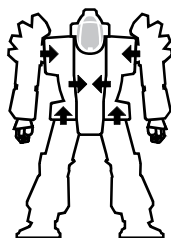
- Sensors
- Sensors
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Compact Gyro
- Compact Gyro
- Torso-Mounted Cockpit

- Sensors
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

- ER PPC
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

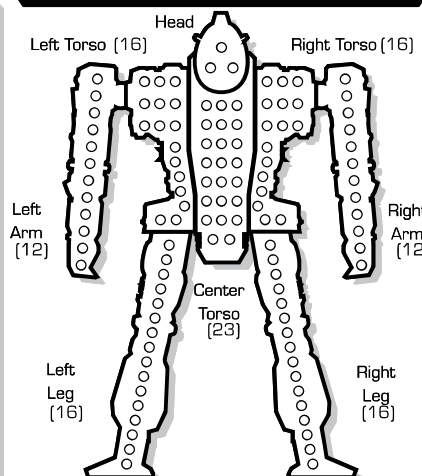
- Life Support
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

'MECH DATA

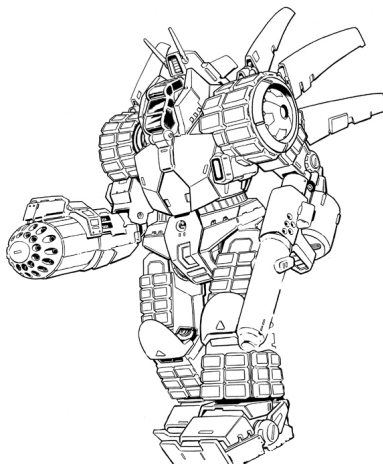
Movement Points:	Tonnage:	80
Walking:	5	Tech Base: Inner Sphere
Running:	8	(Advanced)
	Era:	Clan Invasion

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	LB 20-X AC	LT/LA	6	20	—	4	8	12
[DB,C,F/S]								
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	MRM 30	RA	10	1 [M] [M,C]	—	3	8	15



BV: 2.149

Diagram of the front view of the Star Wars Stormtrooper armor template. The diagram shows the front of the helmet, chest plate, gauntlets, and leg pieces. Each piece is labeled with its name and the number of circles to be cut out. The pieces are: Head (9), Left Torso (26), Right Torso (26), Left Arm (26) RE, Right Arm (26) RE, Left Leg (34) RE, Right Leg (34) RE, Center Torso (38), and Center Torso Rear (12).

Left Arm

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

- 4-6**
1. LB 20-X AC
 2. LB 20-X AC
 3. LB 20-X AC
 4. Reactive
 5. Reactive
 6. Roll Again

Left Torso

- 1-3**
1. XXL Fusion Engine
 2. XXL Fusion Engine
 3. XXL Fusion Engine
 4. XXL Fusion Engine
 5. XXL Fusion Engine
 6. XXL Fusion Engine
- 4-6**
1. [LB 20-X AC
 2. LB 20-X AC
 3. LB 20-X AC
 4. LB 20-X AC
 5. LB 20-X AC
 6. Medium X-Pulse Laser

Left Leg

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

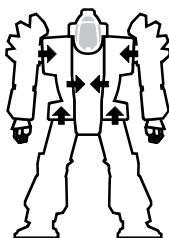
Head

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

Center Torso

- 1-3
1. XXL Fusion Engine
 2. XXL Fusion Engine
 3. XXL Fusion Engine
- 4-6
4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XXL Fusion Engine
 3. XXL Fusion Engine
- 4-6
4. XXL Fusion Engine
 5. Medium X-Pulse Laser
 6. Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. MRM 30
 5. MRM 30
 6. MRM 30

- 4-6
- | | |
|----|------------|
| 1. | MRM 30 |
| 2. | MRM 30 |
| 3. | Reactive |
| 4. | Reactive |
| 5. | Roll Again |
| 6. | Roll Again |

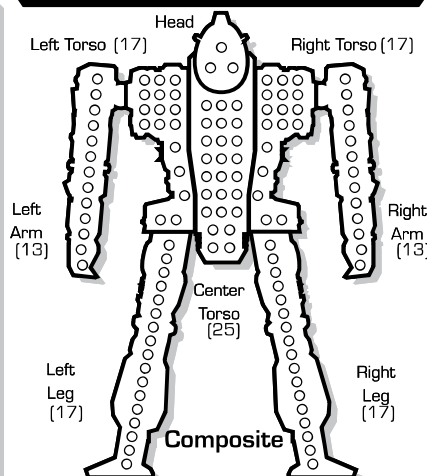
Right Torso

- 1-3
1. XXL Fusion Engine
 2. XXL Fusion Engine
 3. XXL Fusion Engine
 4. XXL Fusion Engine
 5. XXL Fusion Engine
 6. XXL Fusion Engine
- 4-6
1. Ammo [LB 20-X] 5
 2. Ammo [LB 20-X] 5
 3. Ammo [LB 20-X Cluster] 5
 4. Ammo [MRM 30] 8
 5. Ammo [MRM 30] 8
 6. CASE II

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

'MECH DATA

Movement Points:	Tonnage:	80
Walking:	5	Tech Base: Inner Sphere
Running:	8	(Advanced)
Jumping:	8	Era: Dark Age

Name: _____

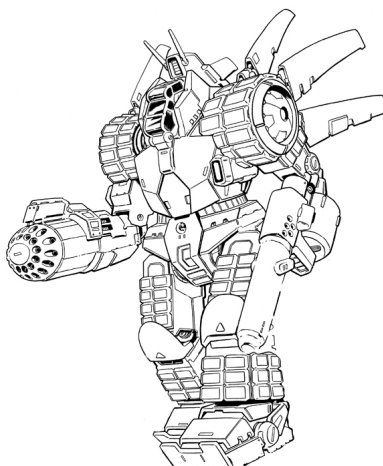
Gunnery Skill: ____ Piloting Skill: ____

Hits Taken

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

Consciousness#

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



Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Targeting Computer	LA	—	[E]	—	—	—	—

BV: 2.210

Diagram illustrating the parts of a robot and the number of dots required for each part:

- Head [9]
- Left Torso [26]
- Right Torso [26]
- Left Arm [23]
- Right Arm [23]
- Left Leg [30]
- Right Leg [30]
- Center Torso [37]
- Center Torso Rear [12]
- Left Torso Rear [8]
- Right Torso Rear [8]

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. [Double Heat Sink
5. [Double Heat Sink
6. [Double Heat Sink

- 4-6
- | | | |
|----|---|--------------------|
| 1. | [| ER PPC |
| 2. | | ER PPC |
| 3. | | ER PPC |
| 4. | [| Targeting Computer |
| 5. | | Targeting Computer |
| 6. | | Targeting Computer |

Left Torso

- 1-3
1. XXL Fusion Engine
 2. XXL Fusion Engine
 3. XXL Fusion Engine
 4. XXL Fusion Engine
 5. XXL Fusion Engine
 6. XXL Fusion Engine

- 4-6
1. [Improved Jump Jet
 2. [Improved Jump Jet
 3. [Improved Jump Jet
 4. [Improved Jump Jet
 5. [Improved Jump Jet
 6. [Improved Jump Jet

Left Leg

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

Head

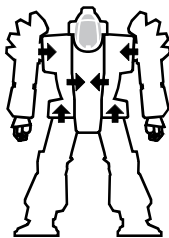
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

- 1-3**
1. XXL Fusion Engine
 2. XXL Fusion Engine
 3. XXL Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

- 4-6**
1. Gyro
 2. XXL Fusion Engine
 3. XXL Fusion Engine
 4. XXL Fusion Engine
 5. Roll Again
 6. Roll Again

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



Damage Transfer Diagram

Right Arm

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

- 4-6**
1. ER Medium Laser
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

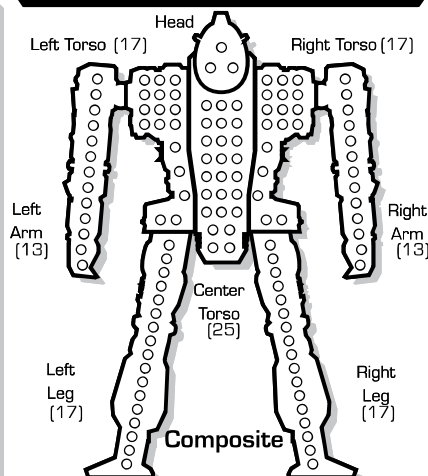
- 1-3
1. XXL Fusion Engine
 2. XXL Fusion Engine
 3. XXL Fusion Engine
 4. XXL Fusion Engine
 5. XXL Fusion Engine
 6. XXL Fusion Engine

- 4-6
1. Improved Jump Jet
 2. Improved Jump Jet
 3. Improved Jump Jet
 4. Improved Jump Jet
 5. Improved Jump Jet
 6. Improved Jump Jet

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 [34] 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: Zeus X ZEU-X4

Movement Points: Tonnage: 80
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [Advanced]
 Era: Dark Age

Weapons & Equipment Inventory (hexes)

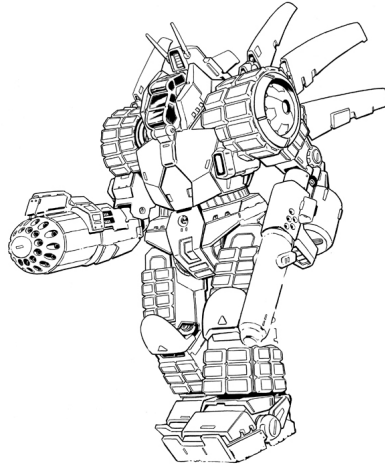
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	LRM 20	RA	6	1/Msl [M.C.S]	6	7	14	21
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

WARRIOR DATA

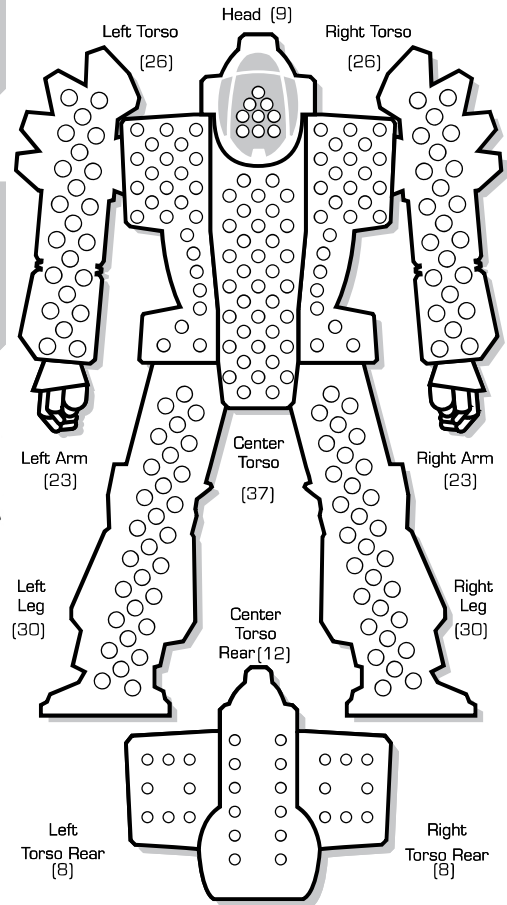
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 2,222

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20

Center Torso

- 1-3 Light Gauss Rifle
- Light Gauss Rifle
- 3-4 XXL Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

Right Torso

- 1-3 LRM 20
- LRM 20
- 3-4 Reactive
- Reactive
- Reactive
- Roll Again

Left Torso

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

- 1-3 Gyro
- 2-3 XXL Fusion Engine
- XXL Fusion Engine
- 4-6 XXL Fusion Engine
- Medium X-Pulse Laser
- Roll Again

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

Left Leg

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

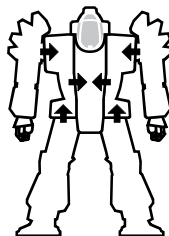
Right Torso

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

- 1-3 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE II
- Reactive
- Reactive
- Roll Again

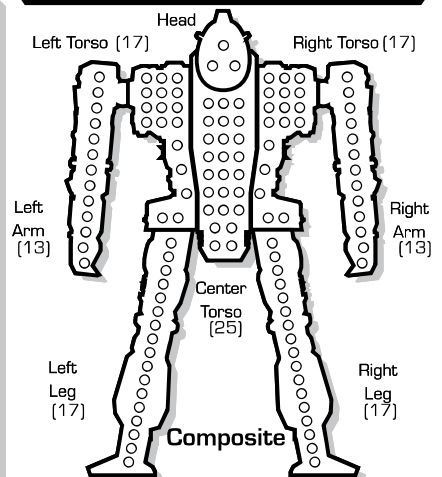
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Sternensturm STM-O**

Thrust: Tonnage: 40
 Safe Thrust: 10 Tech Base: Inner Sphere
 Maximum Thrust: 15 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale					(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV	
3	ER Medium Laser [DE]	N	5	5	5	—	—	
1	Streak SRM 4 [M,C]	LW	3	8	—	—	—	
1	Streak SRM 4 [M,C]	RW	3	8	—	—	—	

Ammo: (Streak SRM 4) 25
 Fuel: 320 Points

BV: 1,405

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 8 (76)

Left Wing
 Damage Threshold
 (Total Armor)
 6 (57)

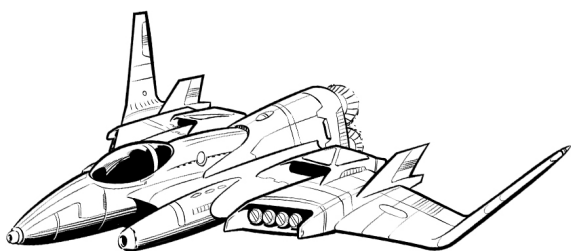
Structural
 Integrity:
 10

Right Wing
 Damage Threshold
 (Total Armor)
 6 (57)

Aft Damage
 Threshold
 (Total Armor)
 4 (38)

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Sternensturm STM-OA**

Thrust: Tonnage: 40
 Safe Thrust: 10 Tech Base: Inner Sphere
 Maximum Thrust: 15 Era: Dark Age

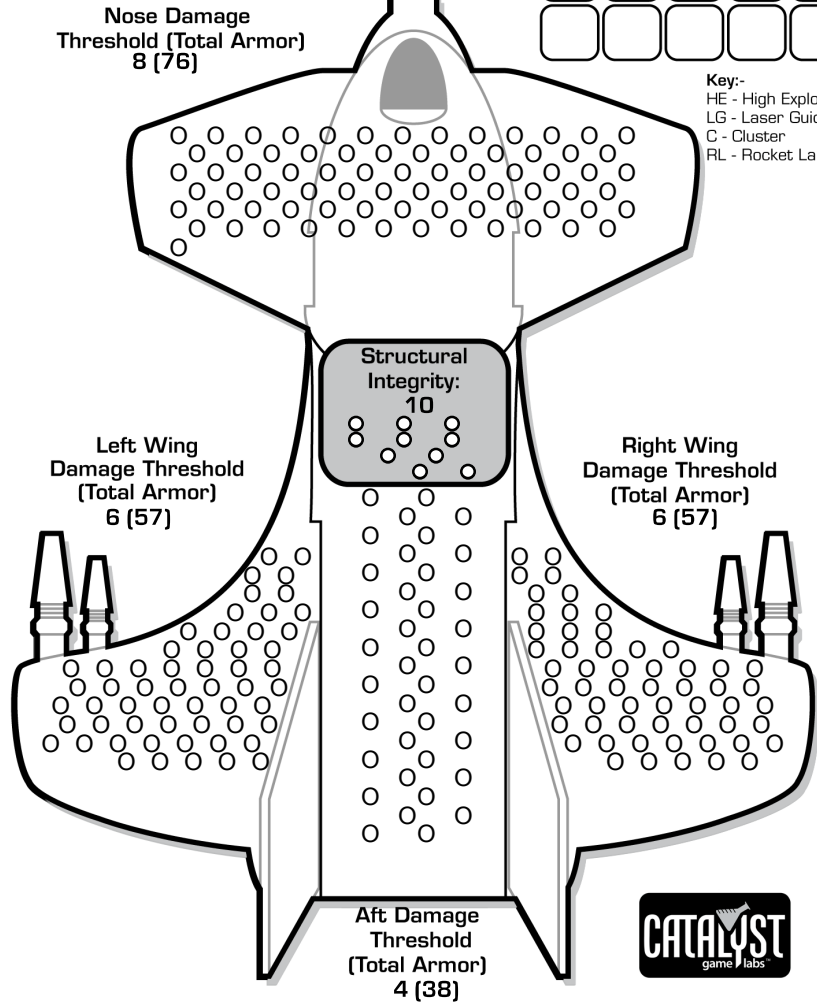
Weapons & Equipment Inventory

Standard Scale				(0-6)	(6-12)	(13-20)	(21-25)
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER PPC [DE]	N	15	10	10	10	—
1	PPC Capacitor [E]	N	5	—	—	—	—
1	Targeting Computer [E]	N	0	—	—	—	—

Fuel: 320 Points

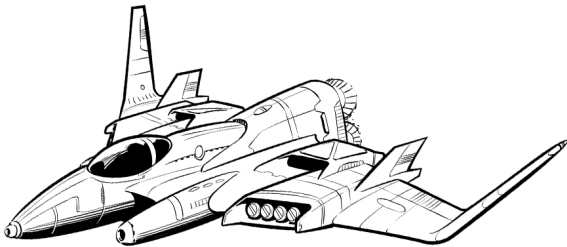
BV: 1,693

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

VELOCITY RECORD

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

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Sternensturm STM-OB**

Thrust: Tonnage: 40
 Safe Thrust: 10 Tech Base: Inner Sphere
 Maximum Thrust: 15 Era: Dark Age

Weapons & Equipment Inventory

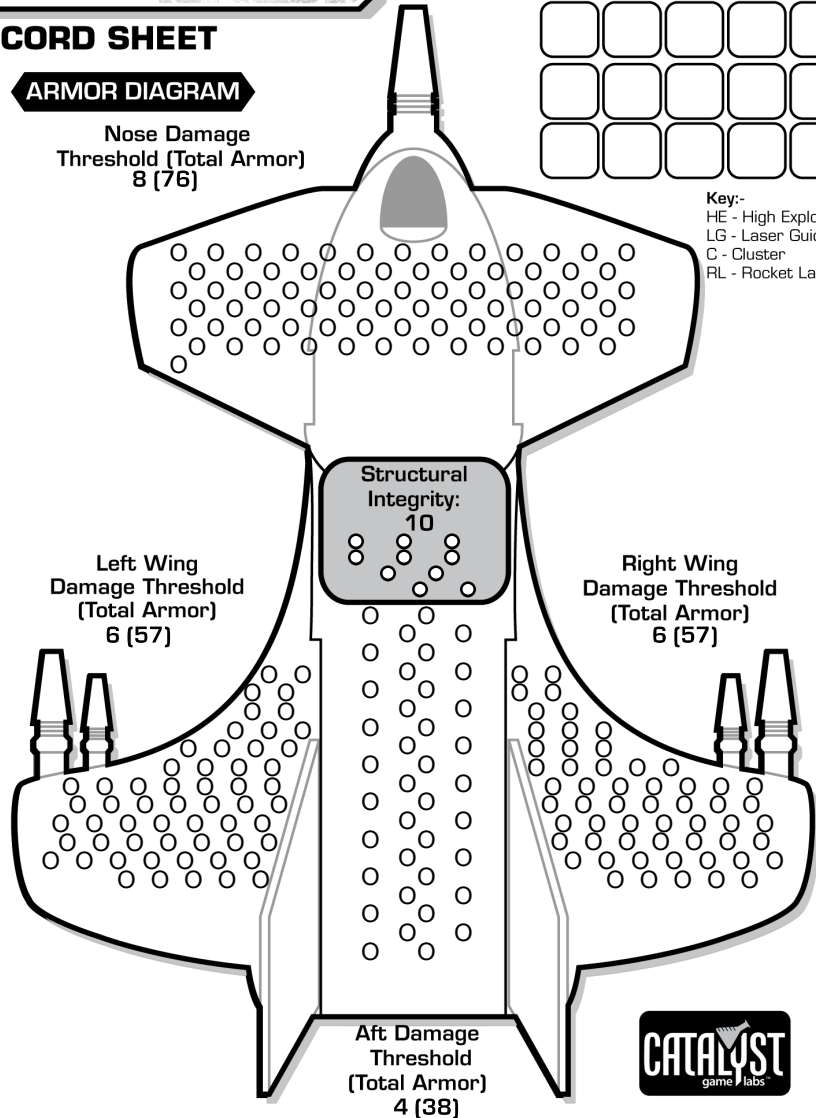
Standard Scale		(0-6)		(6-12)		(13-20)		(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV		
1	Beagle Active Probe [E]	N	0	—	—	4	—		
2	AMS [DB,PD]	LW	1	—	—	—	—		
2	ER Medium Laser [DE]	LW	5	5	5	—	—		
2	AMS [DB,PD]	RW	1	—	—	—	—		
2	ER Medium Laser [DE]	RW	5	5	5	—	—		
1	Guardian ECM Suite [E]	A	0	—	—	6	—		

Ammo: [AMS] 12
 Fuel: 320 Points

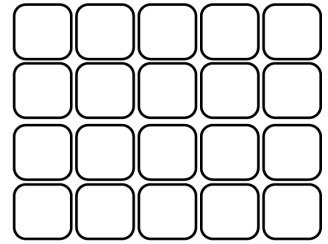
BV: 1,512

ARMOR DIAGRAM

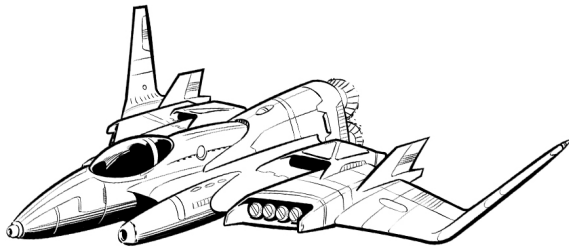
Nose Damage
 Threshold (Total Armor)
 8 (76)



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

ARMOR DIAGRAM

Standard Scale

SPHEROID SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Würger

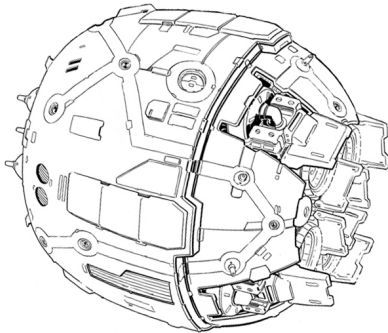
Thrust: Tonnage: 160
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Year: 3099

Weapons & Equipment Inventory

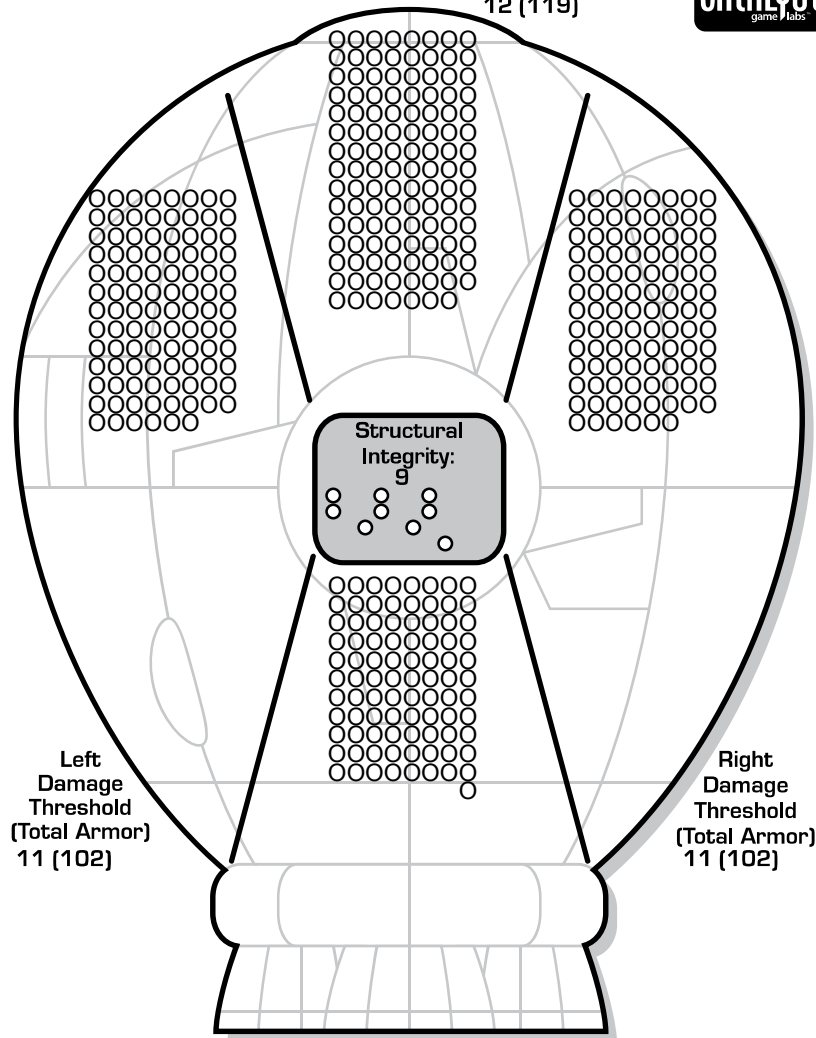
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
3	AMS [DB,PD]	NOS	1	—	—	—	—
1	Beagle Active Probe [E]	NOS	0	—	—	4	—
3	AMS(R) [DB,PD]	LS	1	—	—	—	—
4	ER Medium Laser [DE]	LS	5	5	5	—	—
3	AMS(R) [DB,PD]	RS	1	—	—	—	—
4	ER Medium Laser [DE]	RS	5	5	5	—	—
4	ER Medium Laser [DE]	AFT	5	5	5	—	—
1	Guardian ECM Suite [E]	AFT	0	—	—	6	—

Ammo: [AMS] 108
 Fuel: 1200 Points

BV: 2,282



Nose
 Damage Threshold
 (Total Armor)
 12 (119)



Left
 Damage Threshold
 (Total Armor)
 11 (102)

Right
 Damage Threshold
 (Total Armor)
 11 (102)

Aft Damage Threshold
 (Total Armor)
 9 (89)

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	0
FCS	+2	+4	0	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	14 (28) Double
28	Ammo Exp. avoid on 8+	0 0
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
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	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

Nose Damage
Threshold
(Total Armor)
33 (321)

ARMOR DIAGRAM

Standard Scale

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Trutzburg

Name: Tonnage: 6,000
Thrust: Tech Base: Inner Sphere
Safe Thrust: 3 (Advanced)
Maximum Thrust: 5 Era: Dark Age

Weapons & Equipment Inventory

Standard Scale				(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
2 ER PPC	N	30	2	(20)	2	(20)	—
2 Improved Heavy Gauss Rifle	N	4	4	(44)	4	(44)	—
[40 rnds]							
2 ER Large Laser	N	34	3	(26)	3	(26)	2
2 ER Medium Laser	N						—
3 Long Tom	N	60	—	—	—	—	—
[300 rnds]							
1 ER PPC	FL/FR	15	1	(10)	1	(10)	—
2 Extended LRM 20	FL/FR	20	2	(24)	2	(24)	2
[32 rnds]							—
2 ER Large Laser	FL/FR	44	4	(36)	4	(36)	2
4 ER Medium Laser	FL/FR						—
3 AMS	FL/FR	3	1	(9)			Point Defense
[72 rnds]							
1 ER PPC	AL/AR	15	1	(10)	1	(10)	—
2 Improved Heavy Gauss Rifle	AL/AR	4	4	(44)	4	(44)	—
[40 rnds]							
2 ER Medium Laser	AL/AR	10	1	(10)	1	(10)	—
2 LRM 20 w/ Artemis IV FCS	AL/AR	12	3	(32)	3	(32)	3
[30 rnds]							—
3 AMS	AL/AR	3	1	(9)			Point Defense
[72 rnds]							
1 Improved Heavy Gauss Rifle	A	2	2	(22)	2	(22)	—
[20 rnds]							
2 ER Large Laser	A	34	3	(26)	3	(26)	2
2 ER Medium Laser	A						—

Cargo:

Bay 1: Aerospace Fighter Bay - 6 units (3 doors)
Bay 2: Mech - 12 units (2 doors)
Bay 3: Battle Armor Bay - 4 Squads (1 door)
Bay 4: Cargo Space - 432 tons (1 door)

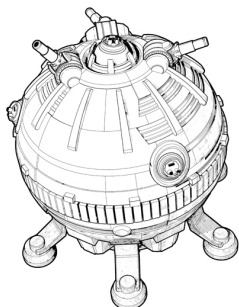
BV: 11,180 Fuel: 12,000

Left Damage
Threshold
(Total Armor)
27 (270)

Right Damage
Threshold
(Total Armor)
27 (270)

Structural Integrity: 15

Aft Damage
Threshold
(Total Armor)
25 (250)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 37 Marines: 0
Passengers: 0
Other: 60 Battle Armor: 0
Life Boats/Escapes Pods: 4/5

CRITICAL DAMAGE

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

HEAT DATA

Heat Sinks: 131 (262) Double
Heat Generation Per Arc
Nose: 128 Aft: 36
Fore-Left: 82 Aft-Left: 44
Fore-Right: 82 Aft-Right: 44

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										