

TM

# BATTLETECH



THE WARS OF

TM

# REAVING



# SUPPLEMENTAL



# THE WARS OF REAVING





# INTRODUCTION

The *Wars of Reaving Supplemental* is designed as a companion product to the *Wars of Reaving* plotbook, which can be purchased at your local game retailer or online ([www.battleshop.com](http://www.battleshop.com)). This electronic supplement provides additional information regarding the status of the Clan Homeworlds after the events of the Wars of Reaving.

The *Looking Back* section provides additional information on the rebellious Society and Dark Caste, and gives more detail on the mysterious Tanis system, circa 3072. *Looking Ahead* details each of the four surviving Clans and their status as of 3090, including their current beliefs and political outlook. Also included is a brief synopsis of the two biggest threats to the Clan Homeworlds: the Hanseatic League and the Escorpión Imperio.

*Tactics of War* examines each of the surviving Clan's new approach to warfare, discusses the incorporation of new technologies unleashed during the Reavings, and the status in the Homeworlds of several venerable BattleMech designs. The *Random Assignment Tables* section provides a series of tables that players can use to quickly generate diverse forces for game play. *Reaving Point* is a trio of linked tracks set on the Clan capital during the initial outbreak of the Reavings. Finally, 51 record sheets are provided at the end of the Supplemental; these cover all of the units detailed in the *Wars of Reaving Rule Annex*, as well as additional units incorporating the new technologies detailed in that publication.

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Many thanks to all our patient fans who've been waiting for this resource. It's an honor and a privilege to write and create in this universe, not to mention working with our fantastic play tester and fact checker teams. On behalf of all of the BattleTech line staff and volunteers, we hope you enjoy this most recent fruit of our labors in Clan space.

Special thanks to Luke Robertson for designing three very cool fighter variants.

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355002

### STAR LEAGUE ERA



### SUCCESSION WARS ERA

### CLAN INVASION ERA



### CIVIL WAR ERA

### JIHAD ERA



### DARK AGE ERA

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# THE WARS OF REAVING

## LOOKING BACK



Khans of the Grand Council:

An oft-used adage is one that is trotted out in the aftermath of disaster, noting how those who ignore history are doomed to repeat it. While many of our newer blood would prefer to assign those wise words to the tainted people of the Inner Sphere, they cannot. It is an ancient Terran creed—predating even the Star League—and one that has proved correct time and time again.

Even to us, the survivors of the Clans.

Thanks to the diligence of our Watch, this report serves more as a warning than as prediction. Knowing how our enemies from within existed, we can set our sights upon our present and prevent another murderous future. I fear that if there is a next time, none of us will survive.

-Loremaster Julia Danforth

*Analysis: The Reavings 30123090*

### THE SOCIETY

A secret cabal buried within the scientist caste, the Society proved to be the culmination of corruption of our Great Founder's dreams. The power afforded them through our veneration of genetics and pursuit of perfection laid the foundation for their treachery. Their egos affronted with the Bloody ilKhan's Reaving declaration in December 3071, they blazed forth in an effort to undo everything that was Clan.

Governed by a form of subcaste system, the Society poisoned much of the Clans' technological advancements. A warrior today needs only look at the impressive armaments they fielded in their short-lived assault, built to equalize a Trueborn's innate combat abilities. While we abhor what they stood for and their goals, it is part of the warrior nature to admire superior weaponry.

As our former sibkos learned from the information received from REVIVAL, so our new sibkin will learn from the Reavings.

### ORGANIZATION

Society forces consisted of two main groups. The largest was that of the corrupted geneticists of Clan Coyote. Those forces often operated under the standard Clan doctrine and command structure. The corrupted Coyotes utilized a few Society advisors in longer campaigns, but mostly remained intact as a Clan force.

The smaller portion of Society forces operated on what they called a *Prime* system. The smallest Society force was called the "Un," indicating one unit. For the Society, an Un could be one BattleMech; three battle armor troopers, infantry platoons, ProtoMechs, or aerospace fighters; or seven vehicles. Formations this small were rarely used in

anything beyond specific missions with strict parameters, often undertaking acts of sabotage or assassinations.

The most common group was a "Trey," or three Uns. A "Sept" consisted of seven Uns total, constructed from two Treys and under the overall command of a Sept commander. No formalized formations larger than a Sept were ever noted.

The Society typically fielded one to two Septs in specific missions. More commonly, a Sept or up to four independently operating Treys would augment a corrupted Coyote force. These Society Septs would strike as opportunity opened up or reinforce where the Coyote commanders dictated. They never worked directly with the Clan warriors, only alongside them.

Society "warriors" outside the corrupted Clan were commonly wash-outs from various Clan sibkos; few actually made it past their Trials of Position, much less served as active warriors. ProtoMech pilots, though sourced through various aerospace phenotypes, were either unblooded, crippled, or failures.

As the Smoke Jaguar's ProtoMech project took off in the 3050s, a few Society cells experimented with mixing several prominent aerospace lines and developing them at secluded sibko sites on Ironhold. A large number of the ProtoMech pilots involved within the Reaving campaigns averaged the age of seventeen, with many near the end of the Reavings as young as twelve.

Battle armor units were rare within the Society ranks. Many of the Society's infantry Treys consisted of several Elemental phenotypes. These Treys operated in a berserker style of combat, indicating mutagenic virotherapy is more readily assimilated by Elemental Bloodlines. Typically, these infantry Treys were used more to contain and control captured enclaves and as a first line of defense.



**SOCIETY UNIT DEFINITION CHART**

| Unit           | Infantry/Platoon     | Vehicle              | ProtoMech | BattleMech           | Aerospace |
|----------------|----------------------|----------------------|-----------|----------------------|-----------|
| Un             | 3                    | 7                    | 3         | 1                    | 3         |
| Trey           | 9                    | 21                   | 9         | 3                    | 9         |
| Sept           | 21                   | -                    | 21        | 7                    | 21        |
| Avg Experience | Regular <sup>1</sup> | Regular <sup>2</sup> | Regular   | Veteran <sup>2</sup> | Veteran   |

<sup>1</sup> - Add random mutagenic virotherapy effect for each trooper

<sup>2</sup> - Subtract 1 from roll on *Random Skills Table (Expanded)* (see *TW*, p. 273)

By far the most prolific, vehicle Treys formed the bulk of the Society's firepower. Most of the equipment was vintage Star League materiel previously stored in various Brian Caches and Firebases among the Pentagon and other Clan worlds. Typically, vehicle crews consisted of conscripted lower caste personnel who had rudimentary knowledge of tactics and warfare. Less experienced than most Inner Sphere academy students, crews lacked combat skill but more than made up for it in numbers. A vehicle Un commonly consisted of one or two heavy vehicles surrounded by a mix of medium and light class designs. It was uncommon to find a full Sept of vehicles; they were used mostly in Uns or Treys and combined with infantry, BattleMech, or ProtoMech Treys as circumstances warranted.

## BANDIT CASTE

The more militant arm of the Dark Caste, bandits became a direct threat after the reformation of Clan Burrock and the emergence of the Society. Once considered targets for eager sibkos and aged solahma, bandits developed into an armed wild card during the Reavings.

Most of these groups maintained a loose connection to Clan organization, operating in small Stars or an occasional Cluster in strength. Only a few of the more dangerous groups mounted larger formations, most notably that of Jaguar, who commanded over two Clusters of Dark Caste and materiel.

Bandit groups rarely worked in cooperation with other commands, Clan Burrock being the notable exception. The resurgent (and illegitimate) Clan typically used bandit forces more as cannon fodder. As such, bandit groups fielded a hodge-podge of combat equipment, often battlefield salvage or scraps stolen from Clan enclaves. After Clan Coyote and the Society began their uprising, the marauding bandits found easier access to Clan equipment. The surge of materiel gave some of the groups a boost of confidence, which resulted in an increase of raids and seizures across Clan space. For the first time

in Clan space, bandit forces operated openly. Navigating through the chaos engulfing the Clans, they struck with impunity when opportunity presented itself. Many bandit leaders used the time between 3072 and 3075 to carry out their own vendettas and personal grudges.

Despite the sudden influx of equipment and material, the bandits found themselves on the losing side of many battles. While the boost in technology helped keep some conflicts close, the victories often went to the more disciplined and regimented Clan warriors.

After the fall of Clan Steel Viper, the remaining Clans turned their eyes back towards the Dark Caste. Clean-up operations and hunter-killer missions became common through the late 3080s. Few, if any, armed bandit groups remain in Clan space at this time. Those who still infest the nooks and crannies of the Kerensky Cluster live on borrowed time; once discovered, swift annihilation is certain.

The following is a brief look at four different bandit groups that operated during the last two decades. The purpose is not to bring glory upon these *surats*, but to show what the typical face of the Clan's shadowy enemy looks like when it surfaces.

## Jaguar

Later discovered to be the missing Russou Howell, the Jaguar preyed on the fringes of Clan space for nearly twenty years. A ruthless commander when he was part of Clan Smoke Jaguar, Howell devolved into a sadistic brute—fueled by his degenerative alcoholism—who lead through violence and force. The Jaguar's bandit group was centered on a core of ex-Jaguar warriors and technicians and grew to nearly two Clusters in size before their demise on Ghent in 3079.

Their main asset was the *Streaking Mist*, a *Black Lion*-class WarShip that, despite its disrepair, provided transportation and quarters for most of the bandit group. The Jaguar's band also had the use of two *Tramp* JumpShips, stolen from a forgotten Clan Widowmaker merchant caste cache. Planetary transit was carried out between five DropShips and several small craft. Two

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# LOOKING BACK

*Visigoth* fighters provided the group's only armed escorts; both were lost during the Cloud Cobra's assault on Tanis in 3073.

Most of the Jaguar's ground force centered on the Jaguar's command Star of OmniMechs and two additional Stars of BattleMechs. The rest of the force consisted of Star League-era vehicles gathered from raids on Brian Caches over the years and three Elemental Points. The group's equipment was in a constant state of disrepair, cobbled together with scrounged and damaged parts. In 3072, the Society gave the Jaguar two Septs worth of new *Osteon* and *Septicemia* OmniMechs in exchange for a large slave labor pool that the Jaguar delivered to Stacha.

Typical Jaguar bandit tactics included subterfuge and deception combined with extensive use of the local terrain. It was not uncommon for the bandit group to sneak onto a world weeks before a raid and set up a series of ambush points and fallbacks. A raid was almost always disastrous if it deviated from the extensive plans and contingencies laid out, often built around how a Clan warrior (and individual Clan doctrine) would typically react. A forward-thinking warrior could easily derail the bandit's raids.

## Pierce

This bandit band was not noted for any major incidents or violence against Clan enclaves. In actuality, most Watches were unaware of the existence of this particular group. In late 3079, a Clan Cloud Cobra Watch operation on Hellgate ran across their activities and wiped them out.

Numbering less than fifteen, these bandits were led by a former scientist named Pierce. Once a caste leader in Clan Coyote, Pierce turned to masterminding an elaborate smuggling network. The group trafficked in blood samples, body parts, and organs. Such material was an exotic commodity for no less than five Society cells operating on Hellgate, Kirin, Lum, Tamaron, and Albion. The bandit network numbered in the hundreds before the violence of the Reavings ripped it apart. Pierce salvaged what was left of his operation and retreated to Hellgate, using the planet's hostile terrain and paltry population to lay low.

In 3077, Pierce restarted his operation. The group would use their battered *Hunter*-class JumpShip and jump in at a distant LaGrange point, then use their DropShuttle and insert themselves into orbital traffic patterns. The bandits would ground, scout out their target location—often a genetic lab or, in some cases, a Blood Chapel or repository—and abscond with various genetic samples, organs, and even bodies. Before the Reavings, the material would net the bandits parts, supplies, even slaves. After the wars, the market had mostly dried up; Pierce had re-established a connection with a small Society genetic lab on Hellgate sometime after 3075. The bandit group, caught at the lab site, was wiped out by Clan Cloud Cobra. Pierce survived interrogation for three days before finally succumbing to multiple internal injuries.

## The Surats

Aptly named, this bandit group was notorious for their predations on small enclaves and outlying Deep Periphery worlds between the Kerensky Cluster and the Hanseatic League. Formed over a century ago, the group operated as a network, trafficking in slaves and the occasional cache of military equipment. The Surats used several JumpShips, most acquired through piracy. (At least two were stolen from a Diamond Shark merchant cache in 3012.)

Most of the Surat's military force consisted of a few battered DropShips, several small craft, and ancient vehicles scavenged from old Star League caches or battlefields on minor colony worlds. They avoided outright conflict with most Clan forces, often preying on enclaves by waylaying labor or merchant caste transports or small groups on the fringe of Clan territory. The Surats collected slaves were collected and shipped to Tanis. The slaves were exchanged for basic supplies like food, medicine, and spare parts. A typical shipment would contain roughly thirty to fifty slaves.

The Surats connected with Commodus Van Houten when he was cut loose from the *Prinz Eugen*. When Van Houten was gifted with his former home, many of the Surats chose to crew the battered WarShip and its attendant vessels. Most of the bandits died during the Cloud Cobra and Star Adder invasion of Tanis in 3074. The Surat network took longer to pin down and disassemble, a dedicated joint effort undertaken by Clans Stone Lion, Cloud Cobra, and Goliath Scorpion. The last of the Surat bases was destroyed in 3078, located over 150 light years from the Pentagon worlds.

## Black Mob

Less a unified force and more a sparse network of barely-functioning space vessels, the Black Mob typically crewed or captained many Dark Caste transports. The group modeled themselves after ancient Star League criminal organizations, with most members operating independently and maintaining loyalty only to the group. Before the Burrock rebirth, there were very few instances of coordinated Black Mob raids.

The Mob tended to recruit anyone with even a modicum of space aptitude. Many cast-off aerospace phenotypes from the Cobras, Diamond Sharks, Coyotes, Wolves, Ghost Bears, Snow Ravens, and Fire Mandrills found themselves a home within the Mob, crewing vessels ranging in size from small intrasystem craft to Commodus Van Houten's *Prinz Eugen*. Because of their independent nature and wide-ranging travels, the Black Mob became the most reliable conduit of black market and Dark Caste news.

The Mob's leadership—if a committee of ten captains could be called as such—sided with the resurgent Burrock leadership in 3072. Most of the Mob perished in the subsequent cleansing of the Reavings as their newly acquired JumpShips (and few WarShips) were targeted. What few vessels remained were destroyed on sight in the years since the fall of the Tanis system. While it is certain that a remnant of the Mob remains plying the space lanes, they have been non-existent in Clan space; both the Cobra and Adder Watches believe they have fled into the Deep Periphery and possibly moved on to piracy actions near the Hanseatic League.



# THE TANIS SYSTEM

## TANIS SYSTEM (3072)

**Star Type (Recharge Time):** F3V (174 hours)

**Number of planets:** 4 (Alexandra, Stacha, Tanis, Talbot)

### ALEXANDRA

**Time to Jump Point:** 16.10 days

**Number of Satellites:** 1

**Surface water:** 70 percent

**Atmosphere:** Standard (Breathable)

**Surface gravity:** 0.9

**Equatorial Temperature:** 22C

**Population:** 185,000

### STACHA

**Time to Jump Point:** 17.36 days

**Number of Satellites:** 0

**Surface water:** 30 percent

**Atmosphere:** Standard (Breathable)

**Surface gravity:** 1.1

**Equatorial Temperature:** 28C

**Population:** 493,000

### TANIS

**Time to Jump Point:** 19.48 days

**Number of Satellites:** 0

**Surface water:** 50 percent

**Atmosphere:** Low (Breathable)

**Surface gravity:** 0.7

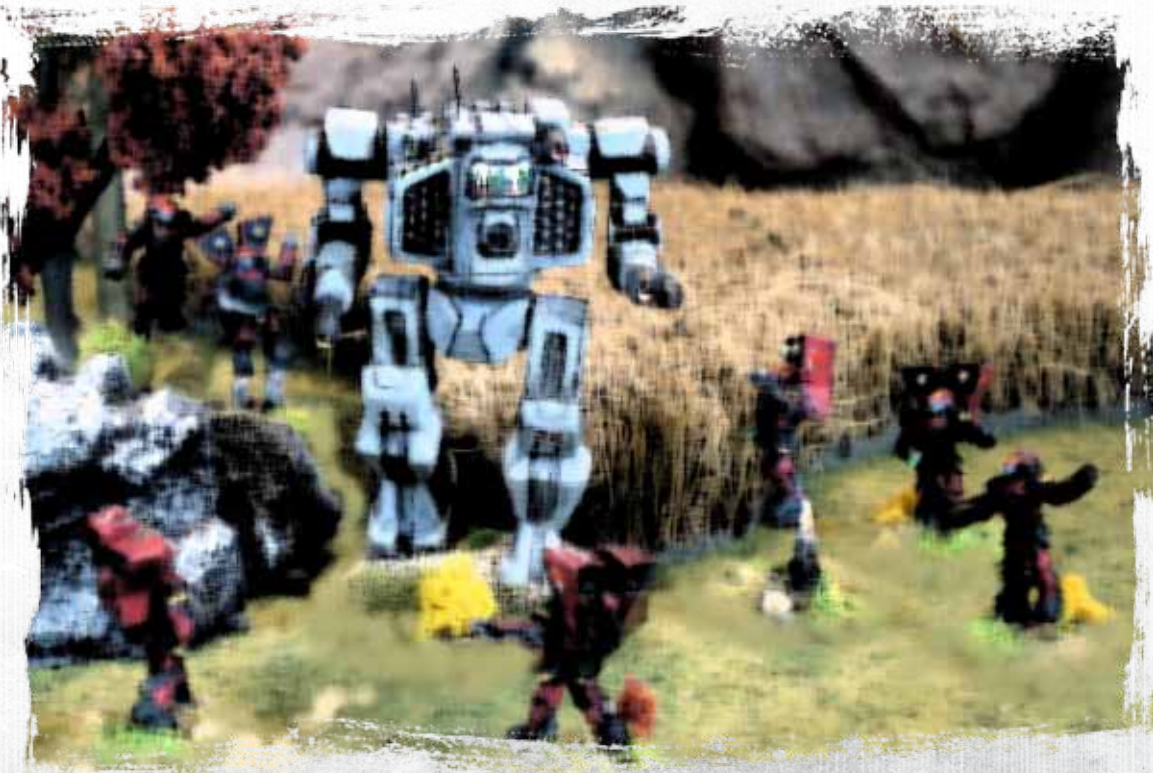
**Equatorial Temperature:** 35C

**Population:** 642,000

The Tanis system contains two worlds on a similar elliptical path, with both planets revolving roughly opposite each other. Despite their same proximity to the primary, Stacha and Tanis are both vastly different in makeup. Tanis contains large amounts of fresh water, the main source of the liquid for the colonies. Most of the system's industry was located in and around Mockva Central, while the other two colonial cities of Punjabi and Yule centered around large fisheries and pastureland. Small family compounds dotted the main continent, numbering less than 100 colonists each. From orbit, the broad, laser-straight raised track beds connecting the main cities and outlying supply stations give the planet a geometric visual texture.

Stacha contains large swaths of plains, ideal for the vast agricultural crops maintained by the citizens of Khartom. Markham boasts the system's largest spaceport, housing a few small factories and repair bays. When the Cobras arrived, the handful of DropShips still operating from Stacha were barely spaceworthy. Several small intersystem craft were brought out of mothballs to augment the Tanite's shipping infrastructure.

Alexandra is almost three-fourths water, though it contains large quantities of arsenic. The planet has large underwater mountain ranges that form several long island chains. Most of the Tanite's mining industry was centered on Alexandra, along with the system's main heavy factory complex, which was later converted to military use.



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# THE TANIS SYSTEM

## History

Discovered by The Rigelian Collective, a deep space exploratory company, Radulov was officially named by the first surveyor to the system in 2494. Albert Radulov was later convicted of interstellar fraud and for several decades the system's survey information was lost.

In 2576, Albert's granddaughter Kylie Tanis rediscovered the system's data. A vocal dissenter of the Pollux Proclamation, Kylie gathered more than 1,500 like-minded citizens from the Lyran Commonwealth and Draconis Combine and set off for deep space. They arrived at the lost system in 2600, promptly renaming it after their leader who had died two jumps prior. Approximately 1,000 people established the first colony at Markham on Stacha. The first decade was the hardest, with more than half of the colony wiped out by a series of pandemics. When another colony vessel arrived in 2670, only 450 people greeted the new transplants. By 2750, Markham was on the road to recovery and a new colony, Khartom, had begun.

Growth was slow but steady after the first few decades. By 2850, the system's other two planets—Talbot being a massive gas giant near the system's fringe—had established colonies. The three planets developed a symbiotic relationship that kept the system completely self-sustained. With no outside contact in over two hundred years, the Tanites mothballed their military equipment or repurposed it for civilian use.

When the Clans arrived in 2965, the Tanites were caught completely unprepared. What little military equipment that remained—mostly police and security vehicles—was no match for the power brought by the Cloud Cobras.

What the conquerors found was three successful Star League-era colonies with basic infrastructure, moderate resources, and complete self-sufficiency. However, they also absorbed a populace that did not want the Clan's oversight or their rule. Resistance to the Cobra's attempts in assimilating the Tanites into Kerensky's vision of society was stiff. While weapons were not readily available, the majority of the Tanites embraced a policy of passive resistance.

Facilities slowed down output, infrastructure developed "mechanical difficulties," and basic services stopped all together. Initially, the warrior caste reacted violently to the refusal of their new castes' action by leveling Placard, a modest city of over half a million people. Despite the level of blood spilled, the Tanites remained steadfast in their refusal to acquiesce. It appeared

that the Cobras were going to have to annihilate the recalcitrant colonists.

By 2995, the Tanites had built up enough arms to challenge the Clan. Taking advantage of the light military presence, a rebel group on Alexandra seized the main DropPort and declared the planet free. While bold, the action drew the wrath of the Cobras, who dropped nearly half its touman over the next two years in a bloody assault to retake the system. Still unwilling to fully integrate into the Clan system, however, the Tanites prepared to die rather than give in. An eleventh-hour meeting in 2997 between the labor and merchant caste leaders and several Tanite officials saved the colonies from complete genocide. The deal, while cementing the Clan's ownership of its new colonies, irritated the Cobra's warrior caste. Assured by its merchant and labor Factors there would be no more trouble, the Clan Council left the system under nominal garrison rather than continue tying up warrior resources. *[Why the warriors did not simply ignore the deal is unknown, to the Clan's everlasting shame. -JD]*

The Cobras would remain the system's overlord, maintaining a military presence on all three planets. The Tanites would govern themselves and operate as normal, adjusting their output and resources to provide whatever the Cobra merchants required. The Cobra leadership decided to keep their new conquest isolated and prevented the rest of the Clan's lower castes—aside from occasional specialists—from integrating with the Tanites.

The Clan's leadership vigorously defended their new holdings, which were perceived as mostly worthless by other Clans. If other Clans had scrutinized the system more closely, it would have been apparent that the Tanite worlds were not fully operating according to Kerensky's laws. Output was continuously low and in 3004, heavy sterilization protocols were put in place.

Largely left alone and under strict population controls, the Tanites became a breeding ground for a thriving Dark Caste black market. Clan Burrock (and later Clan Star Adder) took advantage of the situation with the arrival of garrison forces. The Tanite leaders maintained their status quo and a façade of subservience to their Clan masters, all the while enlarging its reach as a haven for the Dark Caste and several Society cells.

When the Burrock's shadow leadership approached the Tanites with their plans for a rebirth, it was an easy choice for the oppressed colonies to make. That choice that led to the loss of the majority of the system's native population less than a decade later.



# THE WARS OF REAVING

## LOOKING AHEAD



My Khan:

As requested, I have compiled our most recent Watch reports from Loremaster Paik and loaded them onto the system. I have attached a summary of each Clan for quick review to prepare you for the upcoming Grand Council meeting. After looking them over myself, the proposed invasion plan you have in mind stands a very good chance of success—as long as we appeal to each Clan's interests. As Stanislov N'Buta said, "Appease your enemy's basest instinct and the mind will follow in blood."

-saKhan Wyatt Talasko  
Update report 15123090



### POLITICAL BOUNDARIES

Over the course of the years since the end of the Reavings, a new political paradigm has emerged among those of us remaining. Birthed from the distrust sown among the warriors of Kerensky by the now-dead Bloody ilKhan, it has slowly burned away the last vestiges of the Crusader/Warden ideals. Rising from the ashes of the old, these new philosophies embody the Clans' viewpoint of the corrupted Inner Sphere.

Of particular note is that while most Clan warriors still approach other Clan opponents with honor and respect, the complete opposite is true when facing outsiders. This attitude has no doubt been a direct result of the Reavings and the implied Taint that comes with non-Clan cultures.

### Bastions

*"We must become a bastion of honor in these dark days, until the light we guard can burn away the blackened husk of our enemies."* (Stanislov N'Buta, 3074)

Coined from a phrase by our own former Khan N'Buta, the Bastion ideal found its roots within the Warden philosophy. For generations, Clansmen who believed in the Warden ideology saw themselves as the great protectors of the Inner Sphere. The Clans' return would only be necessary to save wayward humanity from any external threat—even that of the more aggressive Clan warriors. Unfortunately, the Warden cause proved moot as the Inner Sphere's own stain spread across the Clans, sparking the bloody Reavings and subsequent caste rebellion.

Seeing the corruption for what it was, Khan Stanislov N'Buta saw not just his Star Adders but all true Clansmen as the last remaining hope of the ideals of the Star League. Seeking to preserve what remained, he began to transform the Clan into the role of protector rather than invader. Before he could ultimately carry out his plan to save the Clans from the insanity of ilKhan Andrews, he was killed.

Khan Banacek has since taken N'Buta's nascent philosophy and molded it into one of Adder power. With the largest fleet and touman, the Clan has taken upon itself the mantle of protector of the shattered Clan Homeworlds. Convinced that the Inner Sphere's Taint was largely responsible for the political corruption that brought about the bloody and violent Reavings, Banacek's Bastion policy has been ruthless in keeping the remaining Clans shielded from further destruction.

The outright obliteration of the *Damascus* in the Deep Periphery punctuated the violent means the Bastions would take in keeping the Clans separate from the Inner Sphere. The Cobras received only a censure for their actions, but the message was clear. For the Clans to survive in this new age, the only contact tolerated with the distant Inner Sphere would be the coming invasion.

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# LOOKING AHEAD



## POLITICAL BOUNDARIES (CONTINUED)

### Aggressors

*"In order to bring the light to the outer darkness, we must not hide behind bulwarks of honor but be aggressive in purifying the stars that lay before us." (Stanislov N'Buta, 3075)*

A recent offshoot that has taken hold of the younger generation of Clan warriors, the Aggressors seek to take the Bastion viewpoint to the bloody extreme. A merging of both Banacek's philosophies and selected writings of the Bloody ilKhan, the Aggressors strive to protect the Clans by obliterating the Inner Sphere Taint straight from the source. Advocates of this view have quietly been clamoring for a new invasion of the Inner Sphere using the catastrophic violence of warfare's most extreme measures.

This new ideology has several drawbacks, the largest being the complete abandonment of Clan honor rules and combat structure in order to carry out the means. Many within Clan leadership positions, with fresh memories of the depths plunged during the Reavings, have blocked several *ristars* with this mindset from attaining positions of authority. Despite the lack of political clout, the movement continues to take hold among those warriors not blooded by the Reavings.

The movement's strongest adherents are found, ironically, within Clan Star Adder. Recognizing the danger, the Clan's leadership has tried to counteract the Aggressors by assigning several Clusters to various Trials. Lately, the Adders have authorized extended raids of the Imperio and the more distant Hanseatic League. The furious combat has done much to slake the violent thirst of the Aggressors—as well as lay the groundwork for future invasion plans.

-Loremaster Sepha Paik

Update addendum 05113090

## CLAN CLOUD COBRA



### RECENT HAPPENINGS

In the few years since claiming the former Scorpion homeworld of Roche, the Cloud Cobras have transformed the planet. The system is now the Clan's primary

stronghold, producing nearly three-quarters of the Cobra's military equipment and standard hardware. The largest producer of ProtoMechs in the Kerensky Cluster, the Cobras have flexed their fledgling mercantile powers. A standing arrangement now four years old has given the Adders ProtoMechs, the Coyotes germanium and raw metals, and the Cobras aerospace fighters and DropShips.

Such a strong trade agreement provided the impetus for the Stone Lion's aggressive invasion and seizure of all of the Cobra's enclaves on Bearclaw in 3088. The Lions bid the bulk of Psi Galaxy, soundly defeating the Cobra's Omicron Galaxy in a series of trials fought in some of the planet's harshest terrain. The Lions also gained the Cobra's *Brimstone* as *isorla*.

Impressed with the Lion's battle acumen, Khan Hollyann Kardaam quietly supported the Lion's call for resources to be used in cleaning and repairing enclaves abandoned in the recent wars. A joint labor-scientist caste operation in 3089 restarted two facilities on Marshall. Their success provides both Clans a limited supply of *Mist Lynx* OmniMechs and *Broadsword*-class DropShip components. Scientists from both Clans have been responsible for maintaining the supply levels of HarJel on Strato Domingo, which dipped to critical levels for a time after the Diamond Sharks fled Clan space.



# LOOKING AHEAD

## BELIEFS AND PRACTICES

The time of Reavings has been a rebirth of sorts for the Clan. Where before they strove for peace and justice—even through combat—the focus now is survival. Their brush with genetic annihilation at the hands of the Society drove them to accumulate a variety of genetic legacies to re-seed their Bloodlines and heritages. Many of the Reaving survivors believe the wars were the path necessary to cleanse the Clan. With distractions and the weaker blood removed, the Clan Council believes it sees the Way in greater clarity.

Cloisters are still revered within the Clan, though most are now closed to warriors outside the Cobras. An aspiring warrior who wishes to join one of the twelve remaining Cloisters must submit to a rigorous battery of trials and tests of intellectual and martial prowess. Both the Tongo and the Tsalagi Cloisters have limited slots for outsiders, granting some measure of inclusion with the rest of the Clans. *[The Tsalagi Cloister came into power after the fall of Clan Steel Viper. —Paik]* These two Cloisters espouse the Bastion philosophy and often join Clan Star Adder in their random patrols of the Veil of Kerensky. The most vocal Cloisters—Ka'an and Josian—tend to find themselves on the opposite side of Bastion issues, thanks to their staunch Aggressor viewpoint. With the Anasaz and Assisi Cloisters as self-appointed peacekeepers, the remaining six Cloisters often find themselves feted by political rivals during the larger political debates that have been known to consume the Council for days at a time.

In 3083, the Cobras unveiled their new Honorarium on Roche. The vast expanse of cliffs and wooded hills dwarfs the original, previously located and since destroyed on Strana Mechty. The site contains smaller copies of the Clan's exclusive Blood Chapels, numerous fountains and murals, and a mammoth granite replica of Khan Windham Khatib's *Thug*.

## POLITICAL REALITIES

The Cloud Cobras have been on a political rise since the end of the Reaving wars. While cognizant of the stronger touman of the Star Adders, the Cobras have looked elsewhere to assert their power. Khan Kardaas keeps tight reins on the Clan's lower caste leaders, holding semi-regular conferences to discuss the Clan's direction and plans. Cloister leaders are often invited to these meetings to provide perspective and counsel.

## Clan Coyote

It is no secret the Cobra leadership still blames the Coyotes for the unfolding of the catastrophic Reavings, even as they acknowledge that the conflict benefited the Cobras. The Khans often oppose the Coyotes in the Grand Council on principle. Despite this, they do not restrict dealings with the Coyotes among the lower castes.

Of the remaining castes, the merchants are the most receptive to the Coyotes. However, such a viewpoint is more predatory in nature, taking advantage of Clan Coyote's predicament as a gutted pariah among the survivors. The current three-way trade agreement built between the Cobras, Adders, and Coyotes is heavily weighted against the beaten Clan and will not expire for another decade.

The Cobra scientist caste loathes Clan Coyote even more than its warriors. The devastation of the Cobra's genetic lines is placed solely on the Society's—and by default, the Coyote's—shoulders. As such, Cobra scientists go out of their way to block Coyote progress. The khans continue to maintain a close watch on the Cobra scientist caste leadership, as they have come

dangerously close to overstepping caste boundaries and fomenting a caste war between the two Clans.

## Clan Star Adder

While nominal allies with the most powerful Clan in Homeworld space, the Cobras have become increasingly independent of Star Adder politics. Both Adder khans have embraced the challenges brought forward by the Cobras, with several lively Trials of Possession occurring between the two in the last year. At the end of 3089, the two Clans agreed to an annual series of naval contests reminiscent of the ancient Star League Martial Olympiad. The first contest, held in Strana Mechty, saw the Cobra's *Cataclysm* take the top honors. The Adders issued a Trial of Possession for Star Admiral Brendan Suvorov shortly afterward. His victory over the Adders cemented his status as a *ristar* within the Cobras, with rumors swirling that the twenty-six-year-old is in line for the next khanship.

## Clan Stone Lion

Initially hesitant with the new Clan—seeing their creation as a shrewd Adder political ploy—the Cobras have developed a healthy respect for Khan DeVillar and his Clan. More often than not, Khan Kardaas has found herself siding with the Lion leadership in the Grand Council chambers. The two Clans have forged several strong ties among their lower castes as well.

The Cobras recently lost the 512th Cobra Guards to the Lions in a Trial for the large OmniMech complex on Huntress. The Guards, heavily populated with members from the Tongo Cloister, have opened up paths for several Lion warriors to join the prestigious fellowship. Two Lion warriors have already been inducted, as well as a small number of their merchant and labor caste. That the Lions have forged ties with the unit known for wiping out their former sibkos during the Reavings speaks volumes about Khan DeVillar's charismatic hold on his Clan's warriors.



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THOSE WHO FAIL FIND



# LOOKING AHEAD

## CLAN COYOTE



### RECENT HAPPENINGS

Facing severe shortages in its genetic lines, manufacturing capability, and political capital, the Coyotes have shouldered their honor burden stoically over the last fifteen years. Now three generations removed from their near-death in 3075, the Coyotes are still weak but are beginning to show signs of life once again.

The Clan trialed hard for scientific research teams and heavy factories. Mostly due to the continued mistrust of the Coyotes, the other three Clans have defended the Trials for scientist-related objectives rather viciously. As a result, the Coyotes were the last to declare all of their useable bloodlines free from taint; the McTighe and Jerricho lines were finally cleared in late 3089. During the interim, the Coyotes have stockpiled a large portion of OmniMechs and battle armor, supplies their merchants have been using to bargain for additional resources for the Kirin shipyards.

The Coyotes were the first to note the severe shortage of transportation assets among the Clans. To carry out any type of sustained invasion, a large number of JumpShips and DropShips would be needed—a resource that the Wars of Reaving had ground down to critical levels. The Coyotes used their first new slips to build new JumpShips and trialed for enough resources to build a large DropShip facility on the surface of Kirin. Several years later, the Coyotes have become the main source of transportation vessels now trickling into Kerensky space.

In 3088, the Coyotes hit Navarre in the Escorpión Imperio. The assault, initially conceived as a raid to gauge the Imperio's defenses, quickly bogged down as Imperial forces captured half of the Clan's DropShips. After two weeks on the run through the Navarrese wilds, the Coyotes conducted a bold strike on the world's capital. Star Colonel Jorge Drowsivitch used the confusion to retake the Clan's DropShips and withdraw.

### CUSTOMS

In an effort to bring rebirth to all of its survivors of the Reaving Wars, the Clan Council mandated that all Coyote warriors were to undergo a solitary Communion shortly after achieving a new rank. While group Communions are still allowed and encouraged, the khans felt that personal introspection was important in the new era.

At the same time, the Council also decreed that any warrior of Star Commander or higher was required to undertake the Hunt. Specifically, the Hunt could only occur on Kirin, where the Kirin coyotes were larger and more vicious than the Tamaron and Strana Mechty versions. The tougher foe would help separate a new kind of warrior leader from the pack, fostering a nobler and more insightful leadership. Those who had a successful Hunt would be marked for ranks higher than Star Commander; those who failed could not rise beyond it.

After the Winsong genetic lines were cleared in 3086, the Clan Council authorized all warriors who carried that bloodline—either paternal or maternal gene parent—could trim their battle equipment in gold and add a gold braid to their formal dress uniform. The honor is meant to bring attention to that warrior's genetic lineage as part of the last of the Founder's legacies. The Coyote Council recently ruled that warriors in other Clans with the Winsong legacy could do the same with no fear of Coyote reprisal. A small token, to be sure, but the gesture is meant to help smooth out honor relations with the other three Clans.

### POLITICAL REALITIES

Despite being three generations removed from the events of the Reaving Wars, the Coyotes still carry the stigma of their collusion with the Society. The Taint continues to stain the Clan's politics within the Grand Council, though it has widely been ignored between the Clans' lower castes.

### Clan Cloud Cobra

The biggest obstacle to Coyote growth within the Grand Council is Clan Cloud Cobra. The Cobra leadership has been content to oppose the Coyotes in virtually every measure that makes its way to the Council chamber. Many within the Coyotes believe the animosity stems from the Cobra's scientist leadership.

The difficulties between the two Clans mean the Winsong Blood heritage will no longer be propagated among the Cobras. As far as the Coyotes are concerned, this is a status they hope to maintain indefinitely.

### Clan Star Adder

The Adder—Coyote relationship is best described as "ambivalent." Of the three remaining Clans, the Adders appear to hold no ill will towards the Coyote's past dealings with the Society. An unspoken peace currently exists between the warriors of the two Clans, with little conflict over the last several years. Although the Coyotes respect Khan Banacek's political acumen, they remain wary of Adder motivations.

### Clan Stone Lion

With the newest Clan continually challenging its neighbors, the Coyotes have begun engaging the Lions in earnest. The two Clans Trial constantly, resolving even merchant and scientist caste bargaining through warrior caste combat. The Coyote leadership has encouraged the practice to keep their warriors in fighting trim. The two Clans have been somewhat in agreement in the Council chambers, keeping the Star Adders and Cloud Cobras in check for the time being.



## CLAN STAR ADDER



### RECENT HAPPENINGS

The dominant power among the Kerensky worlds, Clan Star Adder considers itself the guiding hand as well as the protective shield of all things Clan. On the surface, such perceptions are truth. Underneath, the Clan is seething with discontent. The younger generation resented the forced inactivity and began seeking out the Clan's older warriors to conduct combat. The questionable Trials of Grievance quickly blew out of proportion, despite the Clan Council's strict enforcement of the issue. The issue came to a head in 3088, when several warriors from 1143rd Gatekeeper Cluster launched an unauthorized Trial of Grievance against a Star from the 471st Adder Guards on Hoard over a cafeteria insult.

The Adder khans were reluctant to send its discontented warriors into the void on patrol sweeps after the traitorous actions of Upsilon Galaxy less than two decades ago. Instead, the Clan Council opted to send an armed task force to reconnaissance the distant Hanseatic League. The operation would give the Clan's more aggressive warriors the chance to cut their blood and assess the League's defensive situation. SaKhan Wyatt Talasko reorganized the Clan's front line troops and departed in mid-3088 with a full naval Star and the bulk of Gamma and Epsilon Galaxies.

Khan Talasko's operation was marginally successful; the bulk of the task force returned in late 3089 minus the Forty-second Adder Cavaliers, the Sixty-ninth Dragoon Cluster, and the *Pegasus*. In return, the Adders located four systems along the Hanseatic border that would serve well as staging areas for a prolonged invasion.

While saKhan Talasko sated the bloodlust of its more aggressive warriors, Khan Banacek turned his more veteran warriors towards another goal: the acquisition of new genetic material. Leadership from both the Adder and Lion scientist castes verified that most of the Bloodheritages once held by Clan Fire Mandrill were clean of taint. The Adders challenged for several Bloodnames when the Grand Council opened up the legacies for Trial. By the beginning of 3090, the Adders had claimed ten Mandrill Bloodnames, including Carroll, Faraday, and Kreese.

### POLITICAL REALITIES

Being the largest Clan also makes it the biggest target in the political arena. Khan Banacek has navigated

the political waters well, keeping the Adders to a low profile and wielding its considerable influence only in matters of importance. The khans' main focus over the last several years is the molding of a new viewpoint, the Bastions. Taking the Warden ideology and inverting it, Banacek continues to espouse the doctrine that the Clans must protect themselves from the poison of the Inner Sphere using tools of isolation and extreme violence. The destruction of the Cloud Cobra WarShip *Damascus* at Suda Bay in 3086 was an extreme example of the Clan's dedication to the Bastion ideal.

With the rise of the Bastion doctrine came its opposition in the form of the Aggressors. More prevalent among younger Adder warriors, the Aggressor ideology supports protecting the Clan Way through violent contact and subjugation of its opponents. While still a minority opinion, it has found some momentum among the Cobras and individual warriors who oppose the Adders as a whole.

### Clan Cloud Cobra

Once staunch allies, the post-Reavings have seen the two Clans slowly slide apart in ideology and in political direction. The khans of both Clans see each other as respected rivals, often leading spirited debates in the new Grand Council chambers. More often than not, these debates end up being resolved or refuted in Trials on the battlefield, with the Adders cycling through various Alpha Galaxy Stars to carry out the combat duties.

While growing rivals on the battlefield, the two Clans' lower castes still work together in partnership. The most recent example was the recovery and rebuilding effort of the massive Mattock Alpha mining and fabrication complex on Tamaron. The Adder facility suffered extensive damage after a monstrous typhoon collapsed several ore tunnels and two foundries, killing more than 3,000 labor and merchant caste civilians. The Cobras marshaled an extensive salvage and recovery operation within forty hours of the disaster. A nominal merchant trial was held afterwards and the Adders now allot a portion of the facility's output to the Cobras in repayment for their efforts.

### Clan Coyote

The Adders and Coyotes stand on neutral ground at the moment. Neither Adder khan has forgotten the Coyote role in the Reaving Wars. Khan Banacek has gone to great lengths to treat the reborn Clan without the stigma that others believe the Coyotes deserve. Few combat trials have occurred between the two Clans in recent years; the last major Trial was that for use of the Winson bloodname. The Eightieth Adder Cavaliers won four generations of genefather usage of the Founder's heritage through the craftiness of Star Colonel Rita Marghar.

### Clan Stone Lion

While the Lions recognize they owe their entire existence to the Adders, they have of late begun to stretch their own legs as a Clan power. Khan DelVillar has picked his political battles wisely, siding against the Adder leadership on less controversial topics or supporting measures through abstention. When issues of importance do arise, however, the Adders have a ready ally to provide support in voice and in numbers.

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## CLAN STONE LION



### CURRENT HAPPENINGS

Halfway through Khan DelVillar's ten year plan, the Stone Lions have steadily gained strength and prominence in Clan space. Though still considered a political pawn of Clan Star Adder by many of its critics, the Lions have done much in their first fifteen years to step from that Clan's shadow. Recognizing the need to establish themselves quickly as a Clan and distance themselves from their former lives as Hell's Horses, DelVillar instituted a series of Trials for various resources and material across Clan space. To the remaining Clans, the Lions appeared to be everywhere and involved in everything.

By 3088, the Lions had established a strong network of resources. With their own merchant caste the smallest by half in Clan space, the Lions leveraged several deals with the stronger Coyote merchants. The result has been a partnership that has caused both Clans to flourish and built a sizeable amount of war materiel that Khan DelVillar has used as a bargaining chip with Clan Star Adder.

### CUSTOMS AND BELIEFS

Besides the Lions' military prowess and resource-building, the Clan has also made strides in shedding their former image without completely disavowing it. Gone are the Branding rites and other Horse trappings. The only remaining nods to the Lions' former life reside in its touman, as several Clusters retained their unit identifiers.

In 3086, the Clan Council authorized a new rite of passage within the Clan, the Cleansing Path. The Cleansing Path is only open to the Bloodnamed. A warrior walking the Cleansing Path first locates a suitable mountain valley, preferably somewhere on Tokasha. Taking four other warriors—chosen from current and former Starmates or crew and not necessarily Bloodnamed—the participant builds a stone sweat lodge. Once complete, the warrior spends a minimum of fifty hours inside in meditation and purification, with only water to sustain him or her. Upon the participant's emergence, the chosen warriors strike the naked warrior with slender nettle branches, mimicking the snapping tail of the Tokasha stone lion. The ritual is completed after the participant knocks down all of his or her tormentors. The Cleansed warrior is treated; the location of scars often indicative of the level of the warrior's devotion to purging the past.

A Cleansed warrior is accorded additional honor if they do not collapse or utter a sound during the strikes. Regardless, those who undergo the deprivation and violence are given a gold braid to wear on their uniform and may paint such a braid on their war machine. Those who suffer the most and refuse to fall have a red thread running through the braid, indicating their utmost dedication to the Clan.

Khan DelVillar developed the Cleansing Path to remind the Clan of its violent origins. He was the first to undergo the rite and remained in the lodge for nearly 120 hours, a feat unmatched by any other Lion. Most of his scouring scars crisscross his torso, indicating his refusal to shield his core from abuse.

The Cleansing Path is a requirement for any warrior advancing beyond the rank of Star Commander. Over three-quarters of the Clan's Bloodnamed have undergone the Cleansing Path, a sure sign of the level of devotion to the ideals of the Clan and its leaders.

### POLITICAL REALITIES

Though only three generations old, the Stone Lions have made strides in establishing themselves as a Clan to be reckoned with. While many in Kerensky space still see DelVillar's warriors as nothing more than a political tool of the Star Adders, the new Clan has done remarkably well in shedding that stigma. With new sibkos only recently underway, the Lions are painfully aware of their limited capacity for long-term campaigns. As such, the Clan tends to look for other alternatives to conduct Trials for training and trade, maintaining a static balance within their touman. Warriors are encouraged to use simulators for additional training, in addition to their limited live-fire combat. *[Freeborn warriors are commonly used as training opponents as well as crews for the Lion's vehicular Stars. – WT]* Such tactics have been a source of derision by many older warriors—right before they lose to the craftier Lions.

### Clan Cloud Cobra

While the two Clans' warrior castes still regard each other with respectful distrust, the same is not true of the lower castes. Of the four castes, the labor caste has forged a strong partnership that has helped both Clans rebuild several shattered facilities on Bearclaw and Londerholm. The Cobras inducted two Lion warriors into the Tongo Cloister after losing the 512th Cobra Guards in a Harvest Trial. While the Cluster (renamed the 512th Battle Cluster, the "Snake Lions") already has several members of that powerful Cloister, Star Captains Conner Tamm and Oskar Moreau are the first non-Cobra warriors to be inducted in the last forty years.

### Clan Coyote

Seeing the "pariah Clan" as its equal in power within Clan space, the Lions have been aggressive in engagement with Clan Coyote. Even mundane Trials have found their way onto the battlefield as both Clans endeavor to sharpen their warriors' skill through continual combat. The ceaseless violence has birthed many acts of bravery and courage on both sides. The honor and respect has begun to translate into the Grand Council chambers, as both Clans work to keep a political balance against the Cobra and Adder leadership in small matters.



# LOOKING AHEAD



## SCHEMES OF THE LION

Opting to completely sever ties from their Horses past, both Zeta and Psi Galaxy authorized completely new schemes for their war machines. The Clan Council voted to allow any Bloodnamed warriors from before the change to retain their former Horse unit colors; none of the Lion Bloodnamed took advantage of the vote.

Zeta Galaxy paints their equipment an overall yellow-brown with grey stone-colored accents—which may be marbled or granite-patterned—and the Clan's insignia is prominently displayed on the upper torso or arms of 'Mechs or on the front of vehicles.

Psi Galaxy now paints their machines in a stone pattern appropriate to their operating environment. Yellow-brown trim accents their machines.

In both Galaxies, Cluster identifiers are placed on the rear left panels of the machine.

## Clan Star Adder

Cognizant of the Clan's existence due to the late Stanislov N'Buta's political cunning, the Stone Lion leadership still defer to the Adders in matters of great importance. Over the last decade, however, Khan DelVillar has slowly strengthened his Clan's political capital. As such, the Lions have firmer ground within the Grand Council and are now being seen as their own power and not simply as Adder puppets.

Trials between the two Clans are rare. The largest conflict occurred in 3087, when saKhan Houan led his Thirty-first Guards in a major Trial of Possession on Dagda against Adder saKhan Talasko and his Quasar Keshik. The two khans agreed to break the Trial down into a series of smaller contests, pitting several Stars against each other. After a week, the Lions had acquired half of the Adder's enclaves on the planet. Though saKhan Houan was injured, he successfully defended a challenge to his position by Star Colonel Curtis Hawker.

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# LOOKING AHEAD



## EXTERNAL THREATS

The following is a brief rundown of our interstellar neighbors. A separate Watch packet is being prepared with more detailed information and will be ready for the Grand Council's planning session next month.

-Loremaster Sepha Paik

## HANSEATIC LEAGUE

Largely ignored during the Reavings in the 3070s, the Hanseatic League is once again on Clan Watch sensors. Nearly all of the Tainted Clans withdrew their assets within the League before 3076, though a few Diamond Shark operatives and merchants were identified and eliminated in 3081. We have known of intelligence operations being carried out by various Inner Sphere powers in the region, so when our task force arrived in 3088, we avoided the three open Hansa worlds. Our focus was instead on those spinward worlds along the League's frontier border—Kortrijk, Dendermonde, Knokke-Heist, and Ixelles. Intelligence gathered several decades ago indicated these worlds were resource-rich and ideal locations to establish a sustainable beachhead for future operations.

Overall, the task force's mission was a success. The loss of the *Pegasus* to a massive fighter swarm over Ixelles was a blow but no fault of the Clan. Star Admiral Tomas Columbo failed to recognize the threat posed by the League's fighters until it was too late and unfortunately, the *Vincent Mk 42* WarShip and her crew paid the price of his ignorance.

Despite the low number of BattleMechs and modern technology in the Regional Defense Forces, they more than make up the lack of technology with volume. Sakhan Talasko remarked in his report that the initial engagements eerily echoed the battle reports we received from REVIVAL. Fortunately, our warriors were more than prepared for the challenge and crushed the swarms of ancient vehicles and fighters that opposed them.

After several months surveying the four worlds—and repelling two separate counterattacks by the RDF—our task force returned to Clan space. Both the scientist and merchant castes have been given the detailed survey data of all four systems and their planetary bodies. Plans are underway to locate viable factory and refinery sites as well as enclave and defensive positions. By the time the invasion arrives, we will have a detailed long-term operational guide prepared. Such extensive planning is critical in order to secure our success and the future of the Clans.

### Status

The Hanseatic League is currently in a state of political breakdown. With the events that embroiled the Nueva Castille worlds several years ago, the Hansa have been undergoing a series of rebellions and power grabs. We suspect much of the activity has been from covert actions initiated by the Imperio's War Leader, Connor Rood.

We have recommended to the other Clan Watches to conduct their own operations on several key League worlds. The primary concern, of course, is the possible contact with Inner Sphere agents and forces. In such interactions, it is recommended that extreme measures be

taken to preserve the integrity of the Clans.

Merchant Factor Pollux has suggested to the Clan Council that select merchant caste members be included on any operational teams to the League. The Council is currently debating the issue but is expected to authorize the measure. Adding merchant expertise would be extremely beneficial, as it has been several years since we have had any strong contact among the League's more mercantile streams. Critical information may be gleaned through these lower caste routes, and we would be wise to consider all avenues so as to avoid future failure in our endeavors.

## ESCORPIÓN IMPERIO

Infested with the remnants of Clan Goliath Scorpion after their Abjurement, the former Nueva Castille worlds have become a cauldron of dissent, suspicion, and perverted Clan honor. While the proposed integration has not taken hold as expected, the greedy nature of its inhabitants kept outright violence to a minimum—until Clan Coyote arrived in 3088.

While the Coyote raid on Navarre ended in failure, they did succeed in one secondary operation that has borne unexpected results. During their final assault on the capital, the Clan inserted a few Watch operatives. Tasked with a mission to sow dissent and discord, the Coyote agents began insinuating to key assets that the Umayyads were descended from the Not-Named Clan. The whisper campaign spread into the ears of the Imperio's Clan warriors and eventually reached the nation's War Leaders.

Long-bred suspicion and hatred for the Not-Named began souring relations between the Umayyads and the former Clan warriors. On at least two worlds, unauthorized genetic investigations exploded into mass violence. The deaths of hundreds of Umayyad civilians sparked several confrontations between Imperio and Castilian troops and armed Umayyad troops.

### Status

The Imperio's fragile balance was severely disrupted through the Coyote's successful Watch operation. Even with the violence suppressed, the distrust and suspicion of the Umayyads has only grown. One Seeker group is tasked with discovering the truth of the matter, though so far little headway has been made. With the Umayyads being relegated to a status even lower than that of a labor caste worker, it is only a matter of time before they erupt into violent rebellion.

Both the Cobras and the Lions have initiated passive intelligence operations within the Imperio. It has been suggested that when dissension erupts once again, the Clans should take advantage of the situation. The addition of the Castilian worlds and their populations would be welcome resources to our long-term invasion plans.



# THE WARS OF REAVING



My khans:

What follows is a brief rundown of the Clans' current war doctrine and strategy. A more detailed report is being compiled for use with our new sibko training programs. This synopsis, with your approval, will be distributed to all warriors of Star Colonel and higher rank to help facilitate intelligent future bidding.

-Loremaster Jackie Ravenwater

*Manual of War, Update 31043089*

## TACTICS OF WAR

### CLAN STRATEGIES & TACTICS

Warfare among the Clans has always been one of strategy and precision. The Reavings altered the Clans' ideals regarding doctrine and principles. As we take the time to redefine our purpose and dedication to the Founder's ways, a sharper focus is given to how each Clan conducts the honor of war.

The following is a summary of how each Clan's war doctrine has changed since the catastrophic events of the Reavings. Understanding how each Clan approaches the battlefield is a key component to conquering the bidding process, which will win great honor for the warrior and the Clan.

#### CLAN CLOUD COBRA

The Reavings severely wore down Clan Cloud Cobra's ground forces, despite the frequent application of *zellbrigen*. Likewise, heavy combat left the Cobras with fewer 'Mech factories than its fellow Clans, forcing them to trade or trade for supplies and replacements of units they did not produce. Particularly among its 'Mech forces, the Cobras heavily favor their own production while still fielding small numbers of other models.

In order to more effectively use their forces, Khan Kardaán reorganized the Clan to ensure each Galaxy has at least one Cluster each of 'Mechs, battle armor/ProtoMechs, and aerospace fighters. With their higher number of aerospace forces and production facilities, the Cobras frequently refuse *saftcon*, instead declaring Trials for landing rights to be fought in space or in the skies above their enclaves. This tactic has helped the Cobras hold entire worlds (or whole continents on worlds they share) with only a few Trinaries of ground forces.

#### CLAN COYOTE

With their touman shattered by Society defections and the Trials of Cleansing, the Coyotes abandoned many of their smaller enclaves—even those with factories—in

order to secure their larger holdings. As a result, the Clan lost access to many of their more common OmniMech chassis. Fortunately, they have been able to supplement their shortages with some of their newly gained manufacturing sites. With the abandonment of their ProtoMech program, the Coyotes traded their ProtoMech factories to the other Clans for additional scientist groups, extra sibkos, and other supplies.

Their smaller touman allows the Clan to field a higher percentage of OmniMechs than other Clans while stockpiling extra 'Mechs for future sibkos. The Coyotes still prefer to use heftier, slower 'Mechs as their primary forces. Unfortunately, because the Coyotes are no longer using ProtoMechs—frequently used in scouting and harassment roles—they have compensated by fielding faster, more agile light 'Mechs and aerospace fighters in reconnaissance and scout roles.

#### CLAN STAR ADDER

As one of the strongest Clans prior to the Reavings, Clan Star Adder emerged with the largest touman, navy, and territory. Along with its new Bastion philosophy, the Star Adders have zealously stepped into the role of guardian of the Clan Way. Considering themselves the model of Clan honor, the Adders frequently fight with strict adherence to *zellbrigen*, the exception being non-Clan foes. Most warriors would rather lose a battle and keep their honor than win against a Clan opponent using *dezgra* tactics.

In light of their strict adherence to the Clan code, most 'Mechs fielded by the Clan feature a variety of weapons, allowing the warrior to quickly damage and finish off a target. Clan Star Adder's leadership—and the majority of its warriors—prefer heavy and assault class 'Mechs that blend speed and firepower. The only exception is in the light 'Mechs used by the Clan, which tend to focus heavily on firepower.

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# TACTICS OF WAR



## CLAN STONE LION

Clan Stone Lion initially had few factories of their own and primarily featured a mix of Star Adder and Hell's Horses machines. Under Khan DelVillar's reconstruction program, the Clan acquired 'Mechs wherever and whenever they could, leading to a potpourri of chassis among their forces. In order to secure their future, Clan Stone Lion seized additional factory enclaves. With few resources at the Clan's disposal, Khan DelVillar tasked his top merchants, scientists, and Cluster commanders with identifying which Omnis would maximize the trio of survivability, firepower, and low production cost. It was determined that the Clan should try focusing their efforts on 'Mechs that utilized standard fusion engines instead of extra-light engines. The merchant caste indicated such a plan would help avoid competing in unnecessary Trials with stronger Clans for those resources.

Using this recommendation, the Stone Lions sought out and captured facilities capable of producing *Kingfishers*,

*Stooping Hawks*, and *Blood Kites*. They also issued Trials of Possession for those and other similar 'Mechs to use as a stopgap until production lines reached their optimal output. In a surprising move, the Stone Lions also claimed the mostly destroyed *Septicemia* factory on Strana Mechty. After some study and debate, the Lions have rebuilt part of the facility, producing parts and materials to repair salvaged *Septicemias*. Plans are underway to eventually reconstruct the entire factory now that the Grand Council has given its approval to the use of the machine in Clan toumans.

In most cases, the Stone Lions favor mobile forces, which allow them to chase down lighter opponents and choose what range to fight against heavier, slower opponents. Like the Hell's Horses, the Stone Lions prefer to use combined arms tactics, making heavy use of combined arms tactics. Analysts expect that these second line forces will be even more deadly when scientists are able to mate what few Nova CEWS systems are available to selected vehicle points.





## DISCARDED TOOLS OF WAR

The Reavings played havoc with Clan production across the board, from harvested grains to *Dire Wolf* OmniMechs. After the dust settled, the Grand Council ordered a series of assessments across Clan space. With regards to Clan 'Mech production, the following 'Mechs are being phased out. The reasons are varied—from critical component availability to outright destruction of production facilities—but the result is the same: the Clans must adapt to the tools still available in order to find future success on the battlefield.

**Arctic Wolf:** Built in the Inner Sphere, the *Arctic Wolf* is considered Tainted; the few remaining in Clan space were dismantled after the Reavings.

**Battle Cobra:** The three primary facilities located on New Kent and destroyed during the Steel Viper Annihilation.

**Black Lanner:** A Jade Falcon machine, the *Black Lanner* has not been produced in Clan space since 3068.

**Cephalus:** All surviving salvage has been broken down for parts; the *Cephalus* has been outlawed by the Grand Council.

**Cougar:** Primarily built on Ironhold, few remain in Clan space; the factory was destroyed during the Viper's invasion in 3071.

**Crossbow:** Rare even before the Reavings, the *Crossbow's* last factory was destroyed in 3074.

**Executioner:** This chassis has not been produced in Clan space since the 3060s.

**Fire Falcon:** The main factory of this Jade Falcon OmniMech was destroyed on Ironhold during the Steel Viper assault in the early 3070s. A recent survey of the site indicated it was a complete loss.

**Fire Moth:** With all of the main facilities having moved to the Inner Sphere after REVIVAL, the *Fire Moth* is now a rare 'Mech among the remaining Clans. Its loss is minimal, as the *Phantom* fills the same roles with a heavier armor profile.

**Hellbringer:** Primarily associated with the Jade Falcons, Hell's Horses, and Wolves, most Clans have since replaced their *Hellbringers* with *Ebon Jaguars*. Only Clan Coyote uses the OmniMech in an attempt to redeem it, much like their Clan's honor.

**Ice Ferret:** The few facilities that produced this machine were destroyed early in the Reavings. The *Viper* has taken over as a common replacement, due to its higher mobility curve and similar combat role.

**Naga:** While the sole *Naga* facility survived the Reavings, it is being repurposed to produce the *Septicemia*. What few remained of this 'Mech were taken by the Goliath Scorpions when they fled into the Deep Periphery.

**Night Gyr:** A Jade Falcon model produced primarily in Clan space, the Ironhold facility was demolished in 3076.

**Nova:** The last surviving facility was reconfigured to produce *Pouncers*, which fills a similar combat profile. The few *Novas* that remain are typically claimed by Aggressor *ristars*.

**Osteon:** Currently, this OmniMech is being studied and is outlawed from all Clan toumans for the foreseeable future.

**Shadow Cat:** This chassis has not been produced in Clan space since 3071.

-Loremaster Jackie Ravenwater  
Historical Technica, Update 15113087

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THOSE WHO FAIL FIND



# TACTICS OF WAR



## TOOLS OF BLOOD

After the resolution of the Reavings and the purging of the poisonous scientist caste from our Clan, questions inevitably arose regarding the weapons and materiel utilized by the Society. Many within the Clan called for a unilateral purge of the technology, citing the lingering stigma that existed among the other Clans with regards to Coyote. Thus, in 3076 the Grand Council voted a temporary ban on using any salvaged remains of Society technology.

The issue was revisited in March 3081, when saKhan Wyatt Talasko put forward a motion to re-examine the issue. The debate within the Council chambers was spirited, revolving around the fundamental tenets of Clan war doctrine and the theoretical instability much of the Society's equipment introduced. Each Clan also presented a full accounting of what equipment had been found; the largest being the Stone Lion seizure of a *Septicemia* facility deep in the arctic wastes of Strana Mechty.

After a series of debates, the Grand Council voted on the issue. While unusual for the Clan's ultimate governing body to vote on such a seemingly mundane issue, many of the khans recognized the tone that would be set for future generations. As such, they voted to destroy what *Cephalus* OmniMechs remained and dismantled them for parts. (Both identified *Cephalus* facilities had been destroyed during the Reavings.) What few *Osteon* machines remained were remanded to a storage facility on Strana Mechty; the secured location would be open to few members of each Clan's warrior and scientist castes for reverse engineering. While the design is solid, its resource-intensive technologies and the extensive integration of the CEWS prohibits immediate modifications. As such, the *Osteon* is currently unavailable to Clan toumans.

The *Septicemia* was, conversely, widely accepted into Clan toumans. None of the accepted versions contain outlawed technology, however. The Society incorporated new manufacturing technology in building their OmniMech facilities. Scientists from all four Clans have been working steadily to understand and replicate the machinery, with a breakthrough expected in the next year.

*[There has been heated debate of late towards the renaming of the Septicemia. While it is obvious as to why the 'Mech should be renamed (of which, the Void and the Codex are the most popular choices), Khan DeVillar has put the most persuasive argument on the table. "To leave the Septicemia as-is in appearance and name would be a constant reminder to all as to the crucible we have so recently survived," he recently stated. "This is an issue for our future generations to decide but one that we, as a Clan, cannot afford to set aside lightly. For now, it should remain as a reminder—and a warning." Khan DeVillar's motion to table the issue passed by a vote of five to three. —JR]*

ProtoMechs, considered a tactical weapon of choice by some and abhorred by others, remain a disputed issue. While all four Clan have unilaterally shunned the *Boggart*, most of the ProtoMech technology and designs that came from Society labs have been somewhat accepted. The Coyotes are still banned from deploying ProtoMechs through 3095, and the Clan's leaders have already acknowledged they are unwilling to revisit the issue any time soon.

Of the new weapon systems that made their battlefield debut during the chaotic Reavings, only the Nova CEWS has been banned from OmniMech and BattleMech design and development. The Stone Lions have trialed for and won most of the salvaged systems; no Clan has chosen to construct these components. The Lions recently received permission from the Grand Council to experiment with incorporating the system in its second line and *solahma* vehicle forces. The lone stipulation to the Council's authorization was that it could only be used against non-Clan opponents.

All usage of genetic diseases, mutagenic virotherapy, and other Society weapons are forbidden by the Grand Council. What data was recovered after the Reavings was summarily purged or destroyed. Possession of such material is immediate grounds for a Trial of Annihilation.



# THE WARS OF REAVING

## REAVING POINT

*Reaving Point* is a mini-campaign set on the Clan capital world of Strana Mechty. This trio of tracks uses the Campaign rules found in *Wars of Reaving* (see p. 229). It is recommended players have the *Total Warfare* core rulebook published by Catalyst Game Labs in order to play. Additionally, many of the optional rules use advanced rules from *TechManual* and *Tactical Operations*. Complete record sheets for all BattleMechs, vehicles, and aerospace craft that players can use to recreate scenarios appear in any of the pre-filled *Record Sheet* PDFs for purchase found at [www.battlecorps.com/catalog](http://www.battlecorps.com/catalog); any of the previously published Record Sheet compilations by FASA and FanPro can be also be used. Illustrations and game statistics for most of these units appear in the various BattleTech *Technical Readouts* published by Catalyst Game Labs (or FASA/FanPro). Some gamemasters may find the free *Chaos Campaign* PDF (located at [www.battlecorps.com/](http://www.battlecorps.com/)

catalog/) helpful as well to resolve rule disputes or provide additional campaign ideas.

As always, the following rules supplement existing rules. They add variety to and enhance game play, but should not give unfair advantage, and so gamemasters and players should all agree on any supplemental rules before using them in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign and/or for the era. All of these rules are considered Advanced and may not be used in tournament play.

While the following tracks use many of the components found in the *Wars of Reaving Campaign* rules, they are slightly modified for this product. Players can insert the tracks of this mini-campaign anywhere within their own campaign. If all three tracks are played and at least one objective in each track is achieved, players receive an additional 500 WP at the end of *Kerensky Twilight*.

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# REAVING POINT

## SHADOW FALLING

### SITUATION

*Ravenwater Highlands, Coyote Sector  
Strana Mechty, Clan Homeworlds  
18 May 3072*

Unusual data coming from a chance flyover noticed a large number of contacts moving through a sector controlled by the Coyotes. The unidentified force was unusual because the Clan Watch could not account for it; as a matter of tradition, all Clans kept the Grand Council up to date as to what forces they had operating within the capital system at any given time. That the force was moving through a little-used zone on the planet raised several red flags among your Clan superiors.

With all of the chaos erupting across the Clan Homeworlds, it was determined an investigation was warranted and your unit won the bid.

### GAME SETUP

Use Flatlands terrain (see p. 263, *TW*). The Initiative winner chooses their home edge first; the opposite edge is the opponent's home edge.

**Optional setup:** Roll once each on the *Weather Table 1: Light* and *General Terrain* tables (see p. 69, *TO*) and apply the results to the entire battlefield. If the player chooses to ignore this optional setup, add 100 WP (for each table bypassed) to the Track Cost and subtract 100 WP (for each table bypassed) from the final WP awarded at the end of the track.

### Attacker (Player)

The player may use up to 50% of their total force. The Attacker deploys their force along their home edge.

### Defender

The Defender is a large Bandit caste force that is 50% of the Attacker's deployed force. Up to half of the force consists of BattleMechs; the rest is a mix of infantry and vehicles. All BattleMech units have Veteran skills while the rest of the force is Regular.

Deploy at least half of the force anywhere on one map that contains the Defender's home edge. The remainder of the force is deployed anywhere up to 3 hexes from the home edge.

### WARCHEST

**Track Cost:** 325

### Options

**+600 Elite command.** Add a Bandit Caste Star to the Defender's force after force selection. Each pilot rolls on the Random Skills Table (Expanded) under the Elite column (see p. 273, *TW*).

### OBJECTIVES

**Win your bid!** Destroy/Cripple at least 50% of the Defender's force. [500]

**Take the hill!** Seize an objective ground hex as designated by the Defender; the hex must be under player control by the end of the track. [350]

**Size up the opposition.** At least two player units exit from the player's home edge after Turn 5. Units must have gone at least 10 hexes deep into the battlefield before exiting. [500]

**Dominance: bring the pain.** Destroy/Cripple 75% of the Defender's force. [750]

### SPECIAL RULES

The following rules are in effect for this track.

### Clan Honor

If a player is using a Clan force, it must follow Clan Honor rules (see p. 273, *TW*). Use the *Clan Honor Interpretation* (see p. 239, *WOR*) table to determine the Attacker's interpretation of honor. The Defender's force begins with 2 *dezgra* points.

### Dropping Troops

The Attacker may drop up to half of their deployed force using the *Dropping Troops* rules (see p. 23, *SO*).

### Forced Withdrawal

Both the Clan and Bandit Caste forces follow the rules for *Forced Withdrawal* (see p. 258, *TW*).

### AFTERMATH

The battle was joined quickly once you realized the unidentified force was a sizeable group of bandits. Despite your warriors' best attempts, the surviving surats scattered into the nearby hills. Resources would need to be expended to hunt the filth down and remove them from Strana Mechty—resources that, at the moment, were tied up elsewhere trying to beat back power grabs by other Clans on the planet.

Your superiors ordered you to remain on mission and finish the hunt. The news that a large group of Dark Caste were operating with impunity on the capital world was disturbing, and your command was tasked to find out what they were doing here—and then destroy them completely.

### NEXT TRACK

*Sheol Rising*



# REAVING POINT

## SHEOL RISING

### SITUATION

Point McKibben, Coyote Sector  
Strana Mechty, Clan Homeworlds  
6 October 3072

While bandit hunting is normally considered a low-brow assignment among the Clans, sometimes exceptions are made. Considering the firepower your warriors came across some months ago, these bandits appeared to be more than simple criminals struggling to survive.

They were vicious and violent opponents. Though scattered to the four winds after the initial engagement, these armed *surats* managed to disappear into the surrounding highlands only to emerge in ambushes and quick strikes, harassing Clan civilians throughout the nearby zones.

A Watch recon flight yesterday morning found what could possibly be the bandit's nest: a modest firebase, nestled in the ruins of an old Coyote mining settlement. It was the ideal spot for a nest of marauding vermin.

### GAME SETUP

Use a mix of Light Urban and Flatlands terrain (see p. 263, *TW*). The Defender chooses their home edge first; the opposite edge is the Attacker's home edge.

The Defender publicly designates one building as the command bunker.

**Optional setup:** Roll once each on the *Weather Table 1: Light* and *General Terrain* tables (see p. 69, *TO*) and apply the results to the entire battlefield. If the player chooses to ignore this optional setup, add 100 WP (for each table bypassed) to the Track Cost and subtract 100 WP (for each table bypassed) from the final WP awarded at the end of the track.

### Attacker (Player)

The player may use up to 100% of their total force. The Attacker deploys half of their force from its home edge. Deploy remainder of the Attacker's force from any other edge that is not the Defender's home edge.

### Defender

The Defender is a mix of Bandit caste and Society forces; they are equal to 75% of the Attacker's deployed force. Three-fourths of the Defender's deployed force is Bandit Caste forces of Regular skills that use a mix of infantry and vehicles. The remainder is a group of Society Uns. Use the *Society Unit Definition Chart* (p. 3) to determine the number of units and average skill level.

The Defender will be setting up a **Firebase** (see *Special Rules*, below). The Defender secretly designates one building or object as important to the Bandit's cause. Object may not be a BattleMech, ProtoMech, or battle armor unit.

Deploy the entire force on one map sheet that contains the Defender's home edge.

### WARCHEST

**Track Cost:** 325; must have participated in *Shadow Falling* prior.

### Options

**[+300] Excessive force.** The opponent sets 2D6 hexes of minefields (see p. 207, *TO*). To determine the type of mines available, roll 1D6: a result of 1-4 indicates Conventional mines; 5-6 are vibrabomb mines.

**[+250] Hidden secrets.** Up to half of the Defender's force is deployed as *Hidden Units* (see p. 259, *TW*).

**[-100] Lead by example.** Add to the Attacker's force a commanding officer and his unit; the commander possesses skills of Gunnery 1, Piloting 2. These forces do not count towards the Attacker's total deployed force.

**[+400] Setting the stage.** The Defender selects all of the maps to be used for the track. Replace all of the maps on the battlefield with ones selected by the opponent. Maps must be selected using the same mapsheet tables as listed in Game Setup, above.

### OBJECTIVES

**Win your bid!** Destroy/Cripple at least 50% of the Defender's force. **[500]**

**Headhunter mission: control.** Destroy the Defender's designated command bunker. **[150]**

**Shatter their will!** Destroy a building/object secretly designated by the opponent. Building/object is selected before the start of the game and is revealed at the end of the track. **[400]**

**Strategic victory: withdraw.** At the end of the track, less than 50% of the player's deployed force is Crippled or Destroyed. **[600]**

### SPECIAL RULES

The following rules are in effect for this track.

### Clan Honor

If a player is using a Clan force, it must follow Clan Honor rules (see p. 273, *TW*). Use the *Clan Honor Interpretation* (see p. 239, *WOR*) table to determine the Attacker's interpretation of honor. The Defender's force begins with 2 *dezgra* points.

### Firebase

The Defender builds a small firebase or mid-sized defensive fortification on the battlefield using the *Advanced Building Construction* rules (see p. 128, *TO*). The opponent sets up the fortification(s) after force selection but before the start of the track.

### Forced Withdrawal

Both the Clan and Bandit Caste forces follow the rules for *Forced Withdrawal* (see p. 258, *TW*).

### AFTERMATH

Taking down the bandit hive was a bit more difficult than originally assumed. Considering the static defenses in place, it appears they had been operating in this region for a long period of time. The addition of never-seen-before BattleMech and ProtoMech designs in the defensive force—while surprising—only delayed the inevitable. The entire bandit base was crushed by the day's end. All that remained were some much-needed answers.

### NEXT TRACK

*Kerensky Twilight*

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# REAVING POINT

## KERENSKY TWILIGHT

### SITUATION

*Kerensky Memorial Manufacturing, Coyote Sector  
Strana Mechty, Clan Homeworlds  
2 March 3073*

Stretched out beyond their operating capacity, it took several months for the Clan Watch to dissect the data captured at the bandit's firebase. After some extensive reconnaissance and a few less-than-honorable clandestine missions, the Watch finally had the answers wanted by the Clan Council.

It appeared that the Society had managed to get the burned-out and since abandoned Kerensky Memorial Manufacturing facility operating again. Buried among the desolate reaches of the Koga Desert, the factory had been churning out war material for the Society and its Dark Caste allies for some time.

With the answers given, results were now required.

### GAME SETUP

Use a mix of Light Urban, Heavy Urban, and Flatlands terrain (see p. 263, TW). The Defender chooses their home edge first; the opposite edge is the Attacker's home edge.

The Defender sets up a **Defensive Fortification** (see *Special Rules*, below).

**Optional setup:** Roll once each on the *Weather Table 1: Light and General Terrain* tables (see p. 69, TO) and apply the results to the entire battlefield. If the player chooses to ignore this optional setup, add 100 WP (for each table bypassed) to the Track Cost and subtract 100 WP (for each table bypassed) from the final WP awarded at the end of the track.

### Attacker (Player)

The player may use up to 100% of their total force. The Attacker deploys the entire force along its home edge to a range of 3 hexes.

### Defender

The Defender is a mix of Bandit caste and Society forces; they are equal to 125% of the Attacker's deployed force. One-quarter of the Defender's deployed force is Bandit Caste forces of Regular skills that use a mix of all unit types except ProtoMechs. The remainder is a group of Society Treys using primarily BattleMechs and ProtoMechs. Use the *Society Unit Definition Chart* (p. 3) to determine the number of units and average skill level.

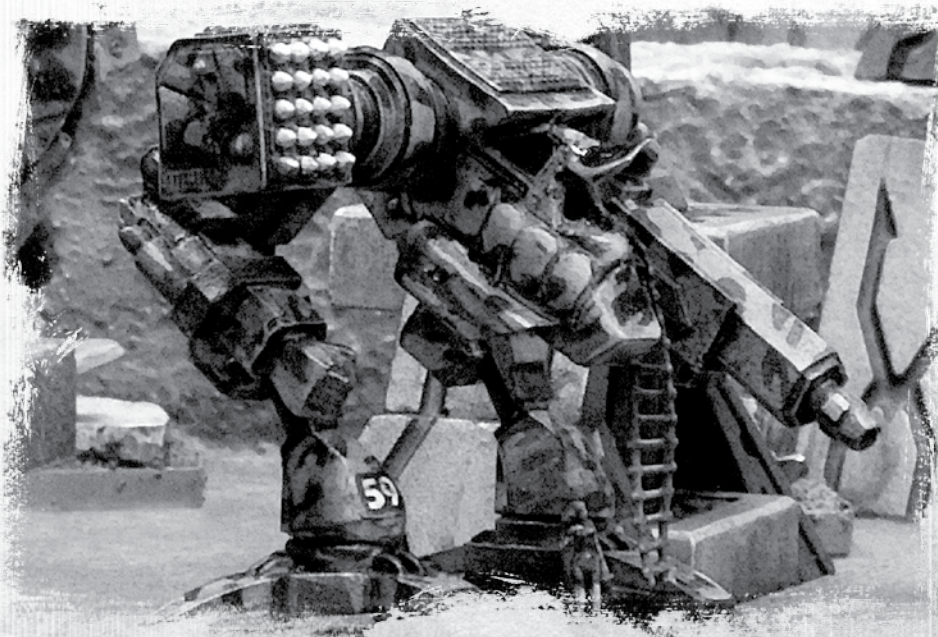
The Defender secretly designates one building or object as important to the Society's cause. The object may not be a BattleMech, ProtoMech, or battle armor unit.

Deploy the entire force on the battlefield.

Deploy the entire force on the battlefield.

### WARCHEST

**Track Cost:** 250; must have participated in *Sheol Rising* prior to this track.





# REAVING POINT

## Options

**[+100] Best of the best.** Add to the Defender's force a Society commander officer and his Trey; the commander possesses skills of Gunnery 1, Piloting 2; the rest of the unit has Elite skills.

**[+1000] Triple threat.** Add an additional Society force equal in size to the Defender's original deployed force. This force is considered an ally of the Defender, is a mix of unit types, and uses the *Society Unit Definition Chart* (p. 3) to determine the number of units and average skill level.

## OBJECTIVES

**Win your bid!** Destroy/Cripple at least 50% of the Defender's force. [500]

**Headhunter mission: command** Destroy the opposing force's designated Command Trey. [400]

**Dominance: ultimate victory.** Destroy/Cripple 100% of the opposing force. [1,000]

**Shatter their will!** Destroy a building/object secretly designated by the opponent. Building/object is selected before the start of the game and is revealed at the end of the track. [400]

## SPECIAL RULES

The following rules are in effect for this track.

### Clan Honor

If a player is using a Clan force, the Defender is automatically declared *dezgra*. The Attacker is not required to follow Clan Honor rules.

## Firebase

The Defender builds a mid-sized defensive fortification on the battlefield using the *Advanced Building Construction* rules (see p. 128, *TO*). The opponent sets up the fortification after force selection but before the start of the track.

## Operational Timeframe

The Attacker must establish a set number of turns to accomplish each objective and write these down before the start of the track. They do not need to be shared with the Defender. The maximum amount of time allowed is twenty turns. The Attacker may assign a different number of turns to each objective for more competitive play.

If the objective is completed in the time estimated, the player receives the reward listed. For each turn under the established limit, the reward is increased by 25%. For each turn past the established limit, the reward is diminished by 25%.

## AFTERMATH

While defended vigorously—and with more troops than initially believed—the end was determined the moment your warriors engaged in battle. Superior training, genetics, and command combined to put a violent and destructive end to the Society's hidey-hole. A good portion of the factory suffered heavily in collateral damage, much to the Watch's chagrin. The disappointment of the bothersome spies notwithstanding, your superiors were pleased with the triumphs won this day.

Now it is time to take those victories and build upon them as your Clan begins to retake its lost territory from the Tainted upstarts.

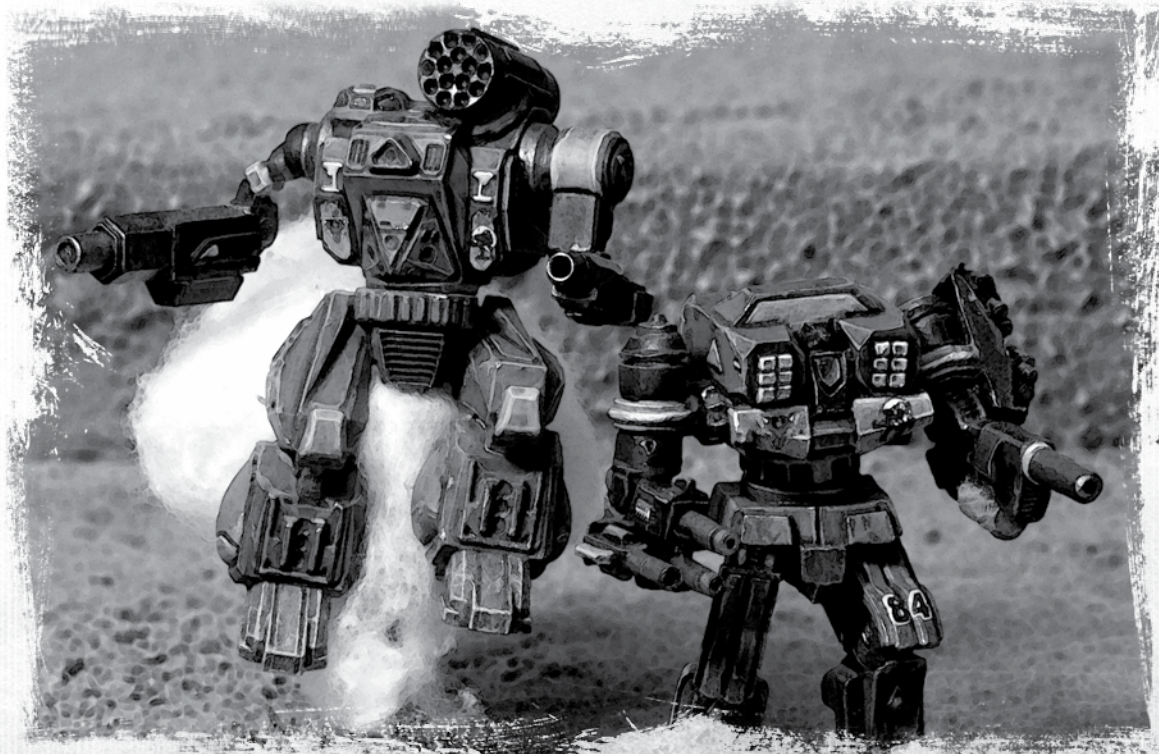
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# THE WARS OF REAVING

## RANDOM ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by a given faction during a campaign set in the Clan Homeworlds from 3072 onward. Players are not required to use these tables, but they can be immensely helpful in a pinch. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

To randomly assign pilot quality, the appropriate tables in *Total Warfare* (see p. 273) still apply.

### USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of

equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth. To use this RAT, first determine the appropriate Tech Level of the unit being generated and consult the Tech Level table below. Apply the listed bonus to a 2D6 for the final result.

The Keshik Tech Level only applies when a Frontline unit is led by a Khan, saKhan, or Loremaster.

For a list of sources, consult the table below.

### OMNI UNITS

Whenever a RAT result indicates an Omni Unit (including battle armor equipped with modular weapons), the controlling player may choose any variant available to that design. Only Clan Coyote (3072), Society, and Dark Caste Omni units may use the "Z" variant (OmniMechs and OmniFighters only). Omni units are marked on the RATs with an asterisk (\*).

### SOURCEBOOK TABLE

| Abbreviation | Source     |                                                   |
|--------------|------------|---------------------------------------------------|
| 3060         | BC-211p    | Record Sheets: 3060 Upgrade Unabridged            |
| 3067         | CAT35169p  | Record Sheets: 3067                               |
| 3075         | CAT35167p  | Record Sheets: 3075                               |
| 3085         | CAT35168p  | Record Sheets: 3085                               |
| 3050U-C      | BC205      | Record Sheets: 3050 Upgrade, Clan and Star League |
| 3050U-I      | BC204      | Record Sheets: 3050 Upgrade, Inner Sphere         |
| 3055U        | BC209      | Record Sheets: 3055 Upgrade Unabridged            |
| 3058U-C      | BC-203Ap   | Record Sheets: 3058 Upgrade, Clan and Star League |
| 3058U-I      | BC-203Bp   | Record Sheets: 3058 Upgrade, Inner Sphere         |
| 3085-PP      | BC-214p    | Record Sheets 3085: Project Phoenix               |
| Golden       | CAT35630   | Era Digest: Golden Century                        |
| Klondike     | CAT35230ap | Record Sheets: Operation Klondike                 |
| Prototypes   | CAT35132   | Technical Readout: Prototypes                     |
| TR3057       | FPR35007p  | Technical Readout: 3057 Revised                   |
| WOR          | CAT35306   | The Wars of Reaving                               |
| WORS         | CAT355002  | The Wars of Reaving Supplemental                  |

### RAT MODIFIER TABLE

| Tech Level   | 'Mech | Battle Armor | Vehicle | ProtoMechs | Aerospace |
|--------------|-------|--------------|---------|------------|-----------|
| Keshik       | +10   | +5           | +5      | +10        | +10       |
| Frontline    | +8    | +4           | +3      | +8         | +6        |
| Second Line± | +0    | +0           | +0      | +0         | +0        |
| Command*     | +10   | +2           | +2      | +10        | +10       |

±Includes standard Society and Dark Caste forces

\*Society and Dark Caste command-level units only



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN BLOOD SPIRIT

| 2D6 | Light                          | Medium                         | Heavy                                 | Assault                              |
|-----|--------------------------------|--------------------------------|---------------------------------------|--------------------------------------|
| 2   | Howler [20] (3055U)            | Griffin IIC 3 [40] (3085-PP)   | Glass Spider [60] (3055U)             | HGN-732b Highlander [90] (3075)      |
| 3   | MON-66b Mongoose [25] (3075)   | CRB-27b Crab [50] (3075)       | Thresher [60] (3058U-C)               | Marauder IIC [85] (3085-PP)          |
| 4   | Jenner IIC [35] (3055U)        | Vapor Eagle [55] (3055U)       | Rifleman IIC [65] (3085-PP)           | Phoenix Hawk IIC 3 [80] (3085-PP)    |
| 5   | Locust IIC (25) (3085-PP)      | Griffin IIC [40] (3085-PP)     | BL-6b-KNT Black Knight [75] (3050U-C) | Blood Kite 2 [85] (3067)             |
| 6   | Horned Owl [35] (3055U)        | Shadow Hawk IIC [45] (3085-PP) | Thresher [60] (3058U-C)               | Blood Kite [85] (3067)               |
| 7   | Locust IIC (25) (3085-PP)      | Conjurer [50] (3055U)          | Grizzly [70] (3058U-C)                | Blood Kite 2 [85] (3067)             |
| 8   | Incubus [30] (3055U)           | Conjurer 2 [50] (3055U)        | Rifleman IIC [65] (3085-PP)           | Blood Kite [85] (3067)               |
| 9   | MCY-99 Mercury [20] (3050U-C)  | Shadow Hawk IIC [45] (3085-PP) | Grizzly [70] (3058U-C)                | CRK-5003-1b Crockett [85] (Klondike) |
| 10  | Incubus [30] (3055U)           | Griffin IIC 4 [40] (3085-PP)   | Rifleman IIC 3 [65] (3085-PP)         | Warhammer IIC [80] (3085-PP)         |
| 11  | Horned Owl [35] (3055U)        | CRB-27b Crab [50] (3075)       | Glass Spider [60] (3055U)             | Warhammer IIC 3 [80] (3085-PP)       |
| 12  | Piranha [25] (3058U-C)         | Hunchback IIC [50] (3058U-C)   | BL-6b-KNT Black Knight [75] (3050U-C) | Supernova [90] (3058U-C)             |
| 13  | Incubus [30] (3055U)           | Stooping Hawk [55] (3060)*     | Hellfire 2 [60] (3067)                | Blood Asp [90] (3060)*               |
| 14  | Mist Lynx [25] (3050U-C)*      | Conjurer 3 [50] (3055U)        | Thresher [60] (3058U-C)               | Warhawk [85] (3050U-C)*              |
| 15  | Incubus [30] (3055U)           | Battle Cobra [40] (3058U-C)*   | Mad Dog [60] (3050U-C)*               | Blood Kite [85] (3067)               |
| 16  | Kit Fox [30] (3050U-C)*        | Stooping Hawk [55] (3060)*     | Timber Wolf [75] (3050U-C)*           | Kingfisher [90] (3058U-C)*           |
| 17  | Adder [35] (3050U-C)*          | Nova [50] (3050U-C)*           | Summoner [70] (3050U-C)*              | Blood Kite [85] (3067)               |
| 18  | Kit Fox [30] (3050U-C)*        | Crimson Langur [50] (3067)*    | Crossbow [65] (3058U-C)*              | Kingfisher [90] (3058U-C)*           |
| 19  | Mist Lynx [25] (3050U-C)*      | Crimson Langur [50] (3067)*    | Crossbow [65] (3058U-C)*              | Blood Kite [85] (3067)               |
| 20  | Adder [35] (3050U-C)*          | Stormcrow [55] (3050U-C)*      | Grizzly [70] (3058U-C)                | Warhawk [85] (3050U-C)*              |
| 21  | Arctic Cheetah [30] (3058U-C)* | Battle Cobra [40] (3058U-C)*   | Crossbow [65] (3058U-C)*              | Blood Kite [85] (3067)               |
| 22  | Horned Owl [35] (3055U)        | Stooping Hawk [55] (3060)*     | Rifleman IIC [65] (3085-PP)           | Dire Wolf [100] (3050U-C)*           |

### CLAN CLOUD COBRA

| 2D6 | Light                          | Medium                           | Heavy                         | Assault                           |
|-----|--------------------------------|----------------------------------|-------------------------------|-----------------------------------|
| 2   | Pack Hunter [30] (3060)        | Rabid Coyote [55] (3067)         | Thresher [60] (3058U-C)       | Stone Rhino [100] (3055U)         |
| 3   | Solitaire [25] (3067)          | Shadow Hawk IIC [45] (3085-PP) 2 | Hellfire 2 [60] (3067)        | Bane 3 [100] (3055U)              |
| 4   | Jenner IIC [35] (3055U) 2      | Vapor Eagle [55] (3055U)         | Hellfire [60] (3067)          | Warhammer IIC 3 [80] (3085-PP)    |
| 5   | Locust IIC (25) (3085-PP) 4    | Stalking Spider [50] (3060)      | Glass Spider [60] (3055U)     | Marauder IIC [85] (3085-PP)       |
| 6   | Incubus [30] (3055U)           | Great Wyrms [45] (3060)          | Rifleman IIC [65] (3085-PP)   | Supernova [90] (3058U-C)          |
| 7   | Horned Owl [35] (3055U)        | Griffin IIC 3 [40] (3085-PP)     | Black Python [75] (3055U)     | Highlander IIC [90] (3060)        |
| 8   | Jenner IIC [35] (3055U)        | Hunchback IIC [50] (3058U-C)     | Guillotine IIC [70] (3060)    | Phoenix Hawk IIC 3 [80] (3085-PP) |
| 9   | Locust IIC (25) (3085-PP) 2    | Stalking Spider [50] (3060)      | Glass Spider 2 [60] (3055U)   | Blood Kite [85] (3067)            |
| 10  | Incubus [30] (3055U) 2         | Vapor Eagle [55] (3055U)         | Rifleman IIC 4 [65] (3085-PP) | Marauder IIC 2 [85] (3085-PP)     |
| 11  | Howler [20] (3055U)            | Wyvern IIC [45] (3060)           | Grizzly [70] (3058U-C)        | Kodiak [100] (3058U-C)            |
| 12  | Arctic Cheetah [30] (3058U-C)* | Phantom [40] (3055U)*            | Night Gyr [75] (3058U-C)*     | Executioner [95] (3050U-C)*       |
| 13  | Adder [35] (3050U-C)*          | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*       | Savage Coyote [85] (3067)*        |
| 14  | Adder [35] (3050U-C)*          | Shadow Cat [45] (3058U-C)*       | Timber Wolf [75] (3050U-C)*   | Warhawk [85] (3050U-C)*           |
| 15  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*            | Night Gyr [75] (3058U-C)*     | Warhawk [85] (3050U-C)*           |
| 16  | Fire Moth [20] (3050U-C)*      | Stalking Spider [50] (3060) 2    | Ebon Jaguar [65] (3058U-C)*   | Executioner [95] (3050U-C)*       |
| 17  | Kit Fox [30] (3050U-C)*        | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*       | Gargoyle [80] (3050U-C)*          |
| 18  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*            | Summoner [70] (3050U-C)*      | Blood Asp [90] (3060)*            |
| 19  | Kit Fox [30] (3050U-C)*        | Battle Cobra [40] (3058U-C)*     | Mad Dog [60] (3050U-C)*       | Gargoyle [80] (3050U-C)*          |
| 20  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*             | Timber Wolf [75] (3050U-C)*   | Blood Asp [90] (3060)*            |
| 21  | Mist Lynx [25] (3050U-C)*      | Crimson Langur [50] (3067)*      | Ebon Jaguar [65] (3058U-C)*   | Dire Wolf [100] (3050U-C)*        |
| 22  | Fire Falcon [25] (3058U-C)*    | Pouncer [40] (3055U)*            | Linebacker [65] (3055U)*      | Turkina [95] (3058U-C)*           |

WISDOM IS THE POWER

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THOSE WHO FAIL FIND



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN COYOTE

| 2D6 | Light                       | Medium                       | Heavy                         | Assault                         |
|-----|-----------------------------|------------------------------|-------------------------------|---------------------------------|
| 2   | Pack Hunter [30] (3060)     | Lobo [40] (3060)             | Timber Wolf [75] (3050U-C)*   | Gargoyle [80] (3050U-C)*        |
| 3   | Piranha [25] (3058U-C)      | Griffin IIC 3 [40] (3085-PP) | Grizzly [70] (3058U-C)        | Imp C [100] (3050U-I)           |
| 4   | Incubus [30] (3055U) 2      | Wyvern IIC [45] (3060)       | Guillotine IIC [70] (3060)    | Supernova [90] (3058U-C)        |
| 5   | Locust IIC (25) (3085-PP) 5 | Rabid Coyote 2 [55] (3067)   | Glass Spider [60] (3055U)     | Canis [80] (3060)               |
| 6   | Locust IIC (25) (3085-PP)   | Rabid Coyote [55] (3067)     | Rifleman IIC 4 [65] (3085-PP) | Warhammer IIC [80] (3085-PP)    |
| 7   | UrbanMech IIC [30] (3060)   | Conjuror [50] (3055U)        | Guillotine IIC [70] (3060)    | Canis [80] (3060)               |
| 8   | Incubus [30] (3055U)        | Griffin IIC 4 [40] (3085-PP) | Rifleman IIC [65] (3085-PP)   | Highlander IIC [90] (3060)      |
| 9   | Jenner IIC [35] (3055U)     | Vapor Eagle [55] (3055U)     | Glass Spider 2 [60] (3055U)   | Phoenix Hawk IIC [80] (3085-PP) |
| 10  | Horned Owl [35] (3055U)     | Great Wyrn [45] (3060)       | Rifleman IIC [65] (3085-PP)   | Warhammer IIC 4 [80] (3085-PP)  |
| 11  | Jenner IIC [35] (3055U) 2   | Clint IIC [40] (3060)        | Black Python [75] (3055U)     | Kodiak [100] (3058U-C)          |
| 12  | Cephalus [25] (WORS)*       | Pouncer [40] (3055U)*        | Summoner [70] (3050U-C)*      | Osteon [85] (WORS)*             |
| 13  | Fire Falcon [25] (3058U-C)* | Stormcrow [55] (3050U-C)*    | Mad Dog [60] (3050U-C)*       | Gargoyle [80] (3050U-C)*        |
| 14  | Adder [35] (3050U-C)*       | Septicemia [55] (WORS)*      | Timber Wolf [75] (3050U-C)*   | Savage Coyote [85] (3067)*      |
| 15  | Mist Lynx [25] (3050U-C)*   | Viper [40] (3050U-C)*        | Summoner [70] (3050U-C)*      | Gargoyle [80] (3050U-C)*        |
| 16  | Adder [35] (3050U-C)*       | Stormcrow [55] (3050U-C)*    | Hellbringer [65] (3050U-C)*   | Dire Wolf [100] (3050U-C)*      |
| 17  | Adder [35] (3050U-C)*       | Septicemia [55] (WORS)*      | Timber Wolf [75] (3050U-C)*   | Savage Coyote [85] (3067)*      |
| 18  | Fire Moth [20] (3050U-C)*   | Septicemia [55] (WORS)*      | Timber Wolf [75] (3050U-C)*   | Savage Coyote [85] (3067)*      |
| 19  | Hellion [30] (3067)*        | Nova [50] (3050U-C)*         | Summoner [70] (3050U-C)*      | Dire Wolf [100] (3050U-C)*      |
| 20  | Mist Lynx [25] (3050U-C)*   | Nova [50] (3050U-C)*         | Timber Wolf [75] (3050U-C)*   | Warhawk [85] (3050U-C)*         |
| 21  | Fire Moth [20] (3050U-C)*   | Ice Ferret [45] (3050U-C)*   | Hellbringer [65] (3050U-C)*   | Savage Coyote [85] (3067)*      |
| 22  | Kit Fox [30] (3050U-C)*     | Savage Coyote [85] (3067)*   | Linebacker [65] (3055U)*      | Kingfisher [90] (3058U-C)*      |

### CLAN DIAMOND SHARK

| 2D6 | Light                          | Medium                           | Heavy                                | Assault                         |
|-----|--------------------------------|----------------------------------|--------------------------------------|---------------------------------|
| 2   | Piranha [25] (3058U-C)         | Griffin IIC 3 [40] (3085-PP)     | Predator [60] (3060)                 | Mad Cat Mk II [90] (3067)       |
| 3   | Solitaire [25] (3067)          | Shadow Hawk IIC [45] (3085-PP) 3 | Ha Otoko [65] (3060)                 | Bane [100] (3055U)              |
| 4   | Jenner IIC [35] (3055U) 2      | Griffin IIC 4 [40] (3085-PP)     | EXT-4Db Exterminator [65] (Klondike) | Warhammer IIC 3 [80] (3085-PP)  |
| 5   | MCY-99 Mercury [20] (3050U-C)  | CRB-27b Crab [50] (3075)         | Rifleman IIC [65] (3085-PP)          | Marauder IIC 2 [85] (3085-PP)   |
| 6   | Solitaire [25] (3067)          | Great Wyrn [45] (3060)           | Rifleman IIC 3 [65] (3085-PP)        | Warhammer IIC 4 [80] (3085-PP)  |
| 7   | Incubus [30] (3055U)           | Shadow Hawk IIC [45] (3085-PP) 4 | Glass Spider [60] (3055U)            | Mad Cat Mk II [90] (3067)       |
| 8   | THE-Nb Thorn [20] (Klondike)   | Griffin IIC 3 [40] (3085-PP)     | Guillotine IIC [70] (3060)           | Highlander IIC [90] (3060)      |
| 9   | Jenner IIC [35] (3055U)        | Wyvern IIC [45] (3060)           | BMB-12D Bombardier [65] (3050U-C)    | Mad Cat Mk II [90] (3067)       |
| 10  | Piranha [25] (3058U-C)         | Griffin IIC 3 [40] (3085-PP)     | Glass Spider [60] (3055U)            | Marauder IIC 2 [85] (3085-PP)   |
| 11  | Pack Hunter [30] (3060)        | Grendel [45] (3058U-C)*          | Mad Dog [60] (3050U-C)*              | Phoenix Hawk IIC [80] (3085-PP) |
| 12  | Hellion [30] (3067)*           | Hunchback IIC [50] (3058U-C)     | Timber Wolf [75] (3050U-C)*          | Warhawk [85] (3050U-C)*         |
| 13  | Adder [35] (3050U-C)*          | Nova [50] (3050U-C)*             | Ebon Jaguar [65] (3058U-C)*          | Executioner [95] (3050U-C)*     |
| 14  | Arctic Cheetah [30] (3058U-C)* | Ice Ferret [45] (3050U-C)*       | Summoner [70] (3050U-C)*             | Dire Wolf [100] (3050U-C)*      |
| 15  | Fire Moth [20] (3050U-C)*      | Grendel [45] (3058U-C)*          | Ebon Jaguar [65] (3058U-C)*          | Warhawk [85] (3050U-C)*         |
| 16  | Arctic Cheetah [30] (3058U-C)* | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*              | Gargoyle [80] (3050U-C)*        |
| 17  | Adder [35] (3050U-C)*          | Grendel [45] (3058U-C)*          | Mad Dog [60] (3050U-C)*              | Warhawk [85] (3050U-C)*         |
| 18  | Hellion [30] (3067)*           | Nova [50] (3050U-C)*             | Ebon Jaguar [65] (3058U-C)*          | Gargoyle [80] (3050U-C)*        |
| 19  | Mist Lynx [25] (3050U-C)*      | Grendel [45] (3058U-C)*          | Ebon Jaguar [65] (3058U-C)*          | Executioner [95] (3050U-C)*     |
| 20  | Hellion [30] (3067)*           | Ice Ferret [45] (3050U-C)*       | Hellbringer [65] (3050U-C)*          | Dire Wolf [100] (3050U-C)*      |
| 21  | Mist Lynx [25] (3050U-C)*      | Shadow Cat [45] (3058U-C)*       | Mad Dog [60] (3050U-C)*              | Warhawk [85] (3050U-C)*         |
| 22  | Adder [35] (3050U-C)*          | Huntsman [50] (3058U-C)*         | Nova Cat [70] (3060)*                | Dire Wolf [100] (3050U-C)*      |



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN FIRE MANDRILL

| 2D6 | Light                        | Medium                           | Heavy                                | Assault                           |
|-----|------------------------------|----------------------------------|--------------------------------------|-----------------------------------|
| 2   | MON-66b Mongoose [25] (3075) | Conjurer [50] (3055U)            | Black Python [75] (3055U)            | Stone Rhino [100] (3055U)         |
| 3   | Locust IIC [25] (3085-PP)    | WVE-5Nb Wyvern [45] (3075)       | FLS-8K Flashman [75] (3050U-C)       | Phoenix Hawk IIC [80] (3085-PP)   |
| 4   | Incubus [30] (3055U)         | STN-3Lb Sentinel [40] (Klondike) | Thresher [60] (3058U-C)              | THG-11Eb Thug [80] (3075)         |
| 5   | Mandrill [30] (3060)         | Shadow Hawk IIC [45] (3085-PP)   | Rifleman IIC [65] (3085-PP)          | Phoenix Hawk IIC 2 [80] (3085-PP) |
| 6   | Howler [20] (3055U)          | Griffin IIC [40] (3085-PP)       | Predator [60] (3060)                 | Bane [100] (3055U)                |
| 7   | Jenner IIC [35] (3055U)      | Griffin IIC [40] (3085-PP)       | LNC25-01 Lancelot [60] (3050U-C)     | Phoenix Hawk IIC 3 [80] (3085-PP) |
| 8   | Mandrill [30] (3060)         | Shadow Hawk IIC [45] (3085-PP)   | Rifleman IIC [65] (3085-PP)          | THG-11Eb Thug [80] (3075)         |
| 9   | Incubus [30] (3055U)         | Hunchback IIC [50] (3058U-C)     | Predator [60] (3060)                 | HGN-732b Highlander [90] (3075)   |
| 10  | Howler [20] (3055U)          | Vapor Eagle [55] (3055U)         | EXT-4Db Exterminator [65] (Klondike) | KGC-000b King Crab [100] (3075)   |
| 11  | Piranha [25] (3058U-C)       | Vapor Eagle [55] (3055U)         | Summoner [70] (3050U-C)*             | Blood Kite [85] (3067)            |
| 12  | Fire Falcon [25] (3058U-C)*  | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*              | Turkina [95] (3058U-C)*           |
| 13  | Kit Fox [30] (3050U-C)*      | Crimson Langur [50] (3067)*      | Summoner [70] (3050U-C)*             | Turkina [95] (3058U-C)*           |
| 14  | Fire Falcon [25] (3058U-C)*  | Shadow Cat [45] (3058U-C)*       | Summoner [70] (3050U-C)*             | Warhawk [85] (3050U-C)*           |
| 15  | Mist Lynx [25] (3050U-C)*    | Crimson Langur [50] (3067)*      | Ebon Jaguar [65] (3058U-C)*          | Warhawk [85] (3050U-C)*           |
| 16  | Fire Falcon [25] (3058U-C)*  | Huntsman [50] (3058U-C)*         | Mad Dog [60] (3050U-C)*              | Gargoyle [80] (3050U-C)*          |
| 17  | Fire Falcon [25] (3058U-C)*  | Nova [50] (3050U-C)*             | Ebon Jaguar [65] (3058U-C)*          | Warhawk [85] (3050U-C)*           |
| 18  | Fire Falcon [25] (3058U-C)*  | Crimson Langur [50] (3067)*      | Summoner [70] (3050U-C)*             | Warhawk [85] (3050U-C)*           |
| 19  | Adder [35] (3050U-C)*        | Huntsman [50] (3058U-C)*         | Ebon Jaguar [65] (3058U-C)*          | Gargoyle [80] (3050U-C)*          |
| 20  | Fire Falcon [25] (3058U-C)*  | Stormcrow [55] (3050U-C)*        | Ebon Jaguar [65] (3058U-C)*          | Turkina [95] (3058U-C)*           |
| 21  | Kit Fox [30] (3050U-C)*      | Huntsman [50] (3058U-C)*         | Summoner [70] (3050U-C)*             | Gargoyle [80] (3050U-C)*          |
| 22  | Fire Falcon [25] (3058U-C)*  | Crimson Langur [50] (3067)*      | Nova Cat [70] (3060)*                | Turkina [95] (3058U-C)*           |

### CLAN GHOST BEAR

| 2D6 | Light                          | Medium                           | Heavy                                 | Assault                              |
|-----|--------------------------------|----------------------------------|---------------------------------------|--------------------------------------|
| 2   | Jenner IIC [35] (3055U)        | Great Wyrn [45] (3060)           | Mad Dog [60] (3050U-C)*               | Mad Cat Mk II [90] (3067)            |
| 3   | MCY-99 Mercury [20] (3050U-C)  | STN-3Lb Sentinel [40] (Klondike) | CHP-1N Champion (3050U-C)             | Executioner [95] (3050U-C)*          |
| 4   | Horned Owl [35] (3055U)        | Clint IIC [40] (3060)            | Arcas [65] (3067)                     | THG-11Eb Thug [80] (3075)            |
| 5   | THE-Nb Thorn [20] (Klondike)   | Hunchback IIC [50] (3058U-C)     | Glass Spider [60] (3055U)             | Kodiak [100] (3058U-C)               |
| 6   | Horned Owl [35] (3055U)        | Ursus [50] (3060)                | Grizzly [70] (3058U-C)                | Kodiak [100] (3058U-C)               |
| 7   | Jenner IIC [35] (3055U)        | Clint IIC [40] (3060)            | BL-6b-KNT Black Knight [75] (3050U-C) | Supernova [90] (3058U-C)             |
| 8   | HER-1Sb Hermes [30] (Klondike) | Ursus [50] (3060)                | Thresher [60] (3058U-C)               | KGC-000b King Crab [100] (3075)      |
| 9   | Horned Owl [35] (3055U)        | Wyvern IIC [45] (3060)           | Guillotine IIC [70] (3060)            | CRK-5003-1b Crockett [85] (Klondike) |
| 10  | Solitaire [25] (3067)          | BEO-12 Beowulf [45] (3060)       | BHKU-O Black Hawk KU (3058U-I)        | VKG-2F Viking [90] (3060)            |
| 11  | Pack Hunter [30] (3060)        | Arctic Wolf [40] (3060)*         | BMB-12D Bombardier [65] (3050U-C)     | Stone Rhino [100] (3055U)            |
| 12  | Mist Lynx [25] (3050U-C)*      | Viper [40] (3050U-C)*            | Nova Cat [70] (3060)*                 | Warhawk [85] (3050U-C)*              |
| 13  | Fire Moth [20] (3050U-C)*      | Ice Ferret [45] (3050U-C)*       | Summoner [70] (3050U-C)*              | Kingfisher [90] (3058U-C)*           |
| 14  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*            | Hellbringer [65] (3050U-C)*           | Executioner [95] (3050U-C)*          |
| 15  | Fire Moth [20] (3050U-C)*      | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*               | Warhawk [85] (3050U-C)*              |
| 16  | Fire Moth [20] (3050U-C)*      | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*               | Kingfisher [90] (3058U-C)*           |
| 17  | Fire Moth [20] (3050U-C)*      | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*               | Executioner [95] (3050U-C)*          |
| 18  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*               | Executioner [95] (3050U-C)*          |
| 19  | Fire Moth [20] (3050U-C)*      | Viper [40] (3050U-C)*            | Summoner [70] (3050U-C)*              | Kingfisher [90] (3058U-C)*           |
| 20  | Adder [35] (3050U-C)*          | Nova [50] (3050U-C)*             | Timber Wolf [75] (3050U-C)*           | Executioner [95] (3050U-C)*          |
| 21  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*             | Ebon Jaguar [65] (3058U-C)*           | Executioner [95] (3050U-C)*          |
| 22  | Fire Moth [20] (3050U-C)*      | Stooping Hawk [55] (3060)*       | Mad Dog [60] (3050U-C)*               | Executioner [95] (3050U-C)*          |

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# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN GOLIATH SCORPION

| 2D6 | Light                          | Medium                         | Heavy                                 | Assault                         |
|-----|--------------------------------|--------------------------------|---------------------------------------|---------------------------------|
| 2   | MCY-99 Mercury [20] (3050U-C)  | Griffin IIC [40] (3085-PP)     | LN25-01 Lancelot [60] (3050U-C)       | THG-11Eb Thug [80] (3075)       |
| 3   | UrbanMech IIC [30] (3060)      | Great Wurm [45] (3060)         | FLS-8K Flashman [75] (3050U-C)        | Kodiak [100] (3058U-C)          |
| 4   | Jenner IIC [35] (3055U)        | Conjurer [50] (3055U)          | BL-6b-KNT Black Knight [75] (3050U-C) | Supernova [90] (3058U-C)        |
| 5   | Horned Owl [35] (3055U) 4      | Vapor Eagle [55] (3055U)       | Fire Scorpion [65] (3060)             | Stone Rhino [100] (3055U)       |
| 6   | Incubus [30] (3055U)           | Hunchback IIC [50] (3058U-C)   | Black Python [75] (3055U)             | Marauder IIC [85] (3085-PP)     |
| 7   | Horned Owl [35] (3055U)        | Vapor Eagle [55] (3055U)       | Glass Spider 2 [60] (3055U)           | Stone Rhino 2 [100] (3055U)     |
| 8   | Locust IIC [25] (3085-PP)      | Conjurer [50] (3055U)          | BL-6b-KNT Black Knight [75] (3050U-C) | Bane 2 [100] (3055U)            |
| 9   | Commando IIC [25] (3060)       | CRB-27b Crab [50] (3075)       | Fire Scorpion [65] (3060)             | KGC-000b King Crab [100] (3075) |
| 10  | MON-66b Mongoose [25] (3075)   | Shadow Hawk IIC [45] (3085-PP) | Rifleman IIC [65] (3085-PP)           | Warhammer IIC [80] (3085-PP)    |
| 11  | Piranha [25] (3058U-C)         | Hunchback IIC [50] (3058U-C)   | Bowman [70] (3067)                    | Thunder Stallion [85] (3060)    |
| 12  | Horned Owl [35] (3055U)        | Battle Cobra [40] (3058U-C)*   | Night Gyr [75] (3058U-C)*             | Dire Wolf [100] (3050U-C)*      |
| 13  | Fire Moth [20] (3050U-C)*      | Ice Ferret [45] (3050U-C)*     | Mad Dog [60] (3050U-C)*               | Turkina [95] (3058U-C)*         |
| 14  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*           | Ebon Jaguar [65] (3058U-C)*           | Kingfisher [90] (3058U-C)*      |
| 15  | Jenner IIC [35] (3055U)        | Stormcrow [55] (3050U-C)*      | Glass Spider 2 [60] (3055U)           | Executioner [95] (3050U-C)*     |
| 16  | Fire Falcon [25] (3058U-C)*    | Vapor Eagle [55] (3055U)       | Black Python [75] (3055U)             | Warhawk [85] (3050U-C)*         |
| 17  | Fire Moth [20] (3050U-C)*      | Phantom [40] (3055U)*          | Hellbringer [65] (3050U-C)*           | Warhawk [85] (3050U-C)*         |
| 18  | Adder [35] (3050U-C)*          | Pouncer [40] (3055U)*          | Summoner [70] (3050U-C)*              | Turkina [95] (3058U-C)*         |
| 19  | Arctic Cheetah [30] (3058U-C)* | Battle Cobra [40] (3058U-C)*   | Night Gyr [75] (3058U-C)*             | Dire Wolf [100] (3050U-C)*      |
| 20  | Mist Lynx [25] (3050U-C)*      | Nova [50] (3050U-C)*           | Ebon Jaguar [65] (3058U-C)*           | Dire Wolf [100] (3050U-C)*      |
| 21  | Incubus [30] (3055U)           | Stormcrow [55] (3050U-C)*      | Timber Wolf [75] (3050U-C)* Prime     | Warhawk [85] (3050U-C)*         |
| 22  | Horned Owl [35] (3055U)        | Battle Cobra [40] (3058U-C)*   | Night Gyr [75] (3058U-C)*             | Turkina [95] (3058U-C)*         |

### CLAN HELL'S HORSES

| 2D6 | Light                          | Medium                           | Heavy                            | Assault                              |
|-----|--------------------------------|----------------------------------|----------------------------------|--------------------------------------|
| 2   | Commando IIC [25] (3060)       | Great Wurm [45] (3060)           | GLT-3N Guillotine [70] (3050U-C) | Stone Rhino 3 [100] (3055U)          |
| 3   | UrbanMech IIC [30] (3060)      | Corvis [40] (3060)               | Thresher [60] (3058U-C)          | Highlander IIC [90] (3060)           |
| 4   | Piranha [25] (3058U-C)         | Shadow Hawk IIC [45] (3085-PP)   | Glass Spider [60] (3055U)        | Thunder Stallion [85] (3060) 2       |
| 5   | MCY-99 Mercury [20] (3050U-C)  | Corvis [40] (3060)               | Rifleman IIC [65] (3085-PP)      | Bane 3 [100] (3055U)                 |
| 6   | Locust IIC [25] (3085-PP)      | Griffin IIC [40] (3085-PP)       | Guillotine IIC [70] (3060)       | Warhammer IIC [80] (3085-PP)         |
| 7   | Jenner IIC [35] (3055U)        | KTO-19b Kintaro [55] (3075)      | Ha Otoko [65] (3060)             | Thunder Stallion [85] (3060)         |
| 8   | Incubus [30] (3055U)           | Wyvern IIC [45] (3060)           | Bowman [70] (3067)               | CRK-5003-1b Crockett [85] (Klondike) |
| 9   | UrbanMech IIC [30] (3060)      | Conjurer [50] (3055U)            | Grizzly [70] (3058U-C)           | Marauder IIC [85] (3085-PP)          |
| 10  | Horned Owl [35] (3055U)        | Vapor Eagle [55] (3055U)         | Black Python [75] (3055U)        | Kodiak [100] (3058U-C)               |
| 11  | HER-1Sb Hermes [30] (Klondike) | STN-3Lb Sentinel [40] (Klondike) | Glass Spider 2 [60] (3055U)      | Phoenix Hawk IIC [80] (3085-PP)      |
| 12  | Fire Moth [20] (3050U-C)*      | Phantom [40] (3055U)*            | Linebacker [65] (3055U)*         | Dire Wolf [100] (3050U-C)*           |
| 13  | Arctic Cheetah [30] (3058U-C)* | Ice Ferret [45] (3050U-C)*       | Summoner [70] (3050U-C)*         | Kingfisher [90] (3058U-C)*           |
| 14  | Mist Lynx [25] (3050U-C)*      | Ice Ferret [45] (3050U-C)*       | Hellbringer [65] (3050U-C)*      | Warhawk [85] (3050U-C)*              |
| 15  | Hellion [30] (3067)*           | Viper [40] (3050U-C)*            | Summoner [70] (3050U-C)*         | Executioner [95] (3050U-C)*          |
| 16  | Arctic Cheetah [30] (3058U-C)* | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*          | Executioner [95] (3050U-C)*          |
| 17  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*             | Mad Dog [60] (3050U-C)*          | Gargoyle [80] (3050U-C)*             |
| 18  | Kit Fox [30] (3050U-C)*        | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*          | Gargoyle [80] (3050U-C)*             |
| 19  | Adder [35] (3050U-C)*          | Nova [50] (3050U-C)*             | Timber Wolf [75] (3050U-C)*      | Warhawk [85] (3050U-C)*              |
| 20  | Fire Falcon [25] (3058U-C)*    | Stormcrow [55] (3050U-C)*        | Timber Wolf [75] (3050U-C)*      | Naga [80] (3055U)*                   |
| 21  | Hellion [30] (3067)*           | Stormcrow [55] (3050U-C)*        | Timber Wolf [75] (3050U-C)*      | Dire Wolf [100] (3050U-C)*           |
| 22  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*            | Ebon Jaguar [65] (3058U-C)*      | Warhawk [85] (3050U-C)*              |



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN ICE HELLION

| 2D6 | Light                          | Medium                           | Heavy                       | Assault                           |
|-----|--------------------------------|----------------------------------|-----------------------------|-----------------------------------|
| 2   | Howler [20] (3055U)            | Shadow Hawk IIC [45] (3085-PP)   | Glass Spider 2 [60] (3055U) | Shogun C [85] (3058U-I)           |
| 3   | Locust IIC (25) (3085-PP) 2    | Wyvern IIC [45] (3060)           | Guillotine IIC [70] (3060)  | Phoenix Hawk IIC 3 [80] (3085-PP) |
| 4   | Locust IIC (25) (3085-PP)      | Shadow Hawk IIC [45] (3085-PP) 2 | Thresher [60] (3058U-C)     | Highlander IIC [90] (3060)        |
| 5   | Horned Owl [35] (3055U)        | Griffin IIC 2 [40] (3085-PP)     | Black Python [75] (3055U)   | Warhammer IIC [80] (3085-PP)      |
| 6   | Incubus [30] (3055U) 2         | Vapor Eagle [55] (3055U)         | Black Python [75] (3055U)   | Phoenix Hawk IIC [80] (3085-PP)   |
| 7   | Snow Fox [20] (3060)           | Griffin IIC 4 [40] (3085-PP)     | Thresher [60] (3058U-C)     | Marauder IIC [85] (3085-PP)       |
| 8   | Icestorm [25] (3060)           | Clint IIC [40] (3060)            | Grizzly [70] (3058U-C)      | Kodiak [100] (3058U-C)            |
| 9   | Incubus [30] (3055U)           | Conjurer [50] (3055U)            | Thresher [60] (3058U-C)     | Warhammer IIC 2 [80] (3085-PP)    |
| 10  | Jenner IIC [35] (3055U)        | Vapor Eagle [55] (3055U)         | Glass Spider [60] (3055U)   | Marauder IIC 3 [85] (3085-PP)     |
| 11  | Firefly C [30] (3050U-I)       | Great Wyrn [45] (3060)           | Predator [60] (3060)        | Stone Rhino [100] (3055U)         |
| 12  | Arctic Cheetah [30] (3058U-C)* | Phantom [40] (3055U)*            | Linebacker [65] (3055U)*    | Warhawk [85] (3050U-C)*           |
| 13  | Fire Moth [20] (3050U-C)*      | Phantom [40] (3055U)*            | Mad Dog [60] (3050U-C)*     | Gargoyle [80] (3050U-C)*          |
| 14  | Kit Fox [30] (3050U-C)*        | Viper [40] (3050U-C)*            | Nova Cat [70] (3060)*       | Executioner [95] (3050U-C)*       |
| 15  | Hellion [30] (3067)*           | Black Lanner [55] (3058U-C)*     | Summoner [70] (3050U-C)*    | Gargoyle [80] (3050U-C)*          |
| 16  | Arctic Cheetah [30] (3058U-C)* | Viper [40] (3050U-C)*            | Timber Wolf [75] (3050U-C)* | Warhawk [85] (3050U-C)*           |
| 17  | Hellion [30] (3067)*           | Stormcrow [55] (3050U-C)*        | Linebacker [65] (3055U)*    | Gargoyle [80] (3050U-C)*          |
| 18  | Adder [35] (3050U-C)*          | Black Lanner [55] (3058U-C)*     | Summoner [70] (3050U-C)*    | Warhawk [85] (3050U-C)*           |
| 19  | Fire Falcon [25] (3058U-C)*    | Ice Ferret [45] (3050U-C)*       | Linebacker [65] (3055U)*    | Gargoyle [80] (3050U-C)*          |
| 20  | Hellion [30] (3067)*           | Stormcrow [55] (3050U-C)*        | Ebon Jaguar [65] (3058U-C)* | Executioner [95] (3050U-C)*       |
| 21  | Hellion [30] (3067)*           | Stormcrow [55] (3050U-C)*        | Nova Cat [70] (3060)*       | Gargoyle [80] (3050U-C)*          |
| 22  | Adder [35] (3050U-C)*          | Ice Ferret [45] (3050U-C)*       | Mad Dog [60] (3050U-C)*     | Executioner [95] (3050U-C)*       |

### CLAN JADE FALCON

| 2D6 | Light                        | Medium                           | Heavy                                | Assault                         |
|-----|------------------------------|----------------------------------|--------------------------------------|---------------------------------|
| 2   | THE-Nb Thorn [20] (Klondike) | Nova [50] (3050U-C)*             | Mad Dog [60] (3050U-C)*              | Warhawk [85] (3050U-C)*         |
| 3   | Howler [20] (3055U)          | STN-3Lb Sentinel [40] (Klondike) | Summoner [70] (3050U-C)*             | THG-11Eb Thug [80] (3075)       |
| 4   | Kit Fox [30] (3050U-C)*      | Shadow Hawk IIC [45] (3085-PP)   | EXT-4Db Exterminator [65] (Klondike) | Phoenix Hawk IIC [80] (3085-PP) |
| 5   | Locust IIC (25) (3085-PP)    | Conjurer [50] (3055U)            | Glass Spider [60] (3055U)            | Phoenix Hawk IIC [80] (3085-PP) |
| 6   | Locust IIC (25) (3085-PP)    | Conjurer [50] (3055U)            | Glass Spider [60] (3055U)            | Warhammer IIC 2 [80] (3085-PP)  |
| 7   | Jenner IIC [35] (3055U)      | Griffin IIC [40] (3085-PP)       | Rifleman IIC [65] (3085-PP)          | Warhammer IIC [80] (3085-PP)    |
| 8   | Spirit [35] (3060)           | Viper [40] (3050U-C)*            | Rifleman IIC [65] (3085-PP)          | Bane [100] (3055U)              |
| 9   | MON-66b Mongoose [25] (3075) | Hunchback IIC [50] (3058U-C)     | FLS-8K Flashman [75] (3050U-C)       | Stone Rhino [100] (3055U)       |
| 10  | Incubus [30] (3055U)         | Pinion [45] (3067)               | Hellbringer [65] (3050U-C)*          | HGN-732b Highlander [90] (3075) |
| 11  | Horned Owl [35] (3055U)      | KTO-19b Kintaro [55] (3075)      | Summoner [70] (3050U-C)*             | Marauder IIC [85] (3085-PP)     |
| 12  | Hellion [30] (3067)*         | Ice Ferret [45] (3050U-C)*       | Linebacker [65] (3055U)*             | Gargoyle [80] (3050U-C)*        |
| 13  | Cougar [35] (3060)*          | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*              | Executioner [95] (3050U-C)*     |
| 14  | Adder [35] (3050U-C)*        | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*              | Executioner [95] (3050U-C)*     |
| 15  | Cougar [35] (3060)*          | Nova [50] (3050U-C)*             | Hellbringer [65] (3050U-C)*          | Turkina [95] (3058U-C)*         |
| 16  | Kit Fox [30] (3050U-C)*      | Nova [50] (3050U-C)*             | Summoner [70] (3050U-C)*             | Turkina [95] (3058U-C)*         |
| 17  | Kit Fox [30] (3050U-C)*      | Stormcrow [55] (3050U-C)*        | Summoner [70] (3050U-C)*             | Warhawk [85] (3050U-C)*         |
| 18  | Fire Moth [20] (3050U-C)*    | Black Lanner [55] (3058U-C)*     | Hellbringer [65] (3050U-C)*          | Warhawk [85] (3050U-C)*         |
| 19  | Cougar [35] (3060)*          | Stormcrow [55] (3050U-C)*        | Night Gyr [75] (3058U-C)*            | Dire Wolf [100] (3050U-C)*      |
| 20  | Fire Falcon [25] (3058U-C)*  | Black Lanner [55] (3058U-C)*     | Timber Wolf [75] (3050U-C)*          | Dire Wolf [100] (3050U-C)*      |
| 21  | Mist Lynx [25] (3050U-C)*    | Grendel [45] (3058U-C)*          | Summoner [70] (3050U-C)*             | Naga [80] (3055U)*              |
| 22  | Fire Falcon [25] (3058U-C)*  | Phantom [40] (3055U)*            | Night Gyr [75] (3058U-C)*            | Mad Cat Mk II [90] (3067)       |

WISDOM IS THE POWER

UNBROKEN BY THE FUTURE,

STAINED BY THE PAST.

IT IS THE WAY TO HEED.

THOSE WHO FAIL FIND



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN SNO'W RAVEN

| 2D6 | Light                        | Medium                           | Heavy                                | Assault                         |
|-----|------------------------------|----------------------------------|--------------------------------------|---------------------------------|
| 2   | Fire Moth [20] (3050U-C)*    | Vapor Eagle [55] (3055U)         | Timber Wolf [75] (3050U-C)*          | Highlander IIC [90] (3060)      |
| 3   | Jenner IIC [35] (3055U)      | Hunchback IIC [50] (3058U-C)     | Rifleman IIC [65] (3085-PP)          | Marauder IIC [85] (3085-PP)     |
| 4   | Kit Fox [30] (3050U-C)*      | Clint IIC [40] (3060)            | Glass Spider [60] (3055U)            | Stone Rhino [100] (3055U)       |
| 5   | Howler [20] (3055U)          | Conjuror [50] (3055U)            | Black Python [75] (3055U)            | Phoenix Hawk IIC [80] (3085-PP) |
| 6   | Incubus [30] (3055U)         | Shadow Hawk IIC [45] (3085-PP)   | Glass Spider [60] (3055U)            | Supernova [90] (3058U-C)        |
| 7   | Horned Owl [35] (3055U)      | Grendel [45] (3058U-C)*          | Black Python [75] (3055U)            | Kodiak [100] (3058U-C)          |
| 8   | Locust IIC [25] (3085-PP)    | Griffin IIC [40] (3085-PP)       | Grizzly [70] (3058U-C)               | Warhammer IIC [80] (3085-PP)    |
| 9   | Fire Moth [20] (3050U-C)*    | Great Wyrn [45] (3060)           | Rifleman IIC [65] (3085-PP)          | Bane [100] (3055U)              |
| 10  | Adder [35] (3050U-C)*        | Stormcrow [55] (3050U-C)*        | Thresher [60] (3058U-C)              | Bane 3 [100] (3055U)            |
| 11  | MON-66b Mongoose [25] (3075) | STN-3Lb Sentinel [40] (Klondike) | EXT-4Db Exterminator [65] (Klondike) | THG-11Eb Thug [80] (3075)       |
| 12  | Fire Moth [20] (3050U-C)*    | Nova [50] (3050U-C)*             | Ebon Jaguar [65] (3058U-C)*          | Naga [80] (3055U)*              |
| 13  | Fire Moth [20] (3050U-C)*    | Viper [40] (3050U-C)*            | Summoner [70] (3050U-C)*             | Gargoyle [80] (3050U-C)*        |
| 14  | Adder [35] (3050U-C)*        | Ice Ferret [45] (3050U-C)*       | Mad Dog [60] (3050U-C)*              | Executioner [95] (3050U-C)*     |
| 15  | Adder [35] (3050U-C)*        | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*              | Naga [80] (3055U)*              |
| 16  | Fire Moth [20] (3050U-C)*    | Nova [50] (3050U-C)*             | Timber Wolf [75] (3050U-C)*          | Warhawk [85] (3050U-C)*         |
| 17  | Kit Fox [30] (3050U-C)*      | Nova [50] (3050U-C)*             | Timber Wolf [75] (3050U-C)*          | Kingfisher [90] (3058U-C)*      |
| 18  | Kit Fox [30] (3050U-C)*      | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*              | Dire Wolf [100] (3050U-C)*      |
| 19  | Kit Fox [30] (3050U-C)*      | Shadow Cat [45] (3058U-C)*       | Linebacker [65] (3055U)*             | Executioner [95] (3050U-C)*     |
| 20  | Mist Lynx [25] (3050U-C)*    | Phantom [40] (3055U)*            | Hellbringer [65] (3050U-C)*          | Gargoyle [80] (3050U-C)*        |
| 21  | Mist Lynx [25] (3050U-C)*    | Ice Ferret [45] (3050U-C)*       | Summoner [70] (3050U-C)*             | Warhawk [85] (3050U-C)*         |
| 22  | Mist Lynx [25] (3050U-C)*    | Nova [50] (3050U-C)*             | Hellbringer [65] (3050U-C)*          | Dire Wolf [100] (3050U-C)*      |

### CLAN STAR ADDER

| 2D6 | Light                          | Medium                           | Heavy                         | Assault                           |
|-----|--------------------------------|----------------------------------|-------------------------------|-----------------------------------|
| 2   | Locust IIC [25] (3085-PP)      | Shadow Hawk IIC [45] (3085-PP) 3 | Predator [60] (3060)          | Bane 3 [100] (3055U)              |
| 3   | Locust IIC [25] (3085-PP) 3    | Great Wyrn [45] (3060)           | Grizzly [70] (3058U-C)        | Marauder IIC 3 [85] (3085-PP)     |
| 4   | Jenner IIC [35] (3055U)        | Griffin IIC 4 [40] (3085-PP)     | Hellfire [60] (3067)          | Blood Kite [85] (3067)            |
| 5   | Horned Owl [35] (3055U)        | Hunchback IIC [50] (3058U-C)     | Rifleman IIC [65] (3085-PP) 6 | Marauder IIC 2 [85] (3085-PP)     |
| 6   | Jenner IIC [35] (3055U) 2      | Shadow Hawk IIC [45] (3085-PP) 2 | Glass Spider [60] (3055U) 3   | Warhammer IIC 2 [80] (3085-PP)    |
| 7   | Incubus [30] (3055U)           | Conjuror [50] (3055U)            | Burrock [75] (3067)           | Highlander IIC [90] (3060)        |
| 8   | Horned Owl [35] (3055U) 2      | Wyvern IIC [45] (3060)           | Hellfire 2 [60] (3067)        | Warhammer IIC 3 [80] (3085-PP)    |
| 9   | Howler [20] (3055U)            | Vapor Eagle [55] (3055U)         | Glass Spider 2 [60] (3055U)   | Phoenix Hawk IIC 5 [80] (3085-PP) |
| 10  | Pack Hunter [30] (3060)        | Griffin IIC 3 [40] (3085-PP)     | Black Python [75] (3055U)     | Shogun C [85] (3058U-I)           |
| 11  | Firefly C [30] (3050U-C)       | Clint IIC [40] (3060)            | Guillotine IIC [70] (3060)    | Imp C [100] (3050U-I)             |
| 12  | Hellion [30] (3067)*           | Pouncer [40] (3055U)*            | Ebon Jaguar [65] (3058U-C)*   | Blood Asp [90] (3060)*            |
| 13  | Kit Fox [30] (3050U-C)*        | Huntsman [50] (3058U-C)*         | Mad Dog [60] (3050U-C)*       | Executioner [95] (3050U-C)*       |
| 14  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*             | Mad Dog [60] (3050U-C)*       | Warhawk [85] (3050U-C)*           |
| 15  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*            | Mad Dog [60] (3050U-C)*       | Blood Asp [90] (3060)*            |
| 16  | Fire Moth [20] (3050U-C)*      | Grendel [45] (3058U-C)*          | Timber Wolf [75] (3050U-C)*   | Blood Asp [90] (3060)*            |
| 17  | Adder [35] (3050U-C)*          | Nova [50] (3050U-C)*             | Ebon Jaguar [65] (3058U-C)*   | Kingfisher [90] (3058U-C)*        |
| 18  | Adder [35] (3050U-C)*          | Stormcrow [55] (3050U-C)*        | Night Gyr [75] (3058U-C)*     | Gargoyle [80] (3050U-C)*          |
| 19  | Fire Moth [20] (3050U-C)*      | Stormcrow [55] (3050U-C)*        | Nova Cat [70] (3060)*         | Warhawk [85] (3050U-C)*           |
| 20  | Arctic Cheetah [30] (3058U-C)* | Stormcrow [55] (3050U-C)*        | Ebon Jaguar [65] (3058U-C)*   | Dire Wolf [100] (3050U-C)*        |
| 21  | Kit Fox [30] (3050U-C)*        | Viper [40] (3050U-C)*            | Timber Wolf [75] (3050U-C)*   | Blood Asp [90] (3060)*            |
| 22  | Arctic Cheetah [30] (3058U-C)* | Viper [40] (3050U-C)*            | Ebon Jaguar [65] (3058U-C)*   | Savage Coyote [85] (3067)*        |



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### CLAN STEEL VIPER

| 2D6 | Light                          | Medium                         | Heavy                             | Assault                         |
|-----|--------------------------------|--------------------------------|-----------------------------------|---------------------------------|
| 2   | HSR-200-Db Hussar [30] (3075)  | CRB-27b Crab [50] (3075)       | Black Python 4 [75] (3055U)       | Supernova [90] (3058U-C)        |
| 3   | Jenner IIC [35] (3055U)        | Griffin IIC [40] (3085-PP)     | Glass Spider [60] (3055U)         | Stone Rhino [100] (3055U)       |
| 4   | Incubus [30] (3055U)           | Shadow Hawk IIC [45] (3085-PP) | Rifleman IIC [65] (3085-PP)       | Warhammer IIC [80] (3085-PP)    |
| 5   | Horned Owl [35] (3055U)        | Great Wyrn [45] (3060)         | FLS-8K Flashman [75] (3050U-C)    | Scylla [100] (3067)             |
| 6   | Locust IIC (25) (3085-PP)      | Vapor Eagle [55] (3055U)       | Rifleman IIC [65] (3085-PP)       | Phoenix Hawk IIC [80] (3085-PP) |
| 7   | Locust IIC (25) (3085-PP)      | Vapor Eagle 2 [55] (3055U)     | Matador [60] (3060)               | THG-11Eb Thug [80] (3075)       |
| 8   | Jenner IIC [35] (3055U)        | KTO-19b Kintaro [55] (3075)    | Black Python 3 [75] (3055U)       | Warhammer IIC [80] (3085-PP)    |
| 9   | Howler [20] (3055U)            | Conjurer [50] (3055U)          | Hellfire [60] (3067)              | Marauder IIC [85] (3085-PP)     |
| 10  | Howler [20] (3055U)            | Conjurer [50] (3055U)          | BMB-12D Bombardier [65] (3050U-C) | Highlander IIC [90] (3060)      |
| 11  | Fire Moth [20] (3050U-C)*      | Nova [50] (3050U-C)*           | Grizzly [70] (3058U-C)            | Bane [100] (3055U)              |
| 12  | Fire Moth [20] (3050U-C)*      | Black Lanner [55] (3058U-C)*   | Mad Dog [60] (3050U-C)*           | Naga [80] (3055U)*              |
| 13  | Mist Lynx [25] (3050U-C)*      | Shadow Cat [45] (3058U-C)*     | Crossbow [65] (3058U-C)*          | Kingfisher [90] (3058U-C)*      |
| 14  | Arctic Cheetah [30] (3058U-C)* | Nova [50] (3050U-C)*           | Crossbow [65] (3058U-C)*          | Warhawk [85] (3050U-C)*         |
| 15  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*          | Summoner [70] (3050U-C)*          | Gargoyle [80] (3050U-C)*        |
| 16  | Kit Fox [30] (3050U-C)*        | Battle Cobra [40] (3058U-C)*   | Hellbringer [65] (3050U-C)*       | Warhawk [85] (3050U-C)*         |
| 17  | Fire Moth [20] (3050U-C)*      | Battle Cobra [40] (3058U-C)*   | Crossbow [65] (3058U-C)*          | Gargoyle [80] (3050U-C)*        |
| 18  | Arctic Cheetah [30] (3058U-C)* | Ice Ferret [45] (3050U-C)*     | Mad Dog [60] (3050U-C)*           | Gargoyle [80] (3050U-C)*        |
| 19  | Arctic Cheetah [30] (3058U-C)* | Stormcrow [55] (3050U-C)*      | Timber Wolf [75] (3050U-C)*       | Executioner [95] (3050U-C)*     |
| 20  | Mist Lynx [25] (3050U-C)*      | Nova [50] (3050U-C)*           | Crossbow [65] (3058U-C)*          | Dire Wolf [100] (3050U-C)*      |
| 21  | Kit Fox [30] (3050U-C)*        | Grendel [45] (3058U-C)*        | Linebacker [65] (3055U)*          | Kingfisher [90] (3058U-C)*      |
| 22  | Adder [35] (3050U-C)*          | Ice Ferret [45] (3050U-C)*     | Summoner [70] (3050U-C)*          | Dire Wolf [100] (3050U-C)*      |

### CLAN WOLF

| 2D6 | Light                          | Medium                         | Heavy                                 | Assault                              |
|-----|--------------------------------|--------------------------------|---------------------------------------|--------------------------------------|
| 2   | MON-66b Mongoose [25] (3075)   | Conjurer [50] (3055U)          | FLS-8K Flashman [75] (3050U-C)        | Phoenix Hawk IIC [80] (3085-PP)      |
| 3   | THE-Nb Thorn [20] (Klondike)   | Griffin IIC [40] (3085-PP)     | Glass Spider [60] (3055U)             | Naga [80] (3055U)*                   |
| 4   | Incubus [30] (3055U)           | CRB-27b Crab [50] (3075)       | Orion IIC [75] (3060)                 | CRK-5003-1b Crockett [85] (Klondike) |
| 5   | Locust IIC 4 (25) (3085-PP)    | Lobo [40] (3060)               | Rifleman IIC [65] (3085-PP)           | Naga [80] (3055U)*                   |
| 6   | Icestorm [25] (3060)           | Lobo [40] (3060)               | Orion IIC [75] (3060)                 | Warhammer IIC [80] (3085-PP)         |
| 7   | Jenner IIC [35] (3055U)        | Shadow Hawk IIC [45] (3085-PP) | Glass Spider 2 [60] (3055U)           | Supernova [90] (3058U-C)             |
| 8   | Locust IIC 4 (25) (3085-PP)    | Griffin IIC 2 [40] (3085-PP)   | BL-6b-KNT Black Knight [75] (3050U-C) | THG-11Eb Thug [80] (3075)            |
| 9   | Icestorm [25] (3060)           | Shadow Hawk IIC [45] (3085-PP) | Rifleman IIC [65] (3085-PP)           | Marauder IIC [85] (3085-PP)          |
| 10  | Locust IIC 5 (25) (3085-PP)    | Griffin IIC 2 [40] (3085-PP)   | Glass Spider 2 [60] (3055U)           | KGC-000b King Crab [100] (3075)      |
| 11  | Adder [35] (3050U-C)*          | Pouncer [40] (3055U)*          | Linebacker [65] (3055U)*              | Supernova [90] (3058U-C)             |
| 12  | Fire Moth [20] (3050U-C)*      | Ice Ferret [45] (3050U-C)*     | Timber Wolf [75] (3050U-C)*           | Warhawk [85] (3050U-C)*              |
| 13  | Kit Fox [30] (3050U-C)*        | Pouncer [40] (3055U)*          | Linebacker [65] (3055U)*              | Dire Wolf [100] (3050U-C)*           |
| 14  | Adder [35] (3050U-C)*          | Phantom [40] (3055U)*          | Summoner [70] (3050U-C)*              | Gargoyle [80] (3050U-C)*             |
| 15  | Adder [35] (3050U-C)*          | Ice Ferret [45] (3050U-C)*     | Timber Wolf [75] (3050U-C)*           | Dire Wolf [100] (3050U-C)*           |
| 16  | Mist Lynx [25] (3050U-C)*      | Stormcrow [55] (3050U-C)*      | Linebacker [65] (3055U)*              | Gargoyle [80] (3050U-C)*             |
| 17  | Adder [35] (3050U-C)*          | Ice Ferret [45] (3050U-C)*     | Timber Wolf [75] (3050U-C)*           | Dire Wolf [100] (3050U-C)*           |
| 18  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*           | Timber Wolf [75] (3050U-C)*           | Warhawk [85] (3050U-C)*              |
| 19  | Adder [35] (3050U-C)*          | Pouncer [40] (3055U)*          | Linebacker [65] (3055U)*              | Dire Wolf [100] (3050U-C)*           |
| 20  | Mist Lynx [25] (3050U-C)*      | Phantom [40] (3055U)*          | Linebacker [65] (3055U)*              | Kingfisher [90] (3058U-C)*           |
| 21  | Kit Fox [30] (3050U-C)*        | Viper [40] (3050U-C)*          | Timber Wolf [75] (3050U-C)*           | Warhawk [85] (3050U-C)*              |
| 22  | Arctic Cheetah [30] (3058U-C)* | Shadow Cat [45] (3058U-C)*     | Mad Dog [60] (3050U-C)*               | Dire Wolf [100] (3050U-C)*           |

WISDOM IS THE POWER

UNBROKEN BY THE FUTURE,

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IT IS THE WAY TO HEED.

THOSE WHO FAIL FIND



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3072

### SOCIETY

| 2D6 | Light                          | Medium                              | Heavy                               | Assault                         |
|-----|--------------------------------|-------------------------------------|-------------------------------------|---------------------------------|
| 2   | OTT-7Jb Ostscout [35] (3075)   | SHD-2Hb Shadow Hawk [Klondike]      | FLS-8K Flashman [75] (3050U-C)      | STK-3Fb Stalker [85] (Klondike) |
| 3   | MON-66b Mongoose [25] (3075)   | KTO-19b Kintaro [55] (3075)         | ARC-2Rb Archer [70] (Klondike)      | SHG-2H Shogun [85] (Klondike)   |
| 4   | LCT-1Vb Locust [20] (Klondike) | GRF-2N Griffin [55] (Klondike)      | CRD-2R Crusader [65] (3075)         | HGN-732b Highlander [90] (3075) |
| 5   | HER-1Sb Hermes [30] (Klondike) | PXH-1b Phoenix Hawk [45] (Klondike) | TDR-5Sb Thunderbolt [65] (Klondike) | THE-11Eb Thug [80] (3075)       |
| 6   | MCY-99 Mercury [20] (3050U-C)  | CRB-27b Crab [50] (3075)            | WHM-7A Warhammer [70] (Klondike)    | AS7-D-H Atlas II [100] (3075)   |
| 7   | UrbanMech IIC [30] (3060)      | Conjuror [50] (3055U)               | Guillotine IIC [70] (3060)          | Canis [80] (3060)               |
| 8   | Incubus [30] (3055U)           | Griffin IIC 4 [40] (3085-PP)        | Rifleman IIC [65] (3085-PP)         | Highlander IIC [90] (3060)      |
| 9   | Jenner IIC [35] (3055U)        | Vapor Eagle [55] (3055U)            | Glass Spider 2 [60] (3055U)         | Phoenix Hawk IIC [80] (3085-PP) |
| 10  | Horned Owl [35] (3055U)        | Great Wyrn [45] (3060)              | Rifleman IIC [65] (3085-PP)         | Warhammer IIC 4 [80] (3085-PP)  |
| 11  | Arctic Cheetah [30] (3058U-C)* | Clint IIC [40] (3060)               | Black Python [75] (3055U)*          | Savage Coyote [85] (3067)*      |
| 12  | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Summoner [70] (3050U-C)*            | Turkina [95] (3058U-C)*         |
| 13  | Fire Falcon [25] (3058U-C)*    | Stormcrow [55] (3050U-C)*           | Mad Dog [60] (3050U-C)*             | Gargoyle [80] (3050U-C)*        |
| 14  | Adder [35] (3050U-C)*          | Viper [40] (3050U-C)*               | Timber Wolf [75] (3050U-C)*         | Savage Coyote [85] (3067)*      |
| 15  | Mist Lynx [25] (3050U-C)*      | Viper [40] (3050U-C)*               | Summoner [70] (3050U-C)*            | Gargoyle [80] (3050U-C)*        |
| 16  | Cephalus [25] (WORS)*          | Ice Ferret [45] (3050U-C)*          | Hellbringer [65] (3050U-C)*         | Dire Wolf [100] (3050U-C)*      |
| 17  | Adder [35] (3050U-C)*          | Septicemia [55] (WORS)*             | Timber Wolf [75] (3050U-C)*         | Savage Coyote [85] (3067)*      |
| 18  | Fire Moth [20] (3050U-C)*      | Stormcrow [55] (3050U-C)*           | Timber Wolf [75] (3050U-C)*         | Savage Coyote [85] (3067)*      |
| 19  | Hellion [30] (3067)*           | Septicemia [55] (WORS)*             | Hellbringer [65] (3050U-C)*         | Dire Wolf [100] (3050U-C)*      |
| 20  | Mist Lynx [25] (3050U-C)*      | Nova [50] (3050U-C)*                | Linebacker [65] (3055U)*            | Kingfisher [90] (3058U-C)*      |
| 21  | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Summoner [70] (3050U-C)*            | Osteon [85] (WORS)*             |
| 22  | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Timber Wolf [75] (3050U-C)*         | Osteon [85] (WORS)*             |

### CLAN BURROCK/DARK CASTE

| 2D6 | Light                          | Medium                              | Heavy                               | Assault                              |
|-----|--------------------------------|-------------------------------------|-------------------------------------|--------------------------------------|
| 2   | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Rifleman IIC 6 [65] (3085-PP)       | Osteon [85] (WORS)*                  |
| 3   | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Hellfire [60] (3067)                | Naga [80] (3055U)*                   |
| 4   | THE-Nb Thorn [20] (Klondike)   | Great Wyrn [45] (3060)              | Grizzly [70] (3058U-C)              | THG-11Eb Thug [80] (3075)            |
| 5   | THE-Nb Thorn [20] (Klondike)   | Wyvern IIC [45] (3060)              | FLS-8K Flashman [75] (3050U-C)      | SHG-2H Shogun [85] (Klondike)        |
| 6   | MON-66b Mongoose [25] (3075)   | Stalking Spider [50] (3060)         | Burrock [75] (3067)                 | THG-11Eb Thug [80] (3075)            |
| 7   | Howler [20] (3055U)            | Hunchback IIC [50] (3058U-C)        | Burrock [75] (3067)                 | KGC-000b King Crab [100] (3075)      |
| 8   | Incubus [30] (3055U)           | Hunchback IIC [50] (3058U-C)        | Burrock [75] (3067)                 | Stone Rhino [100] (3055U)            |
| 9   | HSR-200-Db Hussar [30] (3075)  | Rabid Coyote [55] (3067)            | Burrock 2 [75] (3067)               | CRK-5003-1b Crockett [85] (Klondike) |
| 10  | MCY-99 Mercury [20] (3050U-C)  | CRB-27b Crab [50] (3075)            | BMB-12D Bombardier [65] (3050U-C)   | HGN-732b Highlander [90] (3075)      |
| 11  | MCY-99 Mercury [20] (3050U-C)  | Vapor Eagle [55] (3055U)            | Hellfire [60] (3067)                | Naga [80] (3055U)*                   |
| 12  | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Thresher [60] (3058U-C)             | Savage Coyote [85] (3067)*           |
| 13  | Locust IIC [25] (3085-PP)      | Rabid Coyote [55] (3067)            | Orion IIC [75] (3060)               | KGC-000b King Crab [100] (3075)      |
| 14  | Piranha [25] (3058U-C)         | Rabid Coyote [55] (3067)            | TDR-5Sb Thunderbolt [65] (Klondike) | Marauder IIC 2 [85] (3085-PP)        |
| 15  | Piranha [25] (3058U-C)         | Conjuror [50] (3055U)               | Rifleman IIC 4 [65] (3085-PP)       | Naga [80] (3055U)*                   |
| 16  | Solitaire [25] (3067)          | PXH-1b Phoenix Hawk [45] (Klondike) | ARC-2Rb Archer [70] (Klondike)      | Supernova [90] (3058U-C)             |
| 17  | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Burrock [75] (3067)                 | STK-3Fb Stalker [85] (Klondike)      |
| 18  | Cephalus [25] (WORS)*          | Hunchback IIC [50] (3058U-C)        | Black Python 3 [75] (3055U)         | Osteon [85] (WORS)*                  |
| 19  | HER-1Sb Hermes [30] (Klondike) | Shadow Hawk IIC [45] (3085-PP) 3    | Predator [60] (3060)                | Osteon [85] (WORS)*                  |
| 20  | Locust IIC [25] (3085-PP) 3    | Great Wyrn [45] (3060)              | Grizzly 2 [70] (3058U-C)            | Osteon [85] (WORS)*                  |
| 21  | OTT-7Jb Ostscout [35] (3075)   | Griffin IIC 4 [40] (3085-PP)        | Hellfire 2 [60] (3067)              | Marauder IIC 3 [85] (3085-PP)        |
| 22  | Cephalus [25] (WORS)*          | Septicemia [55] (WORS)*             | Woodsmen [75] (Golden)*             | Dire Wolf [100] (3050U-C)*           |



# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3085

### CLAN CLOUD COBRA

| 2D6 | Light                          | Medium                           | Heavy                         | Assault                           |
|-----|--------------------------------|----------------------------------|-------------------------------|-----------------------------------|
| 2   | Piranha [25] (3058U-C)         | Shadow Hawk IIC [45] (3085-PP) 2 | Thresher [60] (3058U-C)       | Stone Rhino [100] (3055U)         |
| 3   | Solitaire [25] (3067)          | Vapor Eagle [55] (3055U)         | Hellfire 2 [60] (3067)        | Bane 3 [100] (3055U)              |
| 4   | Jenner IIC [35] (3055U) 2      | Stalking Spider [50] (3060)      | Hellfire [60] (3067)          | Warhammer IIC 3 [80] (3085-PP)    |
| 5   | Locust IIC (25) (3085-PP) 4    | Rabid Coyote [55] (3067)         | Glass Spider [60] (3055U)     | Marauder IIC [85] (3085-PP)       |
| 6   | Incubus [30] (3055U)           | Hunchback IIC 2 [50] (3058U-C)   | Rifleman IIC [65] (3085-PP) 6 | Supernova [90] (3058U-C)          |
| 7   | Horned Owl [35] (3055U)        | Stalking Spider                  | Black Python [75] (3055U)     | Highlander IIC [90] (3060)        |
| 8   | Jenner IIC [35] (3055U)        | Wyvern IIC [45] (3060)           | Guillotine IIC [70] (3060)    | Phoenix Hawk IIC 3 [80] (3085-PP) |
| 9   | Incubus [30] (3055U) 2         | Hunchback IIC 3 [50] (3058U-C)   | Glass Spider 2 [60] (3055U)   | Kodiak 3 [100] (3058U-C)          |
| 10  | Howler [20] (3055U)            | Stalking Spider [50] (3060) 3    | Rifleman IIC 4 [65] (3085-PP) | Blood Kite [85] (3067)            |
| 11  | Horned Owl [35] (3055U) 5      | Stalking Spider [50] (3060) 3    | Grizzly [70] (3058U-C)        | Bane [100] (3055U) 4              |
| 12  | Mist Lynx [25] (3050U-C)*      | Phantom [40] (3055U)*            | Linebacker [65] (3055U)*      | Savage Coyote [85] (3067)*        |
| 13  | Kit Fox [30] (3050U-C)*        | Viper [40] (3050U-C)*            | Summoner [70] (3050U-C)*      | Warhawk [85] (3050U-C)*           |
| 14  | Kit Fox [30] (3050U-C)*        | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*       | Gargoyle [80] (3050U-C)*          |
| 15  | Hellion [30] (3067)*           | Grendel [45] (3058U-C)*          | Linebacker [65] (3055U)*      | Savage Coyote [85] (3067)*        |
| 16  | Adder [35] (3050U-C)*          | Huntsman [50] (3058U-C)*         | Summoner [70] (3050U-C)*      | Warhawk [85] (3050U-C)*           |
| 17  | Hellion [30] (3067)*           | Phantom [40] (3055U)*            | Linebacker [65] (3055U)*      | Blood Asp [90] (3060)*            |
| 18  | Kit Fox [30] (3050U-C)*        | Huntsman [50] (3058U-C)*         | Ebon Jaguar [65] (3058U-C)*   | Turkina [95] (3058U-C)*           |
| 19  | Arctic Cheetah [30] (3058U-C)* | Crimson Langur [50] (3067)*      | Timber Wolf [75] (3050U-C)*   | Savage Coyote [85] (3067)*        |
| 20  | Fire Moth [20] (3050U-C)*      | Pouncer [40] (3055U)*            | Night Gyr [75] (3058U-C)*     | Dire Wolf [100] (3050U-C)*        |
| 21  | Arctic Cheetah [30] (3058U-C)* | Battle Cobra [40] (3058U-C)*     | Mad Dog [60] (3050U-C)*       | Executioner [95] (3050U-C)*       |
| 22  | Fire Falcon [25] (3058U-C)*    | Septicemia [55] (WORS)*          | Night Gyr [75] (3058U-C)*     | Turkina [95] (3058U-C)*           |

### CLAN COYOTE

| 2D6 | Light                          | Medium                         | Heavy                                 | Assault                              |
|-----|--------------------------------|--------------------------------|---------------------------------------|--------------------------------------|
| 2   | MON-66b Mongoose [25] (3075)   | Conjurer [50] (3055U)          | FLS-8K Flashman [75] (3050U-C)        | Phoenix Hawk IIC [80] (3085-PP)      |
| 3   | THE-Nb Thorn [20] (Klondike)   | Griffin IIC [40] (3085-PP)     | Glass Spider [60] (3055U)             | Naga [80] (3055U)*                   |
| 4   | Incubus [30] (3055U)           | CRB-27b Crab [50] (3075)       | Orion IIC [75] (3060)                 | CRK-5003-1b Crockett [85] (Klondike) |
| 5   | Locust IIC 4 (25) (3085-PP)    | Lobo [40] (3060)               | Rifleman IIC [65] (3085-PP)           | Naga [80] (3055U)*                   |
| 6   | Icestorm [25] (3060)           | Lobo [40] (3060)               | Orion IIC [75] (3060)                 | Warhammer IIC [80] (3085-PP)         |
| 7   | Jenner IIC [35] (3055U)        | Shadow Hawk IIC [45] (3085-PP) | Glass Spider 2 [60] (3055U)           | Supernova [90] (3058U-C)             |
| 8   | Locust IIC 4 (25) (3085-PP)    | Griffin IIC 2 [40] (3085-PP)   | BL-6b-KNT Black Knight [75] (3050U-C) | THG-11Eb Thug [80] (3075)            |
| 9   | Icestorm [25] (3060)           | Shadow Hawk IIC [45] (3085-PP) | Rifleman IIC [65] (3085-PP)           | Marauder IIC [85] (3085-PP)          |
| 10  | Locust IIC 5 (25) (3085-PP)    | Griffin IIC 2 [40] (3085-PP)   | Glass Spider 2 [60] (3055U)           | KGC-000b King Crab [100] (3075)      |
| 11  | Adder [35] (3050U-C)*          | Pouncer [40] (3055U)*          | Linebacker [65] (3055U)*              | Supernova [90] (3058U-C)             |
| 12  | Fire Moth [20] (3050U-C)*      | Ice Ferret [45] (3050U-C)*     | Timber Wolf [75] (3050U-C)*           | Warhawk [85] (3050U-C)*              |
| 13  | Kit Fox [30] (3050U-C)*        | Pouncer [40] (3055U)*          | Linebacker [65] (3055U)*              | Dire Wolf [100] (3050U-C)*           |
| 14  | Adder [35] (3050U-C)*          | Phantom [40] (3055U)*          | Summoner [70] (3050U-C)*              | Gargoyle [80] (3050U-C)*             |
| 15  | Adder [35] (3050U-C)*          | Ice Ferret [45] (3050U-C)*     | Timber Wolf [75] (3050U-C)*           | Dire Wolf [100] (3050U-C)*           |
| 16  | Mist Lynx [25] (3050U-C)*      | Stormcrow [55] (3050U-C)*      | Linebacker [65] (3055U)*              | Gargoyle [80] (3050U-C)*             |
| 17  | Adder [35] (3050U-C)*          | Ice Ferret [45] (3050U-C)*     | Timber Wolf [75] (3050U-C)*           | Dire Wolf [100] (3050U-C)*           |
| 18  | Kit Fox [30] (3050U-C)*        | Nova [50] (3050U-C)*           | Timber Wolf [75] (3050U-C)*           | Warhawk [85] (3050U-C)*              |
| 19  | Adder [35] (3050U-C)*          | Pouncer [40] (3055U)*          | Linebacker [65] (3055U)*              | Dire Wolf [100] (3050U-C)*           |
| 20  | Mist Lynx [25] (3050U-C)*      | Phantom [40] (3055U)*          | Linebacker [65] (3055U)*              | Kingfisher [90] (3058U-C)*           |
| 21  | Kit Fox [30] (3050U-C)*        | Viper [40] (3050U-C)*          | Timber Wolf [75] (3050U-C)*           | Warhawk [85] (3050U-C)*              |
| 22  | Arctic Cheetah [30] (3058U-C)* | Shadow Cat [45] (3058U-C)*     | Mad Dog [60] (3050U-C)*               | Dire Wolf [100] (3050U-C)*           |

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# RANDOM ASSIGNMENT TABLES

## CLAN BATTLEMECHS - 3085

### CLAN STAR ADDER

| 2D6 | Light                       | Medium                           | Heavy                         | Assault                           |
|-----|-----------------------------|----------------------------------|-------------------------------|-----------------------------------|
| 2   | Locust IIC (25) (3085-PP)   | Shadow Hawk IIC 3 [45] (3085-PP) | Rifleman IIC 6 [65] (3085-PP) | Bane 3 [100] (3055U)              |
| 3   | Locust IIC (25) (3085-PP) 3 | Great Wyrn [45] (3060)           | Grizzly [70] (3058U-C)        | Blood Kite [85] (3067)            |
| 4   | Jenner IIC [35] (3055U)     | Griffin IIC 4 [40] (3085-PP)     | Hellfire [60] (3067)          | Marauder IIC 3 [85] (3085-PP)     |
| 5   | Horned Owl [35] (3055U)     | Hunchback IIC 2 [50] (3058U-C)   | Glass Spider 3 [60] (3055U)   | Marauder IIC 2 [85] (3085-PP)     |
| 6   | Jenner IIC [35] (3055U) 2   | Shadow Hawk IIC 2 [45] (3085-PP) | Burrock [75] (3067)           | Warhammer IIC 2 [80] (3085-PP)    |
| 7   | Incubus [30] (3055U)        | Conjurer [50] (3055U)            | Hellfire 2 [60] (3067)        | Highlander IIC [90] (3060)        |
| 8   | Horned Owl [35] (3055U) 2   | Wyvern IIC [45] (3060)           | Glass Spider 2 [60] (3055U)   | Warhammer IIC 3 [80] (3085-PP)    |
| 9   | Howler [20] (3055U)         | Vapor Eagle [55] (3055U)         | Black Python [75] (3055U)     | Phoenix Hawk IIC 5 [80] (3085-PP) |
| 10  | Crimson Hawk 3 [25] (3075)  | Griffin IIC 3 [40] (3085-PP)     | Guillotine IIC [70] (3060)    | Kodiak 3 [100] (3058U-C)          |
| 11  | Howler [20] (3055U)         | Clint IIC [40] (3060)            | Hellfire 2 [60] (3067)        | Bane 4 [100] (3055U)              |
| 12  | Adder [35] (3050U-C)*       | Pouncer [40] (3055U)*            | Ebon Jaguar [65] (3058U-C)*   | Blood Asp [90] (3060)*            |
| 13  | Mist Lynx [25] (3050U-C)*   | Stooping Hawk [55] (3060)*       | Mad Dog [60] (3050U-C)*       | Gargoyle [80] (3050U-C)*          |
| 14  | Kit Fox [30] (3050U-C)*     | Battle Cobra [40] (3058U-C)*     | Ebon Jaguar [65] (3058U-C)*   | Kingfisher [90] (3058U-C)*        |
| 15  | Hellion [30] (3067)*        | Grendel [45] (3058U-C)*          | Mad Dog [60] (3050U-C)*       | Blood Asp [90] (3060)*            |
| 16  | Adder [35] (3050U-C)*       | Pouncer [40] (3055U)*            | Timber Wolf [75] (3050U-C)*   | Warhawk [85] (3050U-C)*           |
| 17  | Mist Lynx [25] (3050U-C)*   | Grendel [45] (3058U-C)*          | Ebon Jaguar [65] (3058U-C)*   | Blood Asp [90] (3060)*            |
| 18  | Adder [35] (3050U-C)*       | Stormcrow [55] (3050U-C)*        | Mad Dog [60] (3050U-C)*       | Executioner [95] (3050U-C)*       |
| 19  | Kit Fox [30] (3050U-C)*     | Pouncer [40] (3055U)*            | Night Gyr [75] (3058U-C)*     | Warhawk [85] (3050U-C)*           |
| 20  | Kit Fox [30] (3050U-C)*     | Viper [40] (3050U-C)*            | Nova Cat [70] (3060)*         | Dire Wolf [100] (3050U-C)*        |
| 21  | Adder [35] (3050U-C)*       | Crimson Langur [50] (3067)*      | Night Gyr [75] (3058U-C)*     | Savage Coyote [85] (3067)*        |
| 22  | Fire Moth [20] (3050U-C)*   | Septicemia [55] (WORS)*          | Ebon Jaguar [65] (3058U-C)*   | Gargoyle [80] (3050U-C)*          |

### CLAN STONE LION

| 2D6 | Light                         | Medium                         | Heavy                       | Assault                        |
|-----|-------------------------------|--------------------------------|-----------------------------|--------------------------------|
| 2   | Commando IIC [25] (3060)      | Great Wyrn [45] (3060)         | Thresher [60] (3058U-C)     | Mad Cat Mk. II (3067)          |
| 3   | UrbanMech IIC [30] (3060)     | Corvis [40] (3060)             | Grizzly [70] (3058U-C)      | Warhammer IIC [80] (3085-PP)   |
| 4   | Piranha [25] (3058U-C)        | Shadow Hawk IIC [45] (3085-PP) | Glass Spider [60] (3055U)   | Thunder Stallion 3 [85] (3060) |
| 5   | Locust IIC (25) (3085-PP)     | Corvis [40] (3060)             | Rifleman IIC [65] (3085-PP) | Stone Rhino 3 [100] (3055U)    |
| 6   | Jenner IIC [35] (3055U)       | Griffin IIC [40] (3085-PP)     | Guillotine IIC [70] (3060)  | Blood Kite [85] (3067)         |
| 7   | Incubus [30] (3055U)          | Corvis 2 [40] (3060)           | Ha Otoko [65] (3060)        | Thunder Stallion 2 [85] (3060) |
| 8   | UrbanMech IIC [30] (3060)     | Conjurer [50] (3055U)          | Bowman [70] (3067) 2        | Bane 3 [100] (3055U)           |
| 9   | Horned Owl [35] (3055U)       | Vapor Eagle [55] (3055U)       | Black Python [75] (3055U)   | Marauder IIC 4 [85] (3085-PP)  |
| 10  | Crimson Hawk 2 [25] (3075)    | Hunchback IIC 2 [50] (3058U-C) | Grizzly [70] (3058U-C)      | Thunder Stallion [85] (3060)   |
| 11  | Solitaire [25] (3067)         | Hunchback IIC 3 [50] (3058U-C) | Glass Spider 2 [60] (3055U) | Stone Rhino 2 [100] (3055U)    |
| 12  | Mist Lynx [25] (3050U-C)*     | Battle Cobra [40] (3058U-C)*   | Summoner [70] (3050U-C)*    | Kingfisher [90] (3058U-C)*     |
| 13  | Kit Fox [30] (3050U-C)*       | Ice Ferret [45] (3050U-C)*     | Nova Cat [70] (3060)*       | Warhawk [85] (3050U-C)*        |
| 14  | Adder [35] (3050U-C)*         | Stormcrow [55] (3050U-C)*      | Crossbow [65] (3058U-C)*    | Blood Asp [90] (3060)*         |
| 15  | Kit Fox [30] (3050U-C)*       | Stooping Hawk [55] (3060)*     | Summoner [70] (3050U-C)*    | Gargoyle [80] (3050U-C)*       |
| 16  | Mist Lynx [25] (3050U-C)*     | Viper [40] (3050U-C)*          | Mad Dog [60] (3050U-C)*     | Kingfisher [90] (3058U-C)*     |
| 17  | Arctic Cheeta [30] (3058U-C)* | Stooping Hawk [55] (3060)*     | Summoner [70] (3050U-C)*    | Gargoyle [80] (3050U-C)*       |
| 18  | Hellion [30] (3067)*          | Viper [40] (3050U-C)*          | Timber Wolf [75] (3050U-C)* | Dire Wolf [100] (3050U-C)*     |
| 19  | Adder [35] (3050U-C)*         | Crimson Langur [50] (3067)*    | Linebacker [65] (3055U)*    | Turkina [95] (3058U-C)*        |
| 20  | Mist Lynx [25] (3050U-C)*     | Phantom [40] (3055U)*          | Summoner [70] (3050U-C)*    | Warhawk [85] (3050U-C)*        |
| 21  | Fire Falcon [25] (3058U-C)*   | Grendel [45] (3058U-C)*        | Ebon Jaguar [65] (3058U-C)* | Turkina [95] (3058U-C)*        |
| 22  | Fire Moth [20] (3050U-C)*     | Septicemia [55] (WORS)*        | Timber Wolf [75] (3050U-C)* | Executioner [95] (3050U-C)*    |



# RANDOM ASSIGNMENT TABLES

## CLAN INFANTRY - 3072

| 2D6 | Blood Spirit                     | Cloud Cobra                          | Coyote                       | Diamond Shark                   |
|-----|----------------------------------|--------------------------------------|------------------------------|---------------------------------|
| 2   | Gnome (3058U-C)                  | Sylph (3058U-C)                      | Gnome (3058U-C)              | Undine (3058U-C)                |
| 3   | Clan Assault Infantry (3085)     | Clan Assault Infantry (3085)         | Elemental (3058U-C)*         | Undine (3058U-C)                |
| 4   | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 5   | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 6   | Elemental (3058U-C)*             | Clan Space Marine (3085)             | Salamander (3058U-C)         | Clan Medium "Rabid" (3075)      |
| 7   | Elemental (3058U-C)*             | Sylph (3058U-C)                      | Salamander (3058U-C)         | Clan Medium "Rabid" (3075)      |
| 8   | Sylph (3058U-C)                  | Elemental (Space) (3058U-C)          | Elemental (3058U-C)*         | Clan Medium "Rabid" (3075)      |
| 9   | Salamander (3058U-C)             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 10  | Salamander (3058U-C)             | Corona (3075)                        | Elemental (3058U-C)*         | Elemental (Space) (3058U-C)     |
| 11  | Elemental (3058U-C)*             | Sylph (Upgrade) (3058U-C)            | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 12  | Gnome (3058U-C)                  | Sylph (Upgrade) (3058U-C)            | Gnome (3058U-C)              | Elemental (3058U-C)*            |
| 13  | Elemental (3058U-C)*             | Corona (3075)                        | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 14  | Elemental (3058U-C)*             | Sylph (3058U-C)                      | Elemental (3058U-C)*         | Salamander (3058U-C)            |
| 15  | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Gnome (3058U-C)                 |
| 16  | Sylph (3058U-C)                  | Elemental (3058U-C)*                 | Gnome (3058U-C)              | Gnome (3058U-C)                 |
| 17  | Corona (3075)                    | Salamander (3058U-C)                 | Corona (3075)                | Golem (3075)                    |
| 2D6 | Fire Mandrill                    | Ghost Bear                           | Goliath Scorpion             | Hell's Horses                   |
| 2   | Clan Assault Infantry (3085)     | Clan Medium "Bär" (3075)             | Undine (3058U-C)             | Gnome (Upgrade) (3058U-C)       |
| 3   | Elemental (3058U-C)*             | Kobold (3075)                        | Salamander (3058U-C)         | Clan Foot Infantry (3085)       |
| 4   | Elemental (3058U-C)*             | Kobold (3075)                        | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 5   | Elemental (3058U-C)*             | Clan Medium "Rabid" (3075)           | Elemental (Space) (3058U-C)  | Elemental (3058U-C)*            |
| 6   | Clan Assault Infantry (3085)     | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Clan Heavy Jump Infantry (3085) |
| 7   | Salamander (3058U-C)             | Elemental (3058U-C)*                 | Undine (Upgrade) (3058U-C)   | Gnome (3058U-C)                 |
| 8   | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 9   | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Salamander (Laser) (3058U-C) | Salamander (3058U-C)            |
| 10  | Gnome (3058U-C)                  | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Clan Heavy Jump Infantry (3085) |
| 11  | Salamander (3058U-C)             | Elemental (3058U-C)*                 | Undine (Upgrade) (3058U-C)   | Gnome (3058U-C)                 |
| 12  | Salamander (3058U-C)             | Golem (3075)                         | Undine (Upgrade) (3058U-C)   | Gnome (Upgrade) (3058U-C)       |
| 13  | Elemental (3058U-C)*             | Golem (3075)                         | Elemental (3058U-C)*         | Gnome (3058U-C)                 |
| 14  | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 15  | Elemental (3058U-C)*             | Elemental (Headhunter) (3058U-C)     | Salamander (3058U-C)         | Golem (3075)                    |
| 16  | Elemental (3058U-C)*             | Gnome (3058U-C)                      | Gnome (3058U-C)              | Afreet (3058U-C)                |
| 17  | Gnome (3058U-C)                  | Gnome (Upgrade) (3058U-C)            | Corona (3075)                | Clan Heavy Foot Infantry (3085) |
| 2D6 | Ice Hellion                      | Jade Falcon                          | Snow Raven                   | Star Adder                      |
| 2   | Clan Assault Infantry (3085)     | Clan Foot Infantry (3085)            | Aerie (3075)                 | Sylph (3058U-C)                 |
| 3   | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Aerie (3075)                 | Elemental (3058U-C)*            |
| 4   | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Salamander (Laser) (3058U-C) | Elemental (3058U-C)*            |
| 5   | Elemental (3058U-C)*             | Salamander (3058U-C)                 | Elemental (3058U-C)*         | Clan Space Marine (3085)        |
| 6   | Afreet (3058U-C)                 | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (Space) (3058U-C)     |
| 7   | Afreet (3058U-C)                 | Elemental (3058U-C)*                 | Elemental (Space) (3058U-C)  | Corona (3075)                   |
| 8   | Afreet (3058U-C)                 | Salamander (3058U-C)                 | Clan Space Marine (3085)     | Corona (3075)                   |
| 9   | Salamander (3058U-C)             | Salamander (3058U-C)                 | Elemental (3058U-C)*         | Clan Assault Infantry (3085)    |
| 10  | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 11  | Afreet (3058U-C)                 | Salamander (Anti-Infantry) (3058U-C) | Elemental (Space) (3058U-C)  | Corona (3075)                   |
| 12  | Afreet (3058U-C)                 | Elemental (Fire) (3058U-C)           | Sylph (3058U-C)              | Corona (3075)                   |
| 13  | Elemental (3058U-C)*             | Afreet (3058U-C)                     | Salamander (Laser) (3058U-C) | Corona (3075)                   |
| 14  | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Elemental (3058U-C)*            |
| 15  | Elemental (3058U-C)*             | Elemental (3058U-C)*                 | Elemental (3058U-C)*         | Salamander (3058U-C)            |
| 16  | Salamander (3058U-C)             | Elemental (3058U-C)*                 | Afreet (3058U-C)             | Gnome (3058U-C)                 |
| 17  | Elemental (Headhunter) (3058U-C) | Salamander (Anti-Infantry) (3058U-C) | Golem (3075)                 | Clan Heavy Foot Infantry (3085) |

WISDOM IS THE POWER

UNBROKEN BY THE FUTURE,

STAINED BY THE PAST.

IT IS THE WAY TO HEED.

THOSE WHO FAIL FIND



# RANDOM ASSIGNMENT TABLES

## CLAN INFANTRY - 3072

| 2D6 | Steel Viper                     | Wolf                             | Clan Burrock/<br>Dark Caste/Society |
|-----|---------------------------------|----------------------------------|-------------------------------------|
| 2   | Elemental (3058U-C)*            | Undine (3058U-C)                 | Gnome (Upgrade) (3058U-C)           |
| 3   | Elemental (3058U-C)*            | Clan Foot Infantry (3085)        | Clan Assault Infantry (3085)        |
| 4   | Elemental (3058U-C)*            | Clan Medium "Rabid" (3075)       | Clan Foot Infantry (3085)           |
| 5   | Clan Foot Infantry (3085)       | Clan Medium "Rabid" (3075)       | Clan Motorized Infantry (3085)      |
| 6   | Elemental (3058U-C)*            | Salamander (3058U-C)             | Clan Motorized Infantry (3085)      |
| 7   | Clan Assault Infantry (3085)    | Elemental (3058U-C)*             | Clan Motorized Infantry (3085)      |
| 8   | Elemental (3058U-C)*            | Undine (Upgrade) (3058U-C)       | Clan Motorized Infantry (3085)      |
| 9   | Elemental (3058U-C)*            | Elemental (3058U-C)*             | Clan Foot Infantry (3085)           |
| 10  | Elemental (3058U-C)*            | Elemental (3058U-C)*             | Clan Heavy Foot Infantry (3085)     |
| 11  | Clan Space Marine (3085)        | Salamander (Laser) (3058U-C)     | Clan Heavy Foot Infantry (3085)     |
| 12  | Corona (3075)                   | Gnome (3058U-C)                  | Clan Assault Infantry (3085)        |
| 13  | Elemental (3058U-C)*            | Elemental (3058U-C)*             | Elemental (Headhunter) (3058U-C)    |
| 14  | Elemental (3058U-C)*            | Elemental (3058U-C)*             | Salamander (3058U-C)                |
| 15  | Elemental (3058U-C)*            | Elemental (3058U-C)*             | —                                   |
| 16  | Elemental (3058U-C)*            | Elemental (Headhunter) (3058U-C) | —                                   |
| 17  | Clan Heavy Foot Infantry (3085) | Elemental (Headhunter) (3058U-C) | —                                   |

## CLAN INFANTRY - 3085

| 2D6 | Cloud Cobra                 | Coyote               | Star Adder                      | Stone Lion                      |
|-----|-----------------------------|----------------------|---------------------------------|---------------------------------|
| 2   | Sylph (3058U-C)             | Gnome (3058U-C)      | Afreet (3058U-C)                | Gnome (Upgrade) (3058U-C)       |
| 3   | Salamander (3058U-C)        | Afreet (3058U-C)     | Undine (3058U-C)                | Clan Foot Infantry (3085)       |
| 4   | Aerie (3075)                | Afreet (3058U-C)     | Elemental (3058U-C)*            | Corona (3075)                   |
| 5   | Elemental (3058U-C)*        | Elemental (3058U-C)* | Clan Space Marine (3085)        | Elemental (3058U-C)*            |
| 6   | Sylph (3058U-C)             | Salamander (3058U-C) | Elemental (Space) (3058U-C)     | Clan Heavy Jump Infantry (3085) |
| 7   | Sylph (3058U-C)             | Salamander (3058U-C) | Sylph (3058U-C)                 | Gnome (3058U-C)                 |
| 8   | Elemental (Space) (3058U-C) | Elemental (3058U-C)* | Corona (3075)                   | Elemental (3058U-C)*            |
| 9   | Elemental (3058U-C)*        | Elemental (3058U-C)* | Clan Assault Infantry (3085)    | Salamander (3058U-C)            |
| 10  | Corona (3075)               | Elemental (3058U-C)* | Gnome (3058U-C)                 | Clan Heavy Jump Infantry (3085) |
| 11  | Sylph (Upgrade) (3058U-C)   | Elemental (3058U-C)* | Corona (3075)                   | Gnome (3058U-C)                 |
| 12  | Corona (3075)               | Gnome (3058U-C)      | Corona (3075)                   | Gnome (Upgrade) (3058U-C)       |
| 13  | Corona (3075)               | Elemental (3058U-C)* | Elemental (3058U-C)*            | Elemental (3058U-C)*            |
| 14  | Sylph (3058U-C)             | Undine (3058U-C)     | Elemental (3058U-C)*            | Golem (3075)                    |
| 15  | Elemental (3058U-C)*        | Aerie (3075)         | Salamander (3058U-C)            | Aerie (3075)                    |
| 16  | Afreet (3058U-C)            | Gnome (3058U-C)      | Golem (3075)                    | Afreet (3058U-C)                |
| 17  | Salamander (3058U-C)        | Corona (3075)        | Clan Heavy Foot Infantry (3085) | Clan Heavy Foot Infantry (3085) |



# RANDOM ASSIGNMENT TABLES

## CLAN PROTOMECHS - 3072

| 2D6 | Blood Spirit           | Cloud Cobra               | Coyote                    | Fire Mandrill         | Goliath Scorpion      | Hell's Horses         |
|-----|------------------------|---------------------------|---------------------------|-----------------------|-----------------------|-----------------------|
| 2   | Hydra [6] (3060)       | Siren 3 [3] (3060)        | Boggart [13] (WOR)        | Harpy [2] (3060)      | Orc 2 [4] (3075)      | Centaur 2 [5] (3060)  |
| 3   | Cecerpops 3 [3] (3075) | Siren 2 [3] (3060)        | Sprite 2 [15] (WORS)      | Harpy 3 [2] (3060)    | Minotaur 2 [9] (3060) | Harpy [2] (3060)      |
| 4   | Cecerpops 2 [3] (3075) | Siren [3] (3060)          | Procyon 4 [5] (3075)      | Roc 2 [7] (3060)      | Satyr [4] (3060)      | Harpy 2 [2] (3060)    |
| 5   | Cecerpops [3] (3075)   | Satyr [4] (3060)          | Procyon 2 [5] (3075)      | Centaur 2 [5] (3060)  | Satyr 2 [4] (3060)    | Roc [7] (3060)        |
| 6   | Roc 3 [7] (3060)       | Basilisk 2 [7] (3075)     | Satyr 2 [4] (3060)        | Hydra [6] (3060)      | Satyr [4] (3060)      | Harpy 4 [2] (3060)    |
| 7   | Chrysaor [6] (3075)    | Basilisk [7] (3075)       | Procyon [5] (3075)        | Hydra 3 [6] (3060)    | Triton [8] (3075)     | Orc [4] (3075)        |
| 8   | Roc 2 [7] (3060)       | Basilisk 2 [7] (3075)     | Roc [7] (3060)            | Roc 3 [7] (3060)      | Roc [7] (3060)        | Hydra 2 [6] (3060)    |
| 9   | Gorgon 3 [8] (3060)    | Siren 2 [3] (3060)        | Gorgon 2 [8] (3060)       | Roc 2 [7] (3060)      | Minotaur [9] (3060)   | Orc 4 [4] (3075)      |
| 10  | Minotaur 4 [9] (3060)  | Minotaur [9] (3060)       | Satyr [4] (3060)          | Hydra 3 [6] (3060)    | Triton 2 [8] (3075)   | Centaur [5] (3060)    |
| 11  | Cecerpops [3] (3075)   | Satyr 2 [4] (3060)        | Roc 2 [7] (3060)          | Centaur 3 [5] (3060)  | Orc [4] (3075)        | Orc 3 [4] (3075)      |
| 12  | Minotaur [9] (3060)    | Siren 2 [3] (3060)        | Basilisk [7] (Quad) (WOR) | Minotaur [9] (3060)   | Roc 2 [7] (3060)      | Procyon [5] (3075)    |
| 13  | Roc 2 [7] (3060)       | Satyr [4] (3060)          | Procyon 2 [5] (3075)      | Hydra [6] (3060)      | Triton 3 [8] (3075)   | Minotaur 2 [9] (3060) |
| 14  | Chrysaor [6] (3075)    | Basilisk 2 [7] (3075)     | Roc [7] (3060)            | Gorgon [8] (3060)     | Roc [7] (3060)        | Orc 2 [4] (3075)      |
| 15  | Hydra 4 [6] (3060)     | Minotaur [9] (3060)       | Procyon [5] (3075)        | Hydra 3 [6] (3060)    | Minotaur [9] (3060)   | Orc [4] (3075)        |
| 16  | Delphyne [9] (3075)    | Basilisk [7] (3075)       | Roc 2 [7] (3060)          | Gorgon 2 [8] (3060)   | Triton [8] (3075)     | Minotaur [9] (3060)   |
| 17  | Delphyne 2 [9] (3075)  | Minotaur [9] (3060)       | Procyon [5] (3075)        | Delphyne [9] (3075)   | Minotaur [9] (3060)   | Hydra [6] (3060)      |
| 18  | Chrysaor 2 [6] (3075)  | Basilisk [7] (3075)       | Procyon 3 [5] (3075)      | Delphyne 2 [9] (3075) | Triton 2 [8] (3075)   | Hydra 2 [6] (3060)    |
| 19  | Roc [7] (3060)         | Minotaur [9] (3060)       | Delphyne 3 [9] (3075)     | Gorgon [8] (3060)     | Triton 4 [8] (3075)   | Orc 3 [4] (3075)      |
| 20  | Sprite [15] (WOR)      | Basilisk 3 [7] (3075)     | Boggart 2 [13] (WORS)     | Roc 3 [7] (3060)      | Delphyne 2 [9] (3075) | Roc 2 [7] (3060)      |
| 21  | Minotaur [9] (3060)    | Basilisk 2 [7] (3075)     | Delphyne [9] (3075)       | Delphyne [9] (3075)   | Roc [7] (3060)        | Procyon [5] (3075)    |
| 22  | Procyon [5] (3075)     | Basilisk [7] (Quad) (WOR) | Hobgoblin 2 [10] (WORS)   | Minotaur [9] (3060)   | Delphyne [9] (3075)   | Centaur 2 [5] (3060)  |

| 2D6 | Ice Hellion          | Snow Raven             | Star Adder            | Steel Viper           | Society                      |
|-----|----------------------|------------------------|-----------------------|-----------------------|------------------------------|
| 2   | Siren [3] (3060)     | Roc 3 [7] (3060)       | Siren [3] (3060)      | Harpy 2 [2] (3060)    | Sprite 3 [15] (WORS)         |
| 3   | Siren 2 [3] (3060)   | Cecerpops 2 [3] (3075) | Harpy [2] (3060)      | Roc 2 [7] (3060)      | Erinyes [2] (3075)           |
| 4   | Satyr [4] (3060)     | Cecerpops [3] (3075)   | Siren 2 [3] (3060)    | Satyr 2 [4] (3060)    | Procyon 2 [5] (WORS)         |
| 5   | Siren 3 [3] (3060)   | Satyr 4 [4] (3060)     | Harpy 3 [2] (3060)    | Centaur 3 [5] (3060)  | Erinyes 2 [2] (3075)         |
| 6   | Satyr 2 [4] (3060)   | Gorgon 3 [8] (3060)    | Gorgon 3 [8] (3060)   | Basilisk 2 [7] (3075) | Hobgoblin [10] (WOR)         |
| 7   | Satyr 3 [4] (3060)   | Roc 2 [7] (3060)       | Gorgon 2 [8] (3060)   | Roc [7] (3060)        | Basilisk [7] (Quad) (WOR)    |
| 8   | Satyr 2 [4] (3060)   | Chrysaor [6] (3075)    | Minotaur [9] (3060)   | Satyr [4] (3060)      | Centaur [5] (3060)           |
| 9   | Siren 3 [3] (3060)   | Satyr 2 [4] (3060)     | Siren 3 [3] (3060)    | Roc 3 [7] (3060)      | Boggart [13] (WOR)           |
| 10  | Satyr [4] (3060)     | Chrysaor 2 [6] (3075)  | Harpy 3 [2] (3060)    | Roc 2 [7] (3060)      | Gorgon [8] (3060)            |
| 11  | Siren 2 [3] (3060)   | Roc 4 [7] (3060)       | Minotaur 2 [9] (3060) | Gorgon 2 [8] (3060)   | Centaur 2 [5] (WORS)         |
| 12  | Siren 4 [3] (3060)   | Centaur 3 [5] (3060)   | Minotaur [9] (3060)   | Basilisk [7] (3075)   | Procyon 3 [5] (3075)         |
| 13  | Satyr [4] (3060)     | Cecerpops [3] (3075)   | Siren 3 [3] (3060)    | Satyr [4] (3060)      | Hobgoblin [10] (WOR)         |
| 14  | Siren 3 [3] (3060)   | Gorgon [8] (3060)      | Gorgon 4 [8] (3060)   | Roc 2 [7] (3060)      | Boggart 2 [13] (WORS)        |
| 15  | Satyr 3 [4] (3060)   | Delphyne [9] (3075)    | Gorgon 2 [8] (3060)   | Roc [7] (3060)        | Basilisk 2 [7] (Quad) (WORS) |
| 16  | Satyr 2 [4] (3060)   | Chrysaor [6] (3075)    | Gorgon 3 [8] (3060)   | Basilisk [7] (3075)   | Minotaur 2 [9] (WORS)        |
| 17  | Satyr 3 [4] (3060)   | Roc 2 [7] (3060)       | Gorgon 2 [8] (3060)   | Roc [7] (3060)        | Sprite [15] (WOR)            |
| 18  | Satyr 4 [4] (3060)   | Gorgon 3 [8] (3060)    | Basilisk [7] (3075)   | Roc 3 [7] (3060)      | Hobgoblin 2 [10] (WORS)      |
| 19  | Siren 5 [3] (3060)   | Satyr [4] (3060)       | Minotaur [9] (3060)   | Gorgon 2 [8] (3060)   | Basilisk [7] (3075)          |
| 20  | Minotaur [9] (3060)  | Chrysaor 2 [6] (3075)  | Chrysaor [6] (3075)   | Minotaur [9] (3060)   | Roc [7] (3060) 2             |
| 21  | Gorgon 2 [8] (3060)  | Satyr [4] (3060)       | Delphyne [9] (3075)   | Minotaur [9] (3060)   | Roc 2 [7] (WORS)             |
| 22  | Centaur 3 [5] (3060) | Roc [7] (3060)         | Chrysaor 2 [6] (3075) | Minotaur [9] (3060)   | Sprite 2 [15] (WORS)         |

WISDOM IS THE POWER

UNBROKEN BY THE FUTURE,

STAINED BY THE PAST.

IT IS THE WAY TO HEED.

THOSE WHO FAIL FIND



# RANDOM ASSIGNMENT TABLES

## CLAN PROTOMECHS - 3085

| 2D6 | Cloud Cobra           | Star Adder            | Stone Lion            |
|-----|-----------------------|-----------------------|-----------------------|
| 2   | Hydra [6] (3060)      | Hobgoblin [10] (WOR)  | Centaur 2 [5] (3060)  |
| 3   | Siren 2 [3] (3060)    | Harpy [2] (3060)      | Harpy [2] (3060)      |
| 4   | Siren [3] (3060)      | Siren 2 [3] (3060)    | Satyr [4] (3060)      |
| 5   | Satyr [4] (3060)      | Harpy 3 [2] (3060)    | Roc [7] (3060)        |
| 6   | Basilisk 2 [7] (3075) | Gorgon 3 [8] (3060)   | Harpy 4 [2] (3060)    |
| 7   | Basilisk [7] (3075)   | Gorgon 2 [8] (3060)   | Orc [4] (3075)        |
| 2   | Hydra [6] (3060)      | Delphyne [9] (3075)   | Hydra 2 [6] (3060)    |
| 9   | Siren 2 [3] (3060)    | Siren 3 [3] (3060)    | Orc 4 [4] (3075)      |
| 10  | Minotaur [9] (3060)   | Cecerops [3] (3075)   | Centaur [5] (3060)    |
| 11  | Cecerops [3] (3075)   | Minotaur 2 [9] (3060) | Orc 3 [4] (3075)      |
| 12  | Minotaur [9] (3060)   | Minotaur [9] (3060)   | Minotaur [9] (3060)   |
| 13  | Satyr [4] (3060)      | Basilisk 2 [7] (3075) | Minotaur 2 [9] (3060) |
| 14  | Basilisk 2 [7] (3075) | Gorgon 4 [8] (3060)   | Orc 2 [4] (3075)      |
| 15  | Hydra 4 [6] (3060)    | Chrysaor [6] (3075)   | Orc [4] (3075)        |
| 16  | Delphyne [9] (3075)   | Siren 3 [3] (3060)    | Minotaur [9] (3060)   |
| 17  | Minotaur [9] (3060)   | Gorgon 2 [8] (3060)   | Hobgoblin [10] (WOR)  |
| 18  | Basilisk [7] (3075)   | Gorgon 3 [8] (3060)   | Hydra 2 [6] (3060)    |
| 19  | Minotaur [9] (3060)   | Sprite [15] (WOR)     | Harpy [2] (3060)      |
| 20  | Sprite [15] (WOR)     | Delphyne [9] (3075)   | Hobgoblin [10] (WOR)  |
| 21  | Basilisk 2 [7] (3075) | Minotaur [9] (3060)   | Procyon [5] (3075)    |
| 22  | Hobgoblin [10] (WOR)  | Chrysaor 2 [6] (3075) | Sprite [15] (WOR)     |

## CLAN VEHICLES 3072 & 3085

| 2D6 | Cloud Cobra                                                | Coyote                                            | Star Adder                                             | Stone Lion                                                 |
|-----|------------------------------------------------------------|---------------------------------------------------|--------------------------------------------------------|------------------------------------------------------------|
| 2   | Shamash Reconnaissance Vehicle (Standard) [11] (3060)      | Zephyr Hover Tank (Royal) [40] (3075)             | Demon Tank (Royal) [60] (3075)                         | Morrigu Fire Support Vehicle (Laser) [80] (3067)           |
| 3   | Asshur (Proto AC) [20] (3060)                              | Enyo Strike Tank (Standard) [55] (3067)           | Von Luckner Heavy Tank (Royal) [75] (Klondike)         | Morrigu Fire Support Vehicle (Standard) [80] (3067)        |
| 4   | Indra Infantry Transport (Standard) [35] (3060)            | Hachiman Fire Support Tank (Standard) [50] (3060) | Burke Defense Tank (Royal) [75] (Klondike)             | Huitzilopochtli Assault Tank "Huey" (Standard) [85] (3060) |
| 5   | Mithras Light Tank (ERLL) [25] (3060)                      | Ares Medium Tank (Standard) [40] (3060)           | Ishtar Heavy Fire Support Tank (Gauss) [65] (3060)     | Alacom Heavy Tank Mk VI [95] (3050U-C)                     |
| 6   | Zorya Light Tank (Standard) [35] (3060)                    | Bellona Hover Tank (Laser) [45] (3075)            | Oro Heavy Tank (Standard) [60] (3060)                  | Mars Assault Vehicle (HAG) [100] (3060)                    |
| 7   | Svantovit Infantry Fighting Vehicle (ATM) [35] (3060)      | Ku Wheeled Assault Tank (Standard) [50] (3060)    | Athena Combat Vehicle (Standard) [75] (3060)           | Mars Assault Vehicle (Standard) [100] (3060)               |
| 8   | Svantovit Infantry Fighting Vehicle (Standard) [35] (3060) | Ares Medium Tank (Plasma) [40] (3060)             | Oro Heavy Tank (Standard) [60] (3060)                  | Mars Assault Vehicle (XL) [100] (3060)                     |
| 9   | Svantovit Infantry Fighting Vehicle (Omni) [35] (3060)*    | Bellona Hover Tank (Standard) [45] (3060)         | Ishtar Heavy Fire Support Tank (Gauss) [65] (3060)     | Mars Assault Vehicle (Standard) [100] (3060)               |
| 10  | Donar Assault Helicopter (Standard) [21] (3060)            | Maxim Heavy Hover Transport (Clan) [50] (3058U-I) | Athena Combat Vehicle (Standard) [75] (3060)           | Mars Assault Vehicle (ATM) [100] (3060)                    |
| 11  | Anhur Transport (BA) [30] (3060)                           | Bellona Hover Tank (Laser) [45] (3060)            | Ishtar Heavy Fire Support Tank (Standard) [65] (3060)  | Fury Command Tank (Royal) [80] (3075)                      |
| 12  | Odin Scout Tank (Standard) [20] (3060)                     | Tyr Infantry Support Tank (Standard) [45] (3067)  | Athena Combat Vehicle (HAG) [75] (3060)                | Huitzilopochtli Assault Tank "Huey" (AAA) [85] (3060)      |
| 13  | Lightning Attack Hovercraft (Royal) [35] (3075)            | Thor Artillery Vehicle (Clan) [55] (3050U-C)      | Padilla Heavy Artillery Tank (Standard) [75] (3058U-C) | Carnivore Assault Tank (Second Line) [80] (3085)           |
| 14  | Gabriel Reconnaissance Hovercraft (Standard) [5] (3050U-C) | Epona Pursuit Tank (Omni) [50] (3060)*            | Ishtar Heavy Fire Support Tank (Gauss) [65] (3060)     | Alacom Heavy Tank Mk VI [95] (3050U-C)                     |
| 15  | Balac Strike VTOL (LRM) [25] (3085)                        | Zephyr Hover Tank (Royal) [40] (3075)             | Oro Heavy Tank (HAG) [60] (3060)                       | Mars Assault Vehicle (Standard) [100] (3060)               |
| 16  | Zephyros Infantry Support Vehicle (Standard) [25] (3085)   | Tyr Infantry Support Tank (Standard) [45] (3067)  | Athena Combat Vehicle (HAG) [75] (3060)                | Mars Assault Vehicle (ATM) [100] (3060)                    |
| 17  | Hephaestus Scout Tank (Omni) [35] (Prototypes)*            | Epona Pursuit Tank (Omni) [50] (3060)*            | Athena Combat Vehicle (HAG) [75] (3060)                | Heimdall Ground Monitor Tank (Omni)* [95] (3067)           |



# RANDOM ASSIGNMENT TABLES

## CLAN AEROSPACE - 3072

| 2D6 | Light                         | Medium                             | Heavy                          | DropShip                    | Society/Dark Caste                 |
|-----|-------------------------------|------------------------------------|--------------------------------|-----------------------------|------------------------------------|
| 2   | Swift C [25] (3050U-C)        | CSR-V12b Corsair [50] (Klondike)   | Chippewa IIC [90] (Golden)     | Confederate (Clan) (TR3057) | AHB-443b Ahab [90] (3075)          |
| 3   | SPD-503 Spad [30] (3075)      | Tyre 2 [55] (3067)                 | HMR-HDb Hammerhead [75] (3075) | Arcadia (3067)              | HMR-HDb Hammerhead [75] (3075)     |
| 4   | TRN-3Tb Trident [20] (3075)   | LTG-G15b Lightning [50] (Klondike) | AHB-443b Ahab [90] (3075)      | Overlord-C (TR3057)         | SPD-503 Spad [30] (3075)           |
| 5   | RGU-133Eb Rogue [40] (3075)   | Ammon [65] (3067)                  | Hydaspes [95] (3067)           | Sassanid (3057) (TR3057)    | RGU-133Eb Rogue [40] (3075)        |
| 6   | ZRO-116b Zero [35] (Klondike) | HCT-213C Hellcat II [50] (3075)    | Xerxes [85] (3067)             | Union-C (TR3057)            | ZRO-116b Zero [35] (Klondike)      |
| 7   | Tomahawk C [45] (3050U-C)     | IRN-SD1b Ironsides [65] (3075)     | HMR-HDb Hammerhead [75] (3075) | Mercer (3067)               | LTG-G15b Lightning [50] (Klondike) |
| 8   | Chaeronea [25] (3067)         | Tyre [55] (3067)                   | AHB-443b Ahab [90] (3075)      | Overlord-C (TR3057)         | IRN-SD1b Ironsides [65] (3075)     |
| 9   | Issus [40] (3067)*            | GTHA-500b Gotha [60] (3075)        | RPR-200 Rapier [85] (3050U-C)  | Lion (Clan) (TR3057)        | Issus [40] (3067)*                 |
| 10  | Swift C [25] (3050U-C)        | Ammon [65] (3067)                  | Hydaspes [95] (3067)           | Miraborg (TR3057)           | GTHA-500b Gotha [60] (3075)        |
| 11  | Issus [40] (3067)*            | Tyre [55] (3067)                   | Xerxes [85] (3067)             | Broadsword (TR3057)         | Tyre [55] (3067)                   |
| 12  | Chaeronea [25] (3067)         | Ammon [65] (3067)                  | Sabutai [75] (3055U)*          | Achilles (2582) (TR3057)    | Ammon [65] (3067)                  |
| 13  | Avar [35] (3055U)*            | Jagatai [70] (3055U)*              | Hydaspes [95] (3067)           | Carrier (TR3057)            | Jagatai [70] (3055U)*              |
| 14  | Bashkir [20] (3055U)*         | Jagatai [70] (3055U)*              | Kirghiz [100] (3055U)*         | Miraborg (TR3057)           | Vandal [30] (3055U)*               |
| 15  | Sulla [45] (3055U)*           | Turk [50] (3055U)*                 | Jengiz [80] (3055U)*           | Mercer (3067)               | Sulla [45] (3055U)*                |
| 16  | Batu [40] (3055U)*            | Visigoth [60] (3055U)*             | Kirghiz [100] (3055U)*         | Sassanid (TR3057)           | Chaeronea [25] (3067)              |
| 17  | Bashkir [20] (3055U)*         | Ammon [65] (3067)                  | Hydaspes 2 [95] (3067)         | Carrier (TR3057)            | Batu [40] (3055U)*                 |
| 18  | Vandal [30] (3055U)*          | Visigoth [60] (3055U)*             | Scythia [90] (3055U)*          | Noruff (TR3057)             | Bashkir [20] (3055U)*              |
| 19  | Avar [35] (3055U)*            | Jagatai [70] (3055U)*              | Xerxes [85] (3067)             | Arcadia (3067)              | Avar [35] (3055U)*                 |
| 20  | Vandal [30] (3055U)*          | Turk [50] (3055U)*                 | Jengiz [80] (3055U)*           | Titan (Clan) (TR3057)       | Sabutai [75] (3055U)*              |
| 21  | Batu [40] (3055U)*            | Jagatai [70] (3055U)*              | Scythia [90] (3055U)*          | Noruff (TR3057)             | Hydaspes [95] (3067)               |
| 22  | Sulla [45] (3055U)*           | Visigoth [60] (3055U)*             | Kirghiz [100] (3055U)*         | Carrier (TR3057)            | Kirghiz [100] (3055U)*             |

## CLAN AEROSPACE - 3085

| 2D6 | Light                         | Medium                             | Heavy                          | DropShip                    |
|-----|-------------------------------|------------------------------------|--------------------------------|-----------------------------|
| 2   | Swift C [25] (3050U-C)        | CSR-V12b Corsair [50] (Klondike)   | Chippewa IIC [90] (Golden)     | Confederate (Clan) (TR3057) |
| 3   | SPD-503 Spad [30] (3075)      | Tyre 2 [55] (3067)                 | Xerxes [85] (3067)             | Arcadia (3067)              |
| 4   | TRN-3Tb Trident [20] (3075)   | LTG-G15b Lightning [50] (Klondike) | AHB-443b Ahab [90] (3075)      | Overlord-C (TR3057)         |
| 5   | RGU-133Eb Rogue [40] (3075)   | Ammon [65] (3067)                  | Hydaspes [95] (3067)           | Sassanid (3057) (TR3057)    |
| 6   | ZRO-116b Zero [35] (Klondike) | HCT-213C Hellcat II [50] (3075)    | Xerxes [85] (3067)             | Union-C (TR3057)            |
| 7   | Tomahawk C [45] (3050U-C)     | IRN-SD1b Ironsides [65] (3075)     | HMR-HDb Hammerhead [75] (3075) | Broadsword (TR3057)         |
| 8   | Chaeronea [25] (3067)         | Tyre [55] (3067)                   | Hydaspes [95] (3067)           | Overlord-C (TR3057)         |
| 9   | Issus [40] (3067)*            | GTHA-500b Gotha [60] (3075)        | RPR-200 Rapier [85] (3050U-C)  | Lion (Clan) (TR3057)        |
| 10  | Swift C [25] (3050U-C)        | Ammon [65] (3067)                  | Hydaspes [95] (3067)           | Miraborg (TR3057)           |
| 11  | Issus [40] (3067)*            | Tyre [55] (3067)                   | Xerxes [85] (3067)             | Broadsword (TR3057)         |
| 12  | Chaeronea [25] (3067)         | Ammon [65] (3067)                  | Sabutai [75] (3055U)*          | Achilles (2582) (TR3057)    |
| 13  | Avar [35] (3055U)*            | Jagatai [70] (3055U)*              | Hydaspes [95] (3067)           | Carrier (TR3057)            |
| 14  | Bashkir [20] (3055U)*         | Jagatai [70] (3055U)*              | Kirghiz [100] (3055U)*         | Miraborg (TR3057)           |
| 15  | Sulla [45] (3055U)*           | Turk [50] (3055U)*                 | Hydaspes [95] (3067)           | Mercer (3067)               |
| 16  | Batu [40] (3055U)*            | Tyre [55] (3067)                   | Xerxes [85] (3067)             | Sassanid (TR3057)           |
| 17  | Bashkir [20] (3055U)*         | Ammon [65] (3067)                  | Hydaspes 2 [95] (3067)         | Carrier (TR3057)            |
| 18  | Vandal [30] (3055U)*          | Visigoth [60] (3055U)*             | Sabutai [75] (3055U)*          | Broadsword (TR3057)         |
| 19  | Avar [35] (3055U)*            | Jagatai [70] (3055U)*              | Xerxes [85] (3067)             | Arcadia (3067)              |
| 20  | Vandal [30] (3055U)*          | Turk [50] (3055U)*                 | Jengiz [80] (3055U)*           | Titan (Clan) (TR3057)       |
| 21  | Batu [40] (3055U)*            | Jagatai [70] (3055U)*              | Scythia [90] (3055U)*          | Noruff (TR3057)             |
| 22  | Sulla [45] (3055U)*           | Turk [50] (3055U)*                 | Kirghiz [100] (3055U)*         | Carrier (TR3057)            |

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# BATTLETECH



## PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: CENTAUR Z

Era: Jihad

Tons: 5

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/0

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.                      | TYPE | Dmg                      | Min | Sht | Med | Lng |
|---------------------------|------|--------------------------|-----|-----|-----|-----|
| Main Gun 1:ER Micro Laser |      | 2 [DE]                   | —   | 1   | 2   | 4   |
| Main Gun 2:               |      |                          |     |     |     |     |
| Right Arm:                |      |                          |     |     |     |     |
| Left Arm:                 |      |                          |     |     |     |     |
| Torso A:LRM 4             |      | 1/Msl.<br>[M,C,S]<br>[E] | —   | 7   | 14  | 21  |
| Torso B:Magnetic Clamps   |      |                          | —   | —   | —   | —   |
| Torso C:                  |      |                          |     |     |     |     |
| Ammo:(LRM 4) 10           |      |                          |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                      | 2nd HIT                                                | 3rd HIT                                     |
|--------------|----------------------------------------------|--------------------------------------------------------|---------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed  |                                                        |                                             |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Right Arm Destroyed           |                                             |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP          | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move            |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump<br>/Cruise* | <input type="checkbox"/> 1/2 Jump<br>/Cruise*          | <input type="checkbox"/> Proto<br>Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Left Arm Destroyed            |                                             |
| 12 Head      | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> +2 to Hit no Long range shots |                                             |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

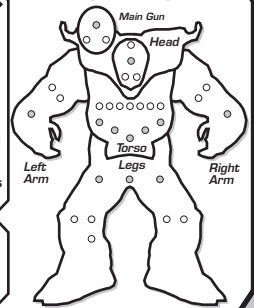
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: CENTAUR Z

Era: Jihad

Tons: 5

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/0

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.                      | TYPE | Dmg                      | Min | Sht | Med | Lng |
|---------------------------|------|--------------------------|-----|-----|-----|-----|
| Main Gun 1:ER Micro Laser |      | 2 [DE]                   | —   | 1   | 2   | 4   |
| Main Gun 2:               |      |                          |     |     |     |     |
| Right Arm:                |      |                          |     |     |     |     |
| Left Arm:                 |      |                          |     |     |     |     |
| Torso A:LRM 4             |      | 1/Msl.<br>[M,C,S]<br>[E] | —   | 7   | 14  | 21  |
| Torso B:Magnetic Clamps   |      |                          | —   | —   | —   | —   |
| Torso C:                  |      |                          |     |     |     |     |
| Ammo:(LRM 4) 10           |      |                          |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                      | 2nd HIT                                                | 3rd HIT                                     |
|--------------|----------------------------------------------|--------------------------------------------------------|---------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed  |                                                        |                                             |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Right Arm Destroyed           |                                             |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP          | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move            |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump<br>/Cruise* | <input type="checkbox"/> 1/2 Jump<br>/Cruise*          | <input type="checkbox"/> Proto<br>Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Left Arm Destroyed            |                                             |
| 12 Head      | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> +2 to Hit no Long range shots |                                             |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

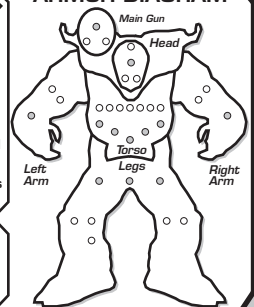
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: CENTAUR Z

Era: Jihad

Tons: 5

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/0

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.                      | TYPE | Dmg                      | Min | Sht | Med | Lng |
|---------------------------|------|--------------------------|-----|-----|-----|-----|
| Main Gun 1:ER Micro Laser |      | 2 [DE]                   | —   | 1   | 2   | 4   |
| Main Gun 2:               |      |                          |     |     |     |     |
| Right Arm:                |      |                          |     |     |     |     |
| Left Arm:                 |      |                          |     |     |     |     |
| Torso A:LRM 4             |      | 1/Msl.<br>[M,C,S]<br>[E] | —   | 7   | 14  | 21  |
| Torso B:Magnetic Clamps   |      |                          | —   | —   | —   | —   |
| Torso C:                  |      |                          |     |     |     |     |
| Ammo:(LRM 4) 10           |      |                          |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                      | 2nd HIT                                                | 3rd HIT                                     |
|--------------|----------------------------------------------|--------------------------------------------------------|---------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed  |                                                        |                                             |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Right Arm Destroyed           |                                             |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP          | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move            |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump<br>/Cruise* | <input type="checkbox"/> 1/2 Jump<br>/Cruise*          | <input type="checkbox"/> Proto<br>Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Left Arm Destroyed            |                                             |
| 12 Head      | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> +2 to Hit no Long range shots |                                             |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

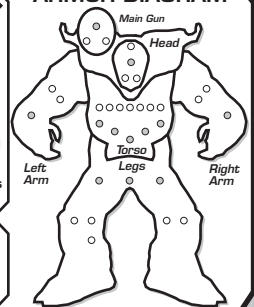
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: CENTAUR Z

Era: Jihad

Tons: 5

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/0

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.                      | TYPE | Dmg                      | Min | Sht | Med | Lng |
|---------------------------|------|--------------------------|-----|-----|-----|-----|
| Main Gun 1:ER Micro Laser |      | 2 [DE]                   | —   | 1   | 2   | 4   |
| Main Gun 2:               |      |                          |     |     |     |     |
| Right Arm:                |      |                          |     |     |     |     |
| Left Arm:                 |      |                          |     |     |     |     |
| Torso A:LRM 4             |      | 1/Msl.<br>[M,C,S]<br>[E] | —   | 7   | 14  | 21  |
| Torso B:Magnetic Clamps   |      |                          | —   | —   | —   | —   |
| Torso C:                  |      |                          |     |     |     |     |
| Ammo:(LRM 4) 10           |      |                          |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                      | 2nd HIT                                                | 3rd HIT                                     |
|--------------|----------------------------------------------|--------------------------------------------------------|---------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed  |                                                        |                                             |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Right Arm Destroyed           |                                             |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP          | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move            |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump<br>/Cruise* | <input type="checkbox"/> 1/2 Jump<br>/Cruise*          | <input type="checkbox"/> Proto<br>Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Left Arm Destroyed            |                                             |
| 12 Head      | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> +2 to Hit no Long range shots |                                             |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

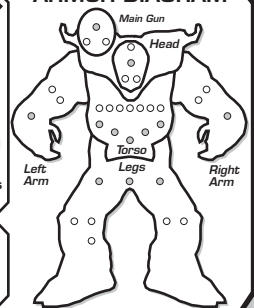
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: CENTAUR Z

Era: Jihad

Tons: 5

MP (Standard [WiGE]):

Walk/Run/Jump 6/9/0

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.                      | TYPE | Dmg                      | Min | Sht | Med | Lng |
|---------------------------|------|--------------------------|-----|-----|-----|-----|
| Main Gun 1:ER Micro Laser |      | 2 [DE]                   | —   | 1   | 2   | 4   |
| Main Gun 2:               |      |                          |     |     |     |     |
| Right Arm:                |      |                          |     |     |     |     |
| Left Arm:                 |      |                          |     |     |     |     |
| Torso A:LRM 4             |      | 1/Msl.<br>[M,C,S]<br>[E] | —   | 7   | 14  | 21  |
| Torso B:Magnetic Clamps   |      |                          | —   | —   | —   | —   |
| Torso C:                  |      |                          |     |     |     |     |
| Ammo:(LRM 4) 10           |      |                          |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                      | 2nd HIT                                                | 3rd HIT                                     |
|--------------|----------------------------------------------|--------------------------------------------------------|---------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed  |                                                        |                                             |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Right Arm Destroyed           |                                             |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP          | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move            |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump<br>/Cruise* | <input type="checkbox"/> 1/2 Jump<br>/Cruise*          | <input type="checkbox"/> Proto<br>Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> Left Arm Destroyed            |                                             |
| 12 Head      | <input type="checkbox"/> +1 to Hit           | <input type="checkbox"/> +2 to Hit no Long range shots |                                             |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

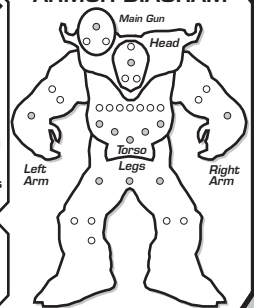
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM







# PROTOMECH RECORD SHEET

## PROTOMECH 1

A line drawing of a robot with a rectangular body. It has a large circular head with a small antenna on top. The torso is a large rectangle with a grid of small circles. The arms are long and thin, ending in small hands. The legs are thick and rectangular, ending in flat feet. Labels with leader lines point to various parts: 'Main Gun' points to the top of the head, 'Head' points to the head itself, 'Torso' points to the central body, 'Left Arm' points to the left arm, 'Right Arm' points to the right arm, and 'Legs' points to the lower body area.

## PROTOMECH 2

A line drawing of a robot with a rectangular body and a small head. The robot has two arms and two legs. Labels with arrows point to various parts: 'Main Gun' points to the top of the head, 'Head' points to the head itself, 'Torso' points to the upper body, 'Left Arm' points to the left arm, 'Right Arm' points to the right arm, and 'Legs' points to the lower body. There are also small circles on the robot's body, possibly representing rivets or sensors.

## PROTOMECH 3

A diagram of a robot with the following labels: Main Gun, Head, Torso, Left Arm, Right Arm, and Legs.

## PROTOMECH 4

A diagram of a robot body with labels: Main Gun, Head, Torso, Left Arm, Right Arm, and Legs.

## PROTOMECH 5

A diagram of a robot with the following labels: Main Gun, Head, Torso, Left Arm, Right Arm, and Legs.







# BATTLETECH



## QUAD PROTOTYPE RECORD SHEET

### PROTOTYPE 1

Type: BASILISK B

Era: Jihad

Tons: 7

MP (Standard):

Walk/Run/Jump 8/12(16)/0

Notes:

Experimental.  
Myomer Booster.  
EDP Armor adds Taser  
(\*Mech) effects to Frenzy

#### WEAPONS INVENTORY

| LOC.              | TYPE          | Dmg    | Min | Sht | Med | Lng |
|-------------------|---------------|--------|-----|-----|-----|-----|
| Main Gun 1:       |               |        |     |     |     |     |
| Main Gun 2:       |               |        |     |     |     |     |
| Torso A:          | Melee Weapons | +2 [P] | —   | —   | —   | —   |
| Torso B:          | EDP Armor     | —      | —   | —   | —   | —   |
| Torso C:          |               |        |     |     |     |     |
| Torso D:          |               |        |     |     |     |     |
| Torso E:          |               |        |     |     |     |     |
| Torso F:          |               |        |     |     |     |     |
| Ammo: [SRM] 4) 10 |               |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

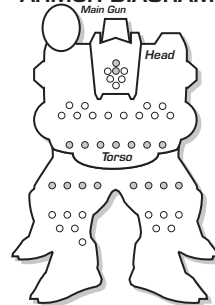
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOTYPE 2

Type: BASILISK B

Era: Jihad

Tons: 7

MP (Standard):

Walk/Run/Jump 8/12(16)/0

Notes:

Experimental.  
Myomer Booster.  
EDP Armor adds Taser  
(\*Mech) effects to Frenzy

#### WEAPONS INVENTORY

| LOC.              | TYPE          | Dmg    | Min | Sht | Med | Lng |
|-------------------|---------------|--------|-----|-----|-----|-----|
| Main Gun 1:       |               |        |     |     |     |     |
| Main Gun 2:       |               |        |     |     |     |     |
| Torso A:          | Melee Weapons | +2 [P] | —   | —   | —   | —   |
| Torso B:          | EDP Armor     | —      | —   | —   | —   | —   |
| Torso C:          |               |        |     |     |     |     |
| Torso D:          |               |        |     |     |     |     |
| Torso E:          |               |        |     |     |     |     |
| Torso F:          |               |        |     |     |     |     |
| Ammo: [SRM] 4) 10 |               |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

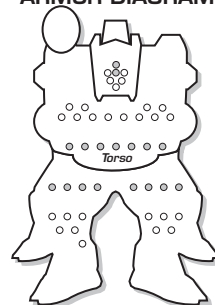
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOTYPE 3

Type: BASILISK B

Era: Jihad

Tons: 7

MP (Standard):

Walk/Run/Jump 8/12(16)/0

Notes:

Experimental.  
Myomer Booster.  
EDP Armor adds Taser  
(\*Mech) effects to Frenzy

#### WEAPONS INVENTORY

| LOC.              | TYPE          | Dmg    | Min | Sht | Med | Lng |
|-------------------|---------------|--------|-----|-----|-----|-----|
| Main Gun 1:       |               |        |     |     |     |     |
| Main Gun 2:       |               |        |     |     |     |     |
| Torso A:          | Melee Weapons | +2 [P] | —   | —   | —   | —   |
| Torso B:          | EDP Armor     | —      | —   | —   | —   | —   |
| Torso C:          |               |        |     |     |     |     |
| Torso D:          |               |        |     |     |     |     |
| Torso E:          |               |        |     |     |     |     |
| Torso F:          |               |        |     |     |     |     |
| Ammo: [SRM] 4) 10 |               |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

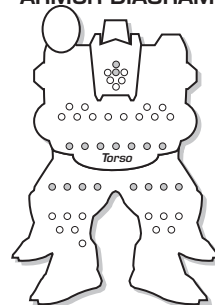
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOTYPE 4

Type: BASILISK B

Era: Jihad

Tons: 7

MP (Standard):

Walk/Run/Jump 8/12(16)/0

Notes:

Experimental.  
Myomer Booster.  
EDP Armor adds Taser  
(\*Mech) effects to Frenzy

#### WEAPONS INVENTORY

| LOC.              | TYPE          | Dmg    | Min | Sht | Med | Lng |
|-------------------|---------------|--------|-----|-----|-----|-----|
| Main Gun 1:       |               |        |     |     |     |     |
| Main Gun 2:       |               |        |     |     |     |     |
| Torso A:          | Melee Weapons | +2 [P] | —   | —   | —   | —   |
| Torso B:          | EDP Armor     | —      | —   | —   | —   | —   |
| Torso C:          |               |        |     |     |     |     |
| Torso D:          |               |        |     |     |     |     |
| Torso E:          |               |        |     |     |     |     |
| Torso F:          |               |        |     |     |     |     |
| Ammo: [SRM] 4) 10 |               |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

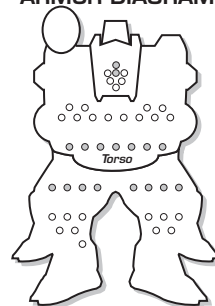
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOTYPE 5

Type: BASILISK B

Era: Jihad

Tons: 7

MP (Standard):

Walk/Run/Jump 8/12(16)/0

Notes:

Experimental.  
Myomer Booster.  
EDP Armor adds Taser  
(\*Mech) effects to Frenzy

#### WEAPONS INVENTORY

| LOC.              | TYPE          | Dmg    | Min | Sht | Med | Lng |
|-------------------|---------------|--------|-----|-----|-----|-----|
| Main Gun 1:       |               |        |     |     |     |     |
| Main Gun 2:       |               |        |     |     |     |     |
| Torso A:          | Melee Weapons | +2 [P] | —   | —   | —   | —   |
| Torso B:          | EDP Armor     | —      | —   | —   | —   | —   |
| Torso C:          |               |        |     |     |     |     |
| Torso D:          |               |        |     |     |     |     |
| Torso E:          |               |        |     |     |     |     |
| Torso F:          |               |        |     |     |     |     |
| Ammo: [SRM] 4) 10 |               |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

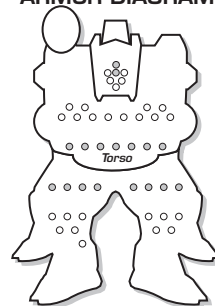
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM





# BATTLETECH



## PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: ROC Z

Era: Jihad

Tons: 7

MP (Standard [WiGE]):

Walk/Run/Jump 5/8/5

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                     | Dmg    | Min | Sht | Med | Lng |
|-------------|--------------------------|--------|-----|-----|-----|-----|
| Main Gun 1: | Medium Chemical Laser    | 5 [DE] | —   | 3   | 6   | 9   |
| Main Gun 2: |                          |        |     |     |     |     |
| Right Arm:  |                          |        |     |     |     |     |
| Left Arm:   |                          |        |     |     |     |     |
| Torso A:    | Magnetic Clamps          | [E]    | —   | —   | —   | —   |
| Torso B:    |                          |        |     |     |     |     |
| Torso C:    |                          |        |     |     |     |     |
| Ammo:       | (Med. Chemical Laser) 30 |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

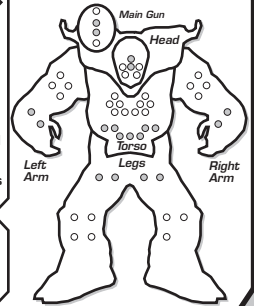
| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                  |
|--------------|------------------|
| Name:        |                  |
| Gunnery      | Hits Taken       |
| Skill: _____ | Consciousness #  |
|              | 1 2 3 4 5 6      |
|              | 3 5 7 10 11 Dead |

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: ROC Z

Era: Jihad

Tons: 7

MP (Standard [WiGE]):

Walk/Run/Jump 5/8/5

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                     | Dmg    | Min | Sht | Med | Lng |
|-------------|--------------------------|--------|-----|-----|-----|-----|
| Main Gun 1: | Medium Chemical Laser    | 5 [DE] | —   | 3   | 6   | 9   |
| Main Gun 2: |                          |        |     |     |     |     |
| Right Arm:  |                          |        |     |     |     |     |
| Left Arm:   |                          |        |     |     |     |     |
| Torso A:    | Magnetic Clamps          | [E]    | —   | —   | —   | —   |
| Torso B:    |                          |        |     |     |     |     |
| Torso C:    |                          |        |     |     |     |     |
| Ammo:       | (Med. Chemical Laser) 30 |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

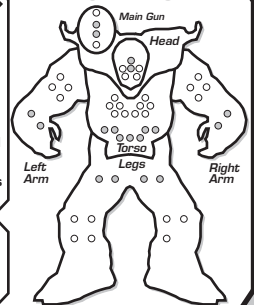
| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                  |
|--------------|------------------|
| Name:        |                  |
| Gunnery      | Hits Taken       |
| Skill: _____ | Consciousness #  |
|              | 1 2 3 4 5 6      |
|              | 3 5 7 10 11 Dead |

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: ROC Z

Era: Jihad

Tons: 7

MP (Standard [WiGE]):

Walk/Run/Jump 5/8/5

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                     | Dmg    | Min | Sht | Med | Lng |
|-------------|--------------------------|--------|-----|-----|-----|-----|
| Main Gun 1: | Medium Chemical Laser    | 5 [DE] | —   | 3   | 6   | 9   |
| Main Gun 2: |                          |        |     |     |     |     |
| Right Arm:  |                          |        |     |     |     |     |
| Left Arm:   |                          |        |     |     |     |     |
| Torso A:    | Magnetic Clamps          | [E]    | —   | —   | —   | —   |
| Torso B:    |                          |        |     |     |     |     |
| Torso C:    |                          |        |     |     |     |     |
| Ammo:       | (Med. Chemical Laser) 30 |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

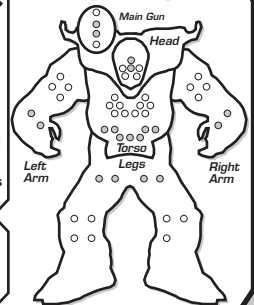
| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                  |
|--------------|------------------|
| Name:        |                  |
| Gunnery      | Hits Taken       |
| Skill: _____ | Consciousness #  |
|              | 1 2 3 4 5 6      |
|              | 3 5 7 10 11 Dead |

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: ROC Z

Era: Jihad

Tons: 7

MP (Standard [WiGE]):

Walk/Run/Jump 5/8/5

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                     | Dmg    | Min | Sht | Med | Lng |
|-------------|--------------------------|--------|-----|-----|-----|-----|
| Main Gun 1: | Medium Chemical Laser    | 5 [DE] | —   | 3   | 6   | 9   |
| Main Gun 2: |                          |        |     |     |     |     |
| Right Arm:  |                          |        |     |     |     |     |
| Left Arm:   |                          |        |     |     |     |     |
| Torso A:    | Magnetic Clamps          | [E]    | —   | —   | —   | —   |
| Torso B:    |                          |        |     |     |     |     |
| Torso C:    |                          |        |     |     |     |     |
| Ammo:       | (Med. Chemical Laser) 30 |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

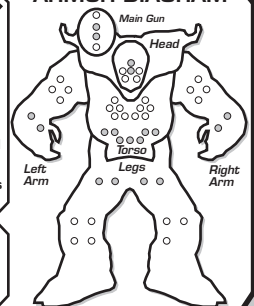
| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                  |
|--------------|------------------|
| Name:        |                  |
| Gunnery      | Hits Taken       |
| Skill: _____ | Consciousness #  |
|              | 1 2 3 4 5 6      |
|              | 3 5 7 10 11 Dead |

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: ROC Z

Era: Jihad

Tons: 7

MP (Standard [WiGE]):

Walk/Run/Jump 5/8/5

[Cruise/Flank] [—/—]

Notes:

Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                     | Dmg    | Min | Sht | Med | Lng |
|-------------|--------------------------|--------|-----|-----|-----|-----|
| Main Gun 1: | Medium Chemical Laser    | 5 [DE] | —   | 3   | 6   | 9   |
| Main Gun 2: |                          |        |     |     |     |     |
| Right Arm:  |                          |        |     |     |     |     |
| Left Arm:   |                          |        |     |     |     |     |
| Torso A:    | Magnetic Clamps          | [E]    | —   | —   | —   | —   |
| Torso B:    |                          |        |     |     |     |     |
| Torso C:    |                          |        |     |     |     |     |
| Ammo:       | (Med. Chemical Laser) 30 |        |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

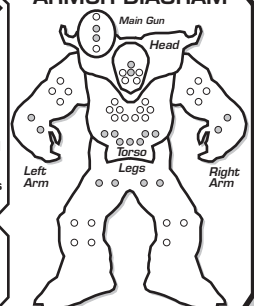
| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                  |
|--------------|------------------|
| Name:        |                  |
| Gunnery      | Hits Taken       |
| Skill: _____ | Consciousness #  |
|              | 1 2 3 4 5 6      |
|              | 3 5 7 10 11 Dead |

#### ARMOR DIAGRAM





# BATTLETECH



## PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: MINOTAUR Z  
Era: Jihad  
Tons: 9  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                        | Dmg     | Min | Sht | Med | Lng |
|-------------|-----------------------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                             |         |     |     |     |     |
| Main Gun 2: |                             |         |     |     |     |     |
| Right Arm:  |                             |         |     |     |     |     |
| Left Arm:   |                             |         |     |     |     |     |
| Torso A:    | Improved Medium Heavy Laser | 10 [DE] | —   | 3   | 6   | 9   |
| Torso B:    | Magnetic Clamps             | [E]     | —   | —   | —   | —   |
| Torso C:    |                             |         |     |     |     |     |
| Ammo:       |                             |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

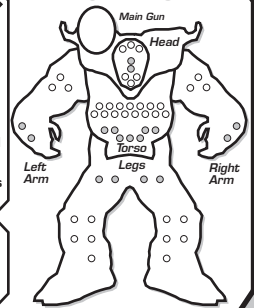
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: MINOTAUR Z  
Era: Jihad  
Tons: 9  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                        | Dmg     | Min | Sht | Med | Lng |
|-------------|-----------------------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                             |         |     |     |     |     |
| Main Gun 2: |                             |         |     |     |     |     |
| Right Arm:  |                             |         |     |     |     |     |
| Left Arm:   |                             |         |     |     |     |     |
| Torso A:    | Improved Medium Heavy Laser | 10 [DE] | —   | 3   | 6   | 9   |
| Torso B:    | Magnetic Clamps             | [E]     | —   | —   | —   | —   |
| Torso C:    |                             |         |     |     |     |     |
| Ammo:       |                             |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

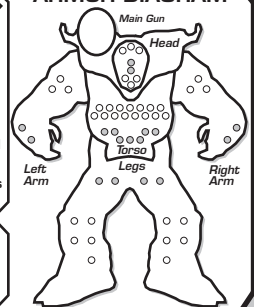
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: MINOTAUR Z  
Era: Jihad  
Tons: 9  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                        | Dmg     | Min | Sht | Med | Lng |
|-------------|-----------------------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                             |         |     |     |     |     |
| Main Gun 2: |                             |         |     |     |     |     |
| Right Arm:  |                             |         |     |     |     |     |
| Left Arm:   |                             |         |     |     |     |     |
| Torso A:    | Improved Medium Heavy Laser | 10 [DE] | —   | 3   | 6   | 9   |
| Torso B:    | Magnetic Clamps             | [E]     | —   | —   | —   | —   |
| Torso C:    |                             |         |     |     |     |     |
| Ammo:       |                             |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

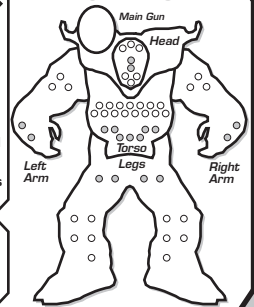
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: MINOTAUR Z  
Era: Jihad  
Tons: 9  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                        | Dmg     | Min | Sht | Med | Lng |
|-------------|-----------------------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                             |         |     |     |     |     |
| Main Gun 2: |                             |         |     |     |     |     |
| Right Arm:  |                             |         |     |     |     |     |
| Left Arm:   |                             |         |     |     |     |     |
| Torso A:    | Improved Medium Heavy Laser | 10 [DE] | —   | 3   | 6   | 9   |
| Torso B:    | Magnetic Clamps             | [E]     | —   | —   | —   | —   |
| Torso C:    |                             |         |     |     |     |     |
| Ammo:       |                             |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

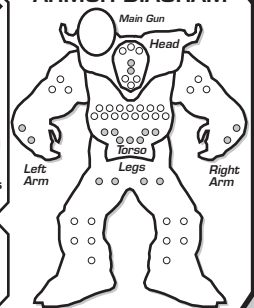
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: MINOTAUR Z  
Era: Jihad  
Tons: 9  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE                        | Dmg     | Min | Sht | Med | Lng |
|-------------|-----------------------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                             |         |     |     |     |     |
| Main Gun 2: |                             |         |     |     |     |     |
| Right Arm:  |                             |         |     |     |     |     |
| Left Arm:   |                             |         |     |     |     |     |
| Torso A:    | Improved Medium Heavy Laser | 10 [DE] | —   | 3   | 6   | 9   |
| Torso B:    | Magnetic Clamps             | [E]     | —   | —   | —   | —   |
| Torso C:    |                             |         |     |     |     |     |
| Ammo:       |                             |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

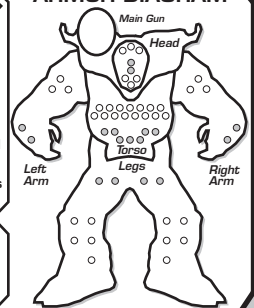
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM











# PROTOMECH RECORD SHEET

## A line drawing of a robot with a large, rounded head, a small antenna, and a large, rectangular body. The robot has two large, rounded arms and two large, rounded legs. The body is covered in many small circles, representing rivets or bolts. Labels with arrows point to various parts: 'Main Gun' points to the top of the head, 'Head' points to the head itself, 'Torso' points to the upper body, 'Left Arm' points to the left arm, 'Right Arm' points to the right arm, and 'Legs' points to the lower body.

## A line drawing of a robot with a rectangular body and a small head. The robot has a central 'Main Gun' on its chest, a 'Head' at the top, and 'Legs' at the bottom. The 'Left Arm' and 'Right Arm' are on the sides. The robot is covered in numerous small circles, representing rivets or bolts.

A diagram of a robot with the following labels: Main Gun, Head, Torso, Left Arm, Right Arm, and Legs.

## A line drawing of a robot with a humanoid shape. It has a large head, a rectangular torso, and two large arms. The robot is covered in numerous small circles, representing rivets or bolts. Labels with leader lines point to various parts: 'Main Gun' points to the top of the head, 'Head' points to the head itself, 'Torso' points to the chest area, 'Left Arm' points to the left arm, 'Right Arm' points to the right arm, and 'Legs' points to the lower body.

A diagram of a robot with the following labels: Main Gun, Head, Torso, Left Arm, Right Arm, and Legs.





# BATTLETECH



## QUAD PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: BOGGART

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/5

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.             | TYPE          | Dmg | Min | Sht | Med | Lng |
|------------------|---------------|-----|-----|-----|-----|-----|
| Main Gun 1:      | Plasma Cannon | 10  | —   | 6   | 12  | 18  |
| [DE,H,AI]        |               |     |     |     |     |     |
| Main Gun 2:      |               |     |     |     |     |     |
| Torso A:         |               |     |     |     |     |     |
| Torso B:         |               |     |     |     |     |     |
| Torso C:         |               |     |     |     |     |     |
| Torso D:         |               |     |     |     |     |     |
| Torso E:         |               |     |     |     |     |     |
| Torso F:         |               |     |     |     |     |     |
| Ammo:[Plasma] 10 |               |     |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6      | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|----------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2        | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8    | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12       | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

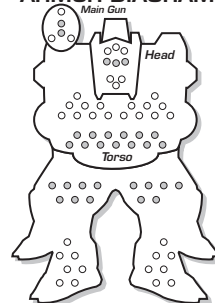
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: BOGGART

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/5

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.             | TYPE          | Dmg | Min | Sht | Med | Lng |
|------------------|---------------|-----|-----|-----|-----|-----|
| Main Gun 1:      | Plasma Cannon | 10  | —   | 6   | 12  | 18  |
| [DE,H,AI]        |               |     |     |     |     |     |
| Main Gun 2:      |               |     |     |     |     |     |
| Torso A:         |               |     |     |     |     |     |
| Torso B:         |               |     |     |     |     |     |
| Torso C:         |               |     |     |     |     |     |
| Torso D:         |               |     |     |     |     |     |
| Torso E:         |               |     |     |     |     |     |
| Torso F:         |               |     |     |     |     |     |
| Ammo:[Plasma] 10 |               |     |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6      | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|----------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2        | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8    | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12       | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

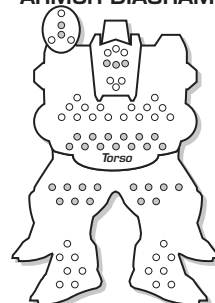
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: BOGGART

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/5

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.             | TYPE          | Dmg | Min | Sht | Med | Lng |
|------------------|---------------|-----|-----|-----|-----|-----|
| Main Gun 1:      | Plasma Cannon | 10  | —   | 6   | 12  | 18  |
| [DE,H,AI]        |               |     |     |     |     |     |
| Main Gun 2:      |               |     |     |     |     |     |
| Torso A:         |               |     |     |     |     |     |
| Torso B:         |               |     |     |     |     |     |
| Torso C:         |               |     |     |     |     |     |
| Torso D:         |               |     |     |     |     |     |
| Torso E:         |               |     |     |     |     |     |
| Torso F:         |               |     |     |     |     |     |
| Ammo:[Plasma] 10 |               |     |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6      | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|----------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2        | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8    | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12       | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

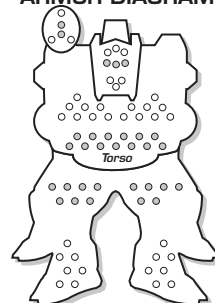
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: BOGGART

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/5

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.             | TYPE          | Dmg | Min | Sht | Med | Lng |
|------------------|---------------|-----|-----|-----|-----|-----|
| Main Gun 1:      | Plasma Cannon | 10  | —   | 6   | 12  | 18  |
| [DE,H,AI]        |               |     |     |     |     |     |
| Main Gun 2:      |               |     |     |     |     |     |
| Torso A:         |               |     |     |     |     |     |
| Torso B:         |               |     |     |     |     |     |
| Torso C:         |               |     |     |     |     |     |
| Torso D:         |               |     |     |     |     |     |
| Torso E:         |               |     |     |     |     |     |
| Torso F:         |               |     |     |     |     |     |
| Ammo:[Plasma] 10 |               |     |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6      | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|----------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2        | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8    | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12       | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

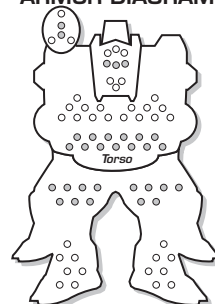
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: BOGGART

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/5

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.             | TYPE          | Dmg | Min | Sht | Med | Lng |
|------------------|---------------|-----|-----|-----|-----|-----|
| Main Gun 1:      | Plasma Cannon | 10  | —   | 6   | 12  | 18  |
| [DE,H,AI]        |               |     |     |     |     |     |
| Main Gun 2:      |               |     |     |     |     |     |
| Torso A:         |               |     |     |     |     |     |
| Torso B:         |               |     |     |     |     |     |
| Torso C:         |               |     |     |     |     |     |
| Torso D:         |               |     |     |     |     |     |
| Torso E:         |               |     |     |     |     |     |
| Torso F:         |               |     |     |     |     |     |
| Ammo:[Plasma] 10 |               |     |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6      | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|----------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2        | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8    | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12       | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

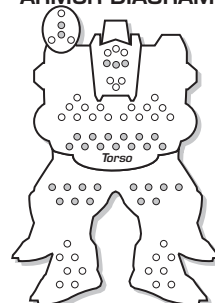
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

|              |                 |   |   |   |    |    |      |
|--------------|-----------------|---|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM





# BATTLETECH



## QUAD PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: BOGGART 2

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/7

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE             | Dmg   | Min | Sht | Med | Lng |
|-------------|------------------|-------|-----|-----|-----|-----|
| Main Gun 1: | Med. Pulse Laser | 7 [P] | —   | 4   | 8   | 12  |
| Main Gun 2: |                  |       |     |     |     |     |
| Torso A:    |                  |       |     |     |     |     |
| Torso B:    |                  |       |     |     |     |     |
| Torso C:    |                  |       |     |     |     |     |
| Torso D:    |                  |       |     |     |     |     |
| Torso E:    |                  |       |     |     |     |     |
| Torso F:    |                  |       |     |     |     |     |
| Ammo:       |                  |       |     |     |     |     |

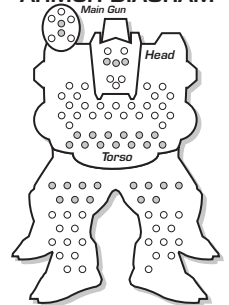
#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: BOGGART 2

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/7

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE             | Dmg   | Min | Sht | Med | Lng |
|-------------|------------------|-------|-----|-----|-----|-----|
| Main Gun 1: | Med. Pulse Laser | 7 [P] | —   | 4   | 8   | 12  |
| Main Gun 2: |                  |       |     |     |     |     |
| Torso A:    |                  |       |     |     |     |     |
| Torso B:    |                  |       |     |     |     |     |
| Torso C:    |                  |       |     |     |     |     |
| Torso D:    |                  |       |     |     |     |     |
| Torso E:    |                  |       |     |     |     |     |
| Torso F:    |                  |       |     |     |     |     |
| Ammo:       |                  |       |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

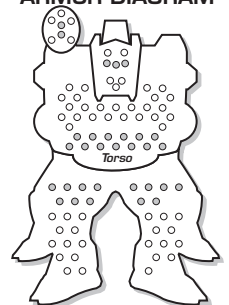
| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|                   |                 |             |   |   |    |    |      |
|-------------------|-----------------|-------------|---|---|----|----|------|
| <b>PILOT DATA</b> |                 | Name: _____ |   |   |    |    |      |
| Gunnery           | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____      | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: BOGGART 2

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/7

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE             | Dmg   | Min | Sht | Med | Lng |
|-------------|------------------|-------|-----|-----|-----|-----|
| Main Gun 1: | Med. Pulse Laser | 7 [P] | —   | 4   | 8   | 12  |
| Main Gun 2: |                  |       |     |     |     |     |
| Torso A:    |                  |       |     |     |     |     |
| Torso B:    |                  |       |     |     |     |     |
| Torso C:    |                  |       |     |     |     |     |
| Torso D:    |                  |       |     |     |     |     |
| Torso E:    |                  |       |     |     |     |     |
| Torso F:    |                  |       |     |     |     |     |
| Ammo:       |                  |       |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

P

I

L

O

T

D

A

Name:

Gunnery

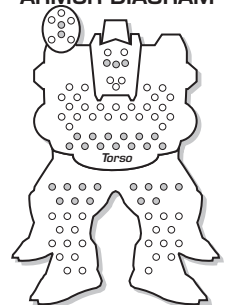
Hits Taken

Skill:

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: BOGGART 2

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/7

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE             | Dmg   | Min | Sht | Med | Lng |
|-------------|------------------|-------|-----|-----|-----|-----|
| Main Gun 1: | Med. Pulse Laser | 7 [P] | —   | 4   | 8   | 12  |
| Main Gun 2: |                  |       |     |     |     |     |
| Torso A:    |                  |       |     |     |     |     |
| Torso B:    |                  |       |     |     |     |     |
| Torso C:    |                  |       |     |     |     |     |
| Torso D:    |                  |       |     |     |     |     |
| Torso E:    |                  |       |     |     |     |     |
| Torso F:    |                  |       |     |     |     |     |
| Ammo:       |                  |       |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

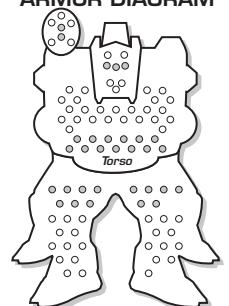
| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|                   |                 |             |   |   |    |    |      |
|-------------------|-----------------|-------------|---|---|----|----|------|
| <b>PILOT DATA</b> |                 | Name: _____ |   |   |    |    |      |
| Gunnery           | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____      | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: BOGGART 2

Era: Jihad

Tons: 13

MP (Standard):

Walk/Run/Jump 5/8/7

Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE             | Dmg   | Min | Sht | Med | Lng |
|-------------|------------------|-------|-----|-----|-----|-----|
| Main Gun 1: | Med. Pulse Laser | 7 [P] | —   | 4   | 8   | 12  |
| Main Gun 2: |                  |       |     |     |     |     |
| Torso A:    |                  |       |     |     |     |     |
| Torso B:    |                  |       |     |     |     |     |
| Torso C:    |                  |       |     |     |     |     |
| Torso D:    |                  |       |     |     |     |     |
| Torso E:    |                  |       |     |     |     |     |
| Torso F:    |                  |       |     |     |     |     |
| Ammo:       |                  |       |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

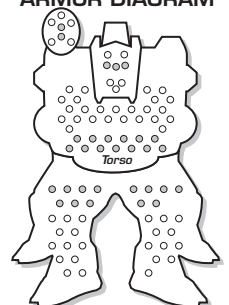
| 2D6         | LOCATION | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
|-------------|----------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2           | Main Gun | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4, 5, 9, 10 | Legs     | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6, 7, 8     | Torso    | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12          | Head     | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|                   |                 |             |   |   |    |    |      |
|-------------------|-----------------|-------------|---|---|----|----|------|
| <b>PILOT DATA</b> |                 | Name: _____ |   |   |    |    |      |
| Gunnery           | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____      | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM





# BATTLETECH



## PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: SPRITE  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE  | Dmg    | Min | Sht | Med | Lng |
|-------------|-------|--------|-----|-----|-----|-----|
| Main Gun 1: |       |        |     |     |     |     |
| Main Gun 2: |       |        |     |     |     |     |
| Right Arm:  | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Left Arm:   | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso A:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso B:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso C:    |       |        |     |     |     |     |

Ammo:[LRM] 12/12/12/12

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

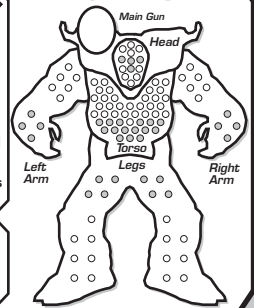
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: SPRITE  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE  | Dmg    | Min | Sht | Med | Lng |
|-------------|-------|--------|-----|-----|-----|-----|
| Main Gun 1: |       |        |     |     |     |     |
| Main Gun 2: |       |        |     |     |     |     |
| Right Arm:  | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Left Arm:   | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso A:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso B:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso C:    |       |        |     |     |     |     |

Ammo:[LRM] 12/12/12/12

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

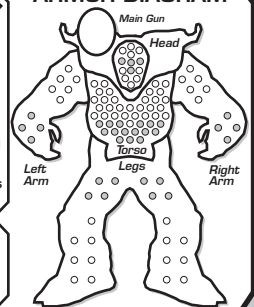
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: SPRITE  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE  | Dmg    | Min | Sht | Med | Lng |
|-------------|-------|--------|-----|-----|-----|-----|
| Main Gun 1: |       |        |     |     |     |     |
| Main Gun 2: |       |        |     |     |     |     |
| Right Arm:  | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Left Arm:   | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso A:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso B:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso C:    |       |        |     |     |     |     |

Ammo:[LRM] 12/12/12/12

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

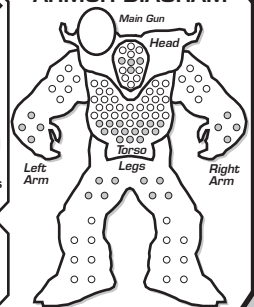
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: SPRITE  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE  | Dmg    | Min | Sht | Med | Lng |
|-------------|-------|--------|-----|-----|-----|-----|
| Main Gun 1: |       |        |     |     |     |     |
| Main Gun 2: |       |        |     |     |     |     |
| Right Arm:  | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Left Arm:   | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso A:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso B:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso C:    |       |        |     |     |     |     |

Ammo:[LRM] 12/12/12/12

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

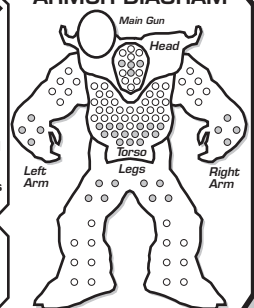
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: SPRITE  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/5  
[Cruise/Flank] [—/—]  
Notes:  
Advanced Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE  | Dmg    | Min | Sht | Med | Lng |
|-------------|-------|--------|-----|-----|-----|-----|
| Main Gun 1: |       |        |     |     |     |     |
| Main Gun 2: |       |        |     |     |     |     |
| Right Arm:  | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Left Arm:   | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso A:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso B:    | LRM 5 | 1/Msl. | —   | 7   | 14  | 21  |
| Torso C:    |       |        |     |     |     |     |

Ammo:[LRM] 12/12/12/12

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

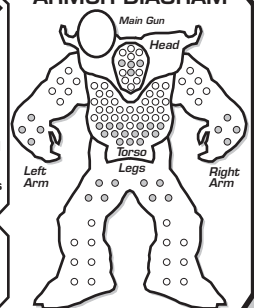
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM





# BATTLETECH



## PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: SPRITE 2  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/3  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE           | Dmg     | Min | Sht | Med | Lng |
|-------------|----------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                |         |     |     |     |     |
| Main Gun 2: |                |         |     |     |     |     |
| Right Arm:  | Light TAG      | 0 [S]   | —   | 3   | 6   | 9   |
| Left Arm:   |                |         |     |     |     |     |
| Torso A:    | ER Large Laser | 10 [DE] | —   | 8   | 15  | 25  |
| Torso B:    |                |         |     |     |     |     |
| Torso C:    |                |         |     |     |     |     |
| Ammo:       |                |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

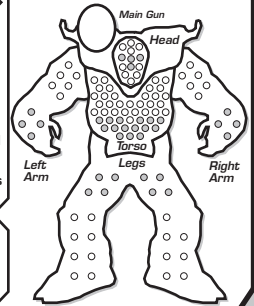
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: SPRITE 2  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/3  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE           | Dmg     | Min | Sht | Med | Lng |
|-------------|----------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                |         |     |     |     |     |
| Main Gun 2: |                |         |     |     |     |     |
| Right Arm:  | Light TAG      | 0 [S]   | —   | 3   | 6   | 9   |
| Left Arm:   |                |         |     |     |     |     |
| Torso A:    | ER Large Laser | 10 [DE] | —   | 8   | 15  | 25  |
| Torso B:    |                |         |     |     |     |     |
| Torso C:    |                |         |     |     |     |     |
| Ammo:       |                |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

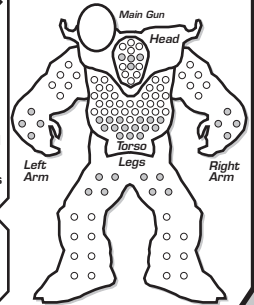
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: SPRITE 2  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/3  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE           | Dmg     | Min | Sht | Med | Lng |
|-------------|----------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                |         |     |     |     |     |
| Main Gun 2: |                |         |     |     |     |     |
| Right Arm:  | Light TAG      | 0 [S]   | —   | 3   | 6   | 9   |
| Left Arm:   |                |         |     |     |     |     |
| Torso A:    | ER Large Laser | 10 [DE] | —   | 8   | 15  | 25  |
| Torso B:    |                |         |     |     |     |     |
| Torso C:    |                |         |     |     |     |     |
| Ammo:       |                |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

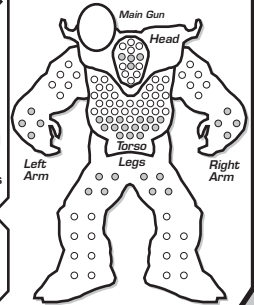
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: SPRITE 2  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/3  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE           | Dmg     | Min | Sht | Med | Lng |
|-------------|----------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                |         |     |     |     |     |
| Main Gun 2: |                |         |     |     |     |     |
| Right Arm:  | Light TAG      | 0 [S]   | —   | 3   | 6   | 9   |
| Left Arm:   |                |         |     |     |     |     |
| Torso A:    | ER Large Laser | 10 [DE] | —   | 8   | 15  | 25  |
| Torso B:    |                |         |     |     |     |     |
| Torso C:    |                |         |     |     |     |     |
| Ammo:       |                |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

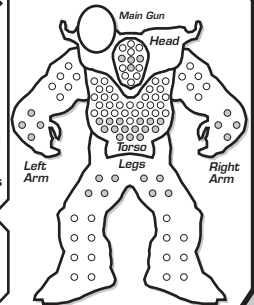
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: SPRITE 2  
Era: Jihad  
Tons: 15  
MP (Standard [WiGE]):  
Walk/Run/Jump 3/5/3  
[Cruise/Flank] [—/—]  
Notes:  
Experimental.

#### WEAPONS INVENTORY

| LOC.        | TYPE           | Dmg     | Min | Sht | Med | Lng |
|-------------|----------------|---------|-----|-----|-----|-----|
| Main Gun 1: |                |         |     |     |     |     |
| Main Gun 2: |                |         |     |     |     |     |
| Right Arm:  | Light TAG      | 0 [S]   | —   | 3   | 6   | 9   |
| Left Arm:   |                |         |     |     |     |     |
| Torso A:    | ER Large Laser | 10 [DE] | —   | 8   | 15  | 25  |
| Torso B:    |                |         |     |     |     |     |
| Torso C:    |                |         |     |     |     |     |
| Ammo:       |                |         |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

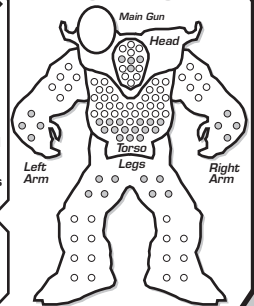
\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

|              |                 |
|--------------|-----------------|
| Name:        |                 |
| Gunnery      | Hits Taken      |
| Skill: _____ | Consciousness # |

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

#### ARMOR DIAGRAM





# BATTLETECH



## PROTOMECH RECORD SHEET

### PROTOMECH 1

Type: SPRITE 3

Era: Jihad

Tons: 15

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/5

[Cruise/Flank] [—/—]

Notes:

Experimental Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE      | Dmg               | Min | Sht | Med | Lng |
|-------------|-----------|-------------------|-----|-----|-----|-----|
| Main Gun 1: |           |                   |     |     |     |     |
| Main Gun 2: |           |                   |     |     |     |     |
| Right Arm:  | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Left Arm:   | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso A:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso B:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso C:    |           |                   |     |     |     |     |
| Ammo:       |           |                   |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

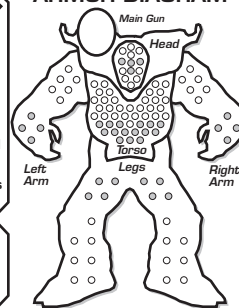
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 2

Type: SPRITE 3

Era: Jihad

Tons: 15

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/5

[Cruise/Flank] [—/—]

Notes:

Experimental Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE      | Dmg               | Min | Sht | Med | Lng |
|-------------|-----------|-------------------|-----|-----|-----|-----|
| Main Gun 1: |           |                   |     |     |     |     |
| Main Gun 2: |           |                   |     |     |     |     |
| Right Arm:  | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Left Arm:   | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso A:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso B:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso C:    |           |                   |     |     |     |     |
| Ammo:       |           |                   |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

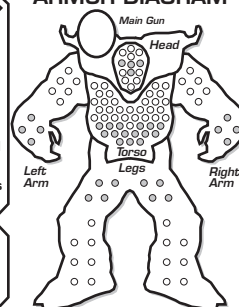
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 3

Type: SPRITE 3

Era: Jihad

Tons: 15

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/5

[Cruise/Flank] [—/—]

Notes:

Experimental Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE      | Dmg               | Min | Sht | Med | Lng |
|-------------|-----------|-------------------|-----|-----|-----|-----|
| Main Gun 1: |           |                   |     |     |     |     |
| Main Gun 2: |           |                   |     |     |     |     |
| Right Arm:  | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Left Arm:   | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso A:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso B:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso C:    |           |                   |     |     |     |     |
| Ammo:       |           |                   |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

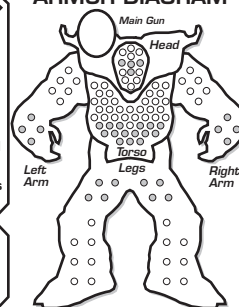
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 4

Type: SPRITE 3

Era: Jihad

Tons: 15

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/5

[Cruise/Flank] [—/—]

Notes:

Experimental Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE      | Dmg               | Min | Sht | Med | Lng |
|-------------|-----------|-------------------|-----|-----|-----|-----|
| Main Gun 1: |           |                   |     |     |     |     |
| Main Gun 2: |           |                   |     |     |     |     |
| Right Arm:  | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Left Arm:   | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso A:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso B:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso C:    |           |                   |     |     |     |     |
| Ammo:       |           |                   |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

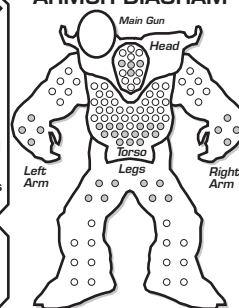
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: SPRITE 3

Era: Jihad

Tons: 15

MP (Standard [WiGE]):

Walk/Run/Jump 3/5/5

[Cruise/Flank] [—/—]

Notes:

Experimental Rules.

#### WEAPONS INVENTORY

| LOC.        | TYPE      | Dmg               | Min | Sht | Med | Lng |
|-------------|-----------|-------------------|-----|-----|-----|-----|
| Main Gun 1: |           |                   |     |     |     |     |
| Main Gun 2: |           |                   |     |     |     |     |
| Right Arm:  | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Left Arm:   | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso A:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso B:    | Fusillade | 2/Msl.<br>[M,C,S] | 4   | 5   | 10  | 15  |
| Torso C:    |           |                   |     |     |     |     |
| Ammo:       |           |                   |     |     |     |     |

#### HIT LOCATIONS AND CRITICAL HITS

| 2D6 LOCATION | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |
|--------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|
| 2 Main Gun   | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |
| 4 Right Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |
| 5,9 Legs     | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |
| 6,7,8 Torso  | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |
| 10 Left Arm  | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |
| 12 Head      | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |

\*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

#### PILOT DATA

Name:

Gunnery

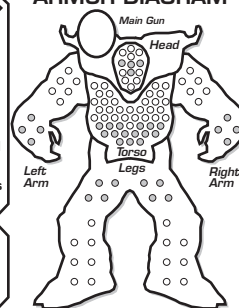
Hits Taken

Skill: \_\_\_\_\_

Consciousness #

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

#### ARMOR DIAGRAM





# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS PRIME

Movement Points: Tonnage: 25  
 Walking: 10 [9] Tech Base: Clan (Mixed Tech)  
 Running: 15 [14] (Experimental)  
 Jumping: 0 Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|---------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Nova CEWS     | HD  | 2  | [E]    | —   | —   | —   | 3   |
| 1   | Light TAG     | RT  | 0  | 0 [S]  | —   | 3   | 6   | 9   |
| 1   | Laser AMS     | RT  | 5  | [PD]   | —   | —   | —   | —   |
| 1   | Laser AMS     | LT  | 5  | [PD]   | —   | —   | —   | —   |
| 1   | Modular Armor | RT  | —  | 10 [E] | —   | —   | —   | —   |
| 1   | Modular Armor | CT  | —  | 10 [E] | —   | —   | —   | —   |
| 1   | Modular Armor | LT  | —  | 10 [E] | —   | —   | —   | —   |

**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

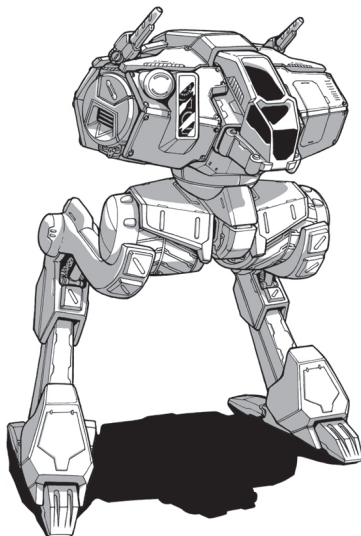
Modular Armor reduces Walking MP by 1 and Running MP by 1 and adds +1 to all Piloting Skill target numbers until all modular armor is destroyed.

### WARRIOR DATA

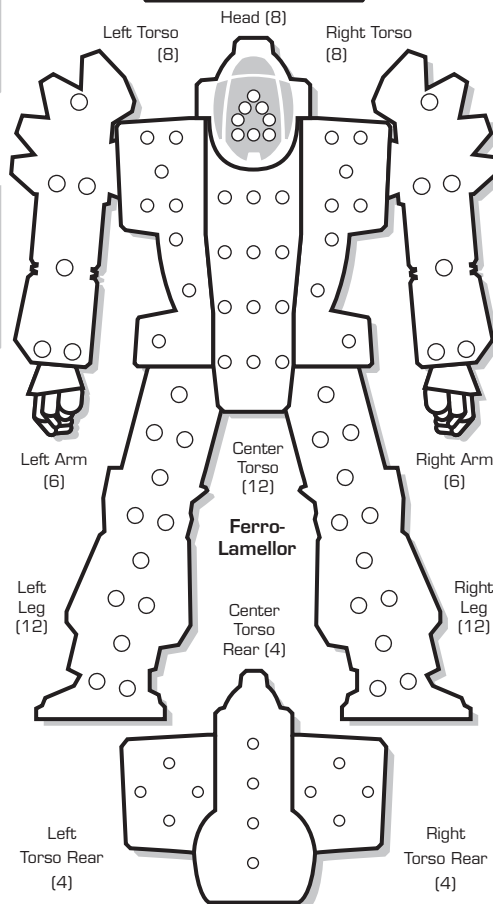
Name: \_\_\_\_\_

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
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

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

#### Right Torso

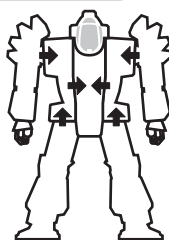
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Light TAG
- Laser AMS
- Modular Armor
- Roll Again
- Endo Steel
- Endo Steel
- Null-Signature System (IS)
- Chameleon LPS (IS)

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Modular Armor
- Null-Signature System (IS)

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



Damage Transfer Diagram

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

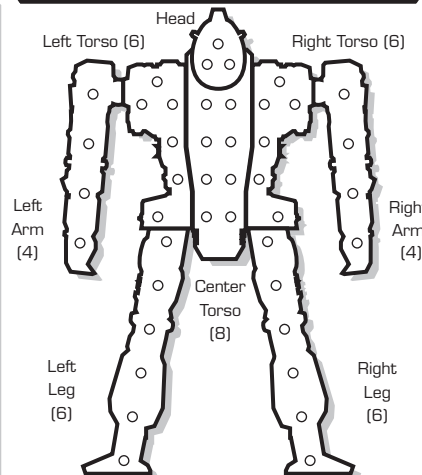
#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Laser AMS
- Modular Armor
- Roll Again
- Roll Again
- Roll Again
- Endo Steel
- Endo Steel
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS A

Movement Points: Tonnage: 25  
 Walking: 10 Tech Base: Clan (Mixed Tech)  
 Running: 15 (Experimental)  
 Jumping: 7 Era: Jihad

### Weapons & Equipment Inventory (hexes)

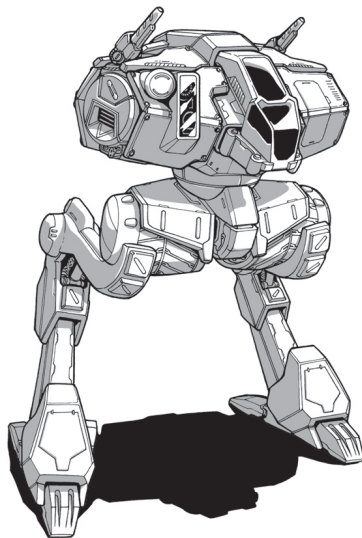
| Qty | Type      | Loc | Ht | Dmg   | Min | Sht | Med | Lng |
|-----|-----------|-----|----|-------|-----|-----|-----|-----|
| 1   | Nova CEWS | HD  | 2  | [E]   | —   | —   | —   | 3   |
| 1   | TAG       | RT  | 0  | 0 [S] | —   | 5   | 9   | 15  |
| 1   | Laser AMS | LT  | 5  | [PD]  | —   | —   | —   | —   |

**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

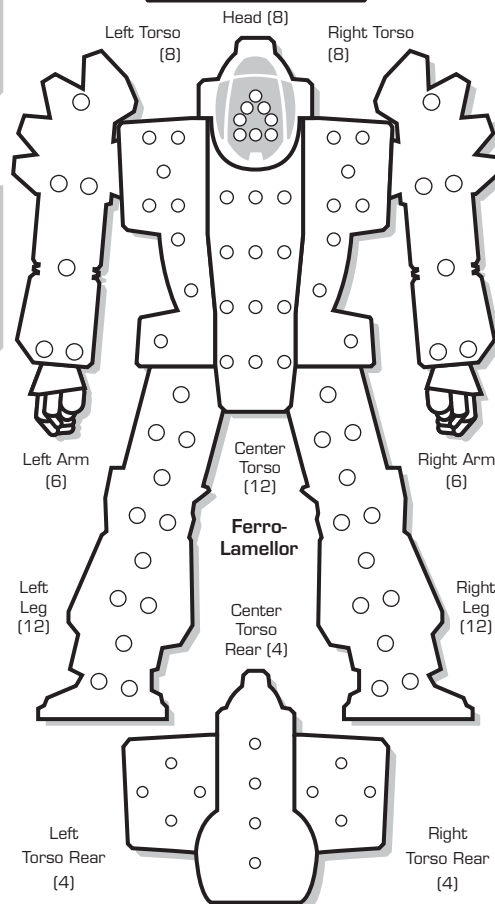
### WARRIOR DATA

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
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

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

#### Right Torso

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Left Torso

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

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Null-Signature System (IS)

#### Right Torso

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

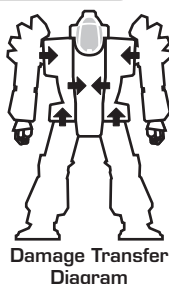
Engine Hits ○○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○  
 Life Support ○

#### Left Leg

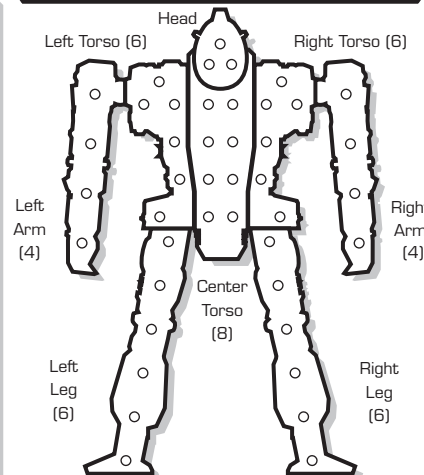
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

### HEAT DATA

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS B

Movement Points: Tonnage: 25  
Walking: 10 Tech Base: Clan (Mixed Tech)  
Running: 15 (Experimental)  
Jumping: 0 Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Nova CEWS        | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | Light TAG        | RT  | 0  | 0 [S]   | —   | 3   | 6   | 9   |
| 1   | BattleMech Taser | RT  | 6  | 1* [DB] | —   | 1   | 2   | 4   |

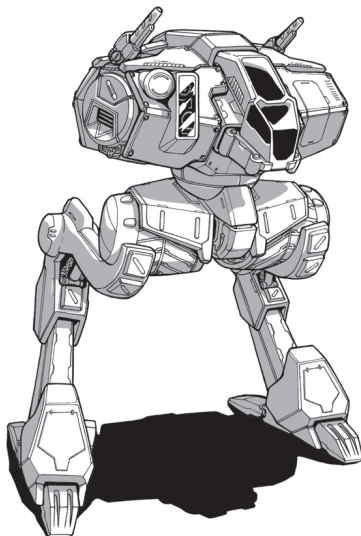
**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

### WARRIOR DATA

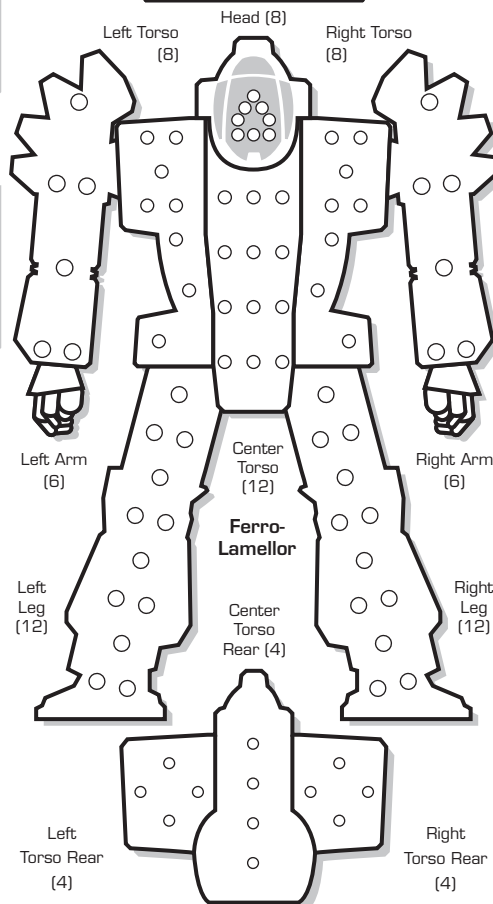
Name: \_\_\_\_\_

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
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

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

#### Left Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- BattleMech Taser (IS)
- BattleMech Taser (IS)

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Light TAG
- Roll Again

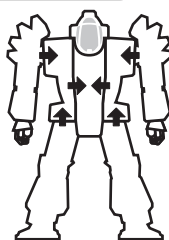
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

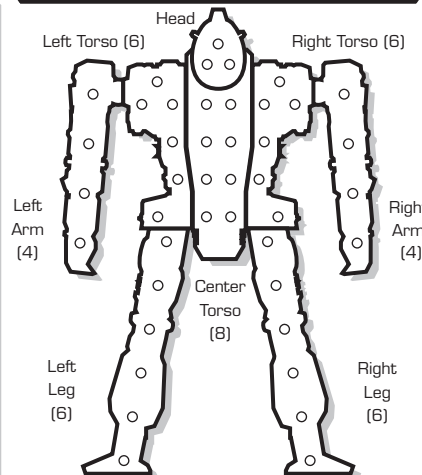
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)



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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS C

Movement Points: Tonnage: 25  
Walking: 10 Tech Base: Clan (Mixed Tech)  
Running: 15 (Experimental)  
Jumping: 0 Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|---------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | Nova CEWS     | HD  | 2  | [E]         | —   | —   | —   | 3   |
| 1   | Flamer        | RT  | 3  | 2 [DE,H,AI] | —   | 1   | 2   | 3   |
| 1   | Plasma Cannon | LT  | 7  | 0*          | —   | 6   | 12  | 18  |

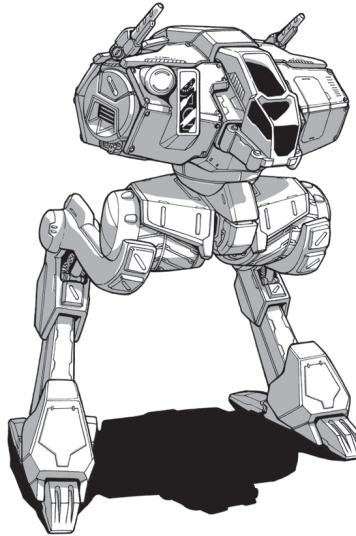
[DE,H,AI]

**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

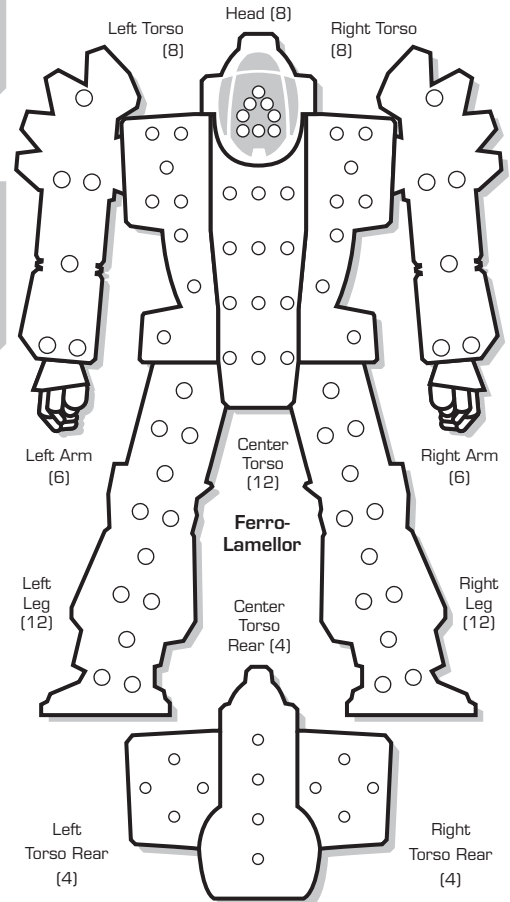
### WARRIOR DATA

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
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

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

#### Right Torso

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Left Torso (CASE)

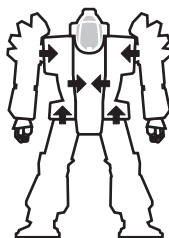
- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Plasma Cannon
  - Ammo (Plasma) 10
- Ammo (Plasma) 10
  - Roll Again
  - Endo Steel
  - Endo Steel
  - Null-Signature System (IS)
  - Chameleon LPS (IS)

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Roll Again
- Null-Signature System (IS)

#### Right Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Flamner
  - Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Endo Steel
  - Null-Signature System (IS)
  - Chameleon LPS (IS)

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



Damage Transfer Diagram

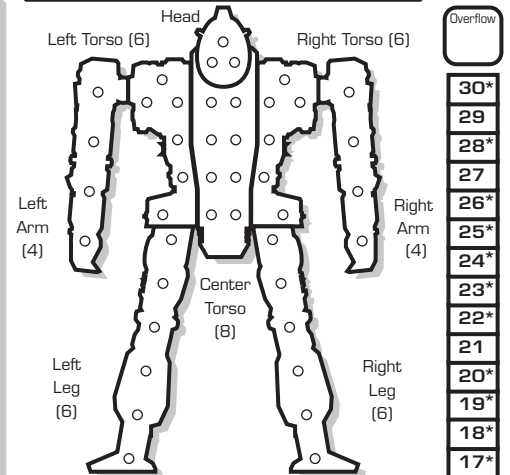
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS D

Movement Points: Tonnage: 25  
Walking: 10 Tech Base: Clan (Mixed Tech)  
Running: 15 (Experimental)  
Jumping: 0 Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type                       | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Nova CEWS                  | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 3   | Improved Heavy Small Laser | RT  | 3  | 6 [DE]  | —   | 1   | 2   | 3   |
| 1   | Improved Heavy Large Laser | LT  | 18 | 16 [DE] | —   | 5   | 10  | 15  |

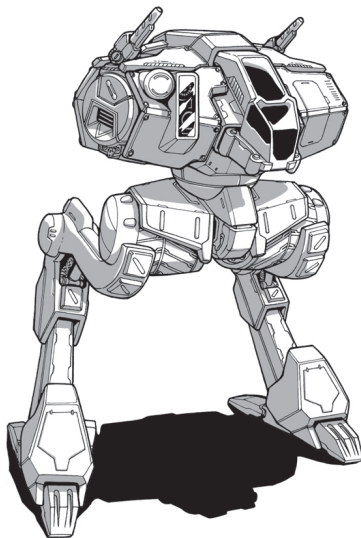
**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

### WARRIOR DATA

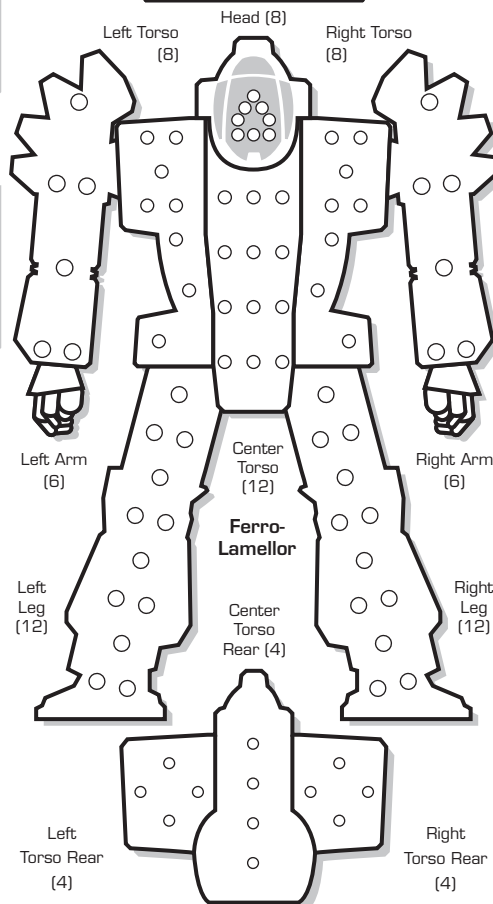
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- 4-6 Ferro-Lamellor
- Null-Signature System (IS)
- Chameleon LPS (IS)

1-3

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
- Improved Heavy Large Laser
- Improved Heavy Large Laser

4-6

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Roll Again
- Null-Signature System (IS)

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
- Improved Heavy Small Laser
- Improved Heavy Small Laser

1-3

Engine Hits ○○○○

Gyro Hits ○○○

Sensor Hits ○○○

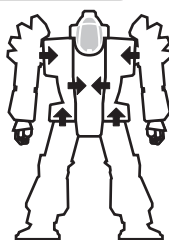
Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

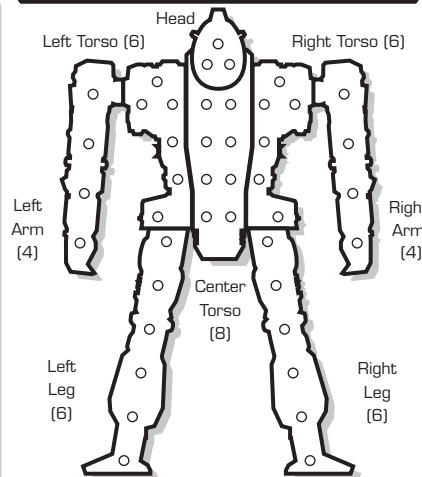
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)



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 Heat Sinks: 10 (20) Double

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS E

Movement Points: Tonnage: 25  
 Walking: 10 Tech Base: Clan (Mixed Tech)  
 Running: 15 (Experimental)  
 Jumping: 0 Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type           | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|----------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Nova CEWS      | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | Light TAG      | RT  | 0  | 0 [S]   | —   | 1   | 2   | 3   |
| 1   | ER Large Laser | LT  | 12 | 10 [DE] | —   | 8   | 15  | 25  |

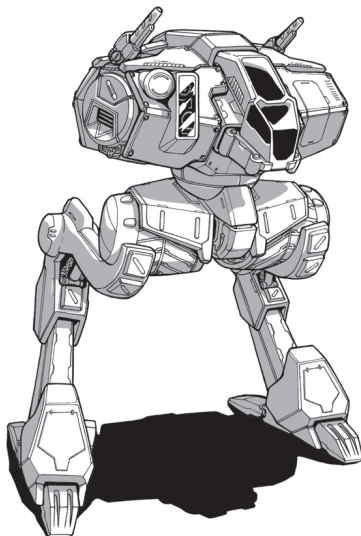
**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

### WARRIOR DATA

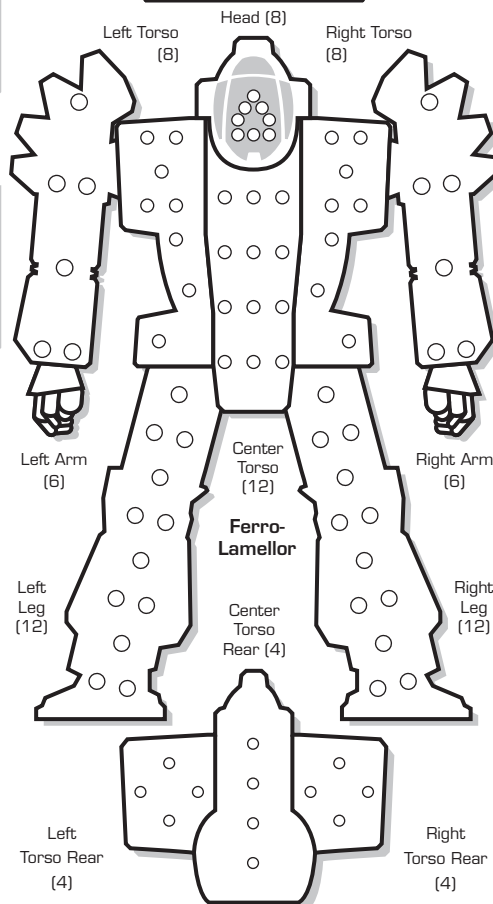
Name: \_\_\_\_\_

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
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

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

#### Right Torso

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Left Torso

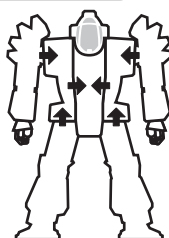
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Roll Again
- Endo Steel
- Endo Steel
- Null-Signature System (IS)
- Chameleon LPS (IS)

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Roll Again
- Null-Signature System (IS)

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Light TAG
- Roll Again
- Roll Again
- Roll Again
- Endo Steel
- Endo Steel
- Null-Signature System (IS)
- Chameleon LPS (IS)

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



Damage Transfer Diagram

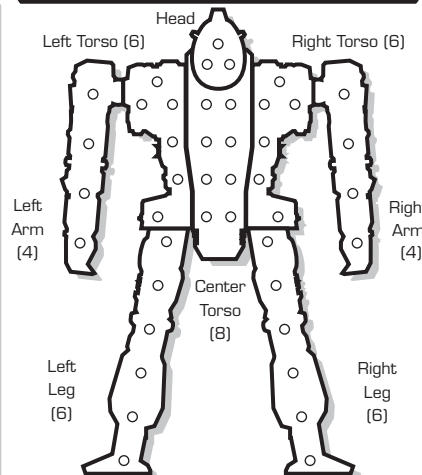
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CEPHALUS U

Movement Points: Tonnage: 25  
 Walking: 10 Tech Base: Clan (Mixed Tech)  
 Running: 15 (Experimental)  
 UMU: 7 Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type      | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-----------|-----|----|---------|-----|-----|-----|-----|
| 1   | Nova CEWS | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | LRT 5     | RT  | 2  | 2/Tpdo. | —   | 7   | 14  | 21  |

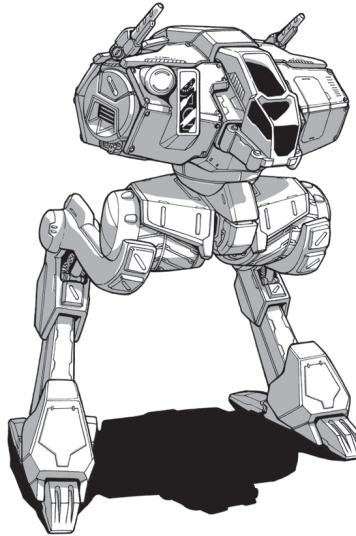
[M,C,S]

**Notes:** If playing under Advanced Rules, treat head as having a Full-Head Ejection System. If playing under Experimental Rules, treat as having Chameleon LPS (IS) and Null-Signature System (IS).

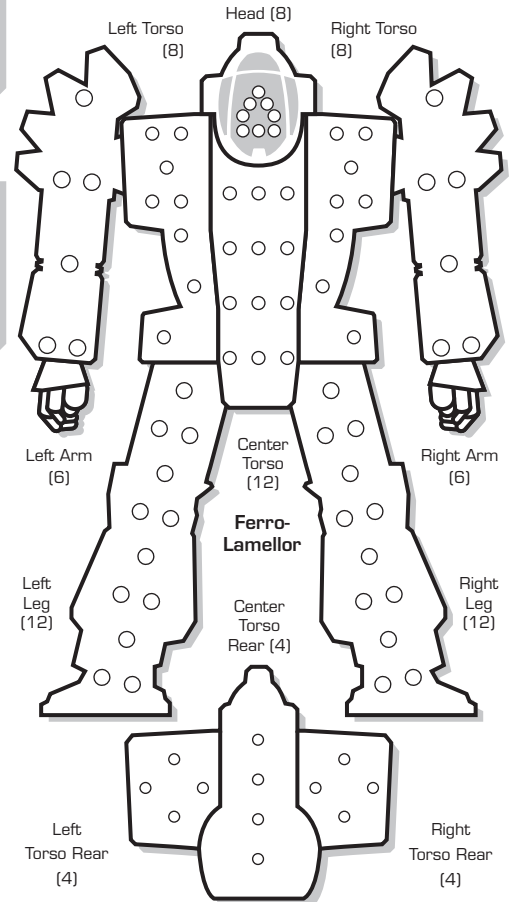
### WARRIOR DATA

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
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

#### Center Torso

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

#### Right Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- UMU
- UMU

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- UMU
- UMU

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- UMU
- Null-Signature System (IS)

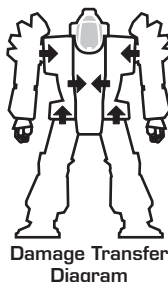
Engine Hits ○○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○  
 Life Support ○

#### Left Leg

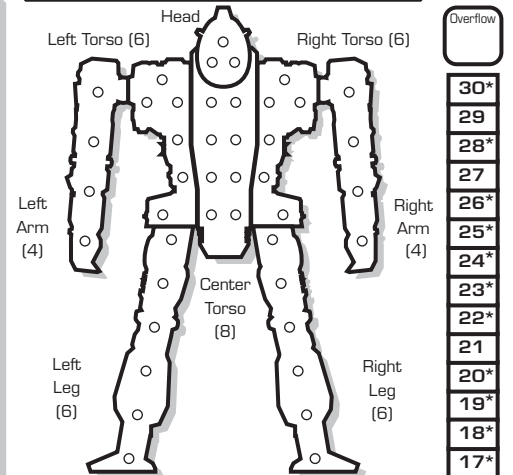
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null-Signature System (IS)
- Chameleon LPS (IS)



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: MIST LYNX Z

Movement Points: Tonnage: 25  
 Walking: 7 [6] Tech Base: Clan (Mixed)  
 Running: 11 [10] (Experimental)  
 Jumping: 6 Era: Jihad

### Weapons & Equipment Inventory (hexes)

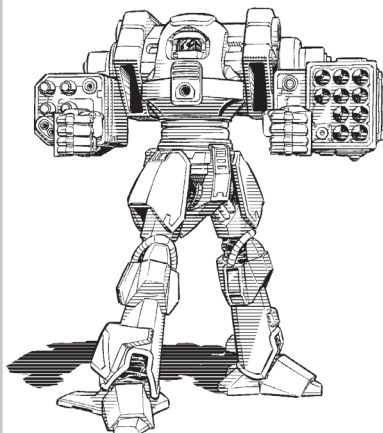
| Qty | Type                   | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | iATM 3                 | RA  | 2  | [M,C,S] |     |     |     |     |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | iATM 3                 | RA  | 2  | [M,C,S] |     |     |     |     |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | Active Probe           | HD  | 0  | [E]     | —   | —   | —   | 5   |
| 1   | Nova CEWS              | RT  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | Modular Armor          | RT  | —  | 10 [E]  | —   | —   | —   | —   |

Notes: Modular Armor reduces Walking MP by 1 and Running MP by 1 and adds +1 to all Piloting Skill target numbers until all modular armor is destroyed.

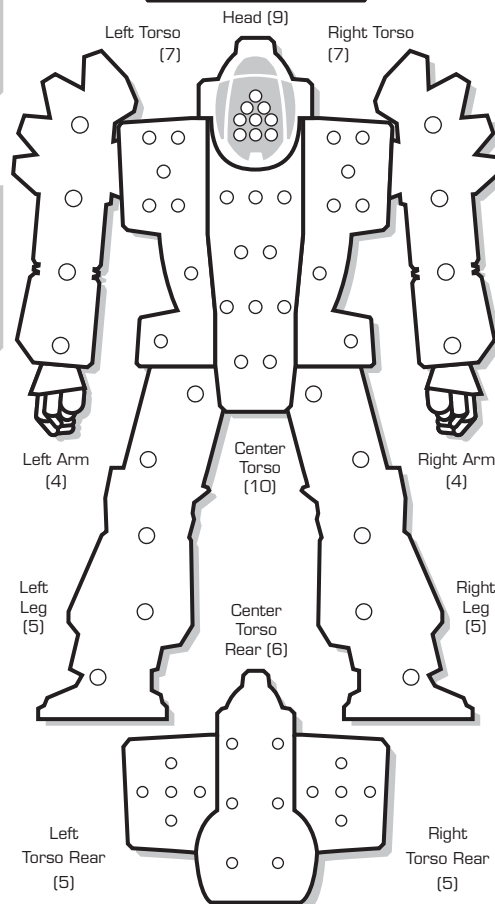
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- iATM 3
- iATM 3

- Ammo (iATM 3) 20
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Head

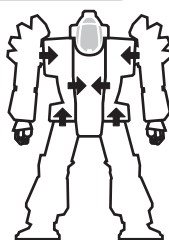
- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### 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
- Ferro-Fibrous

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



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- iATM 3
- iATM 3

- Ammo (iATM 3) 20
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

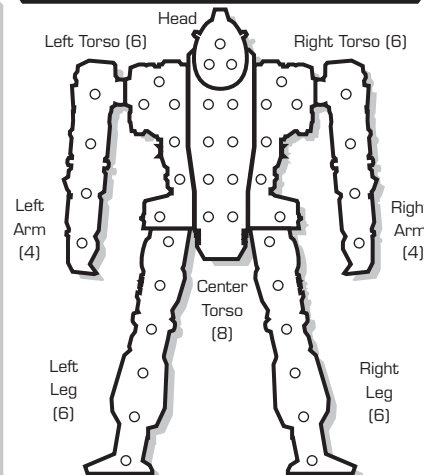
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- Nova CEWS
- Modular Armor
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 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: VIPER Z

Movement Points: Tonnage: 40  
 Walking: 8 Tech Base: Clan  
 Running: 12 (Experimental)  
 Jumping: 8 Era: Jihad

### Weapons & Equipment Inventory (hexes)

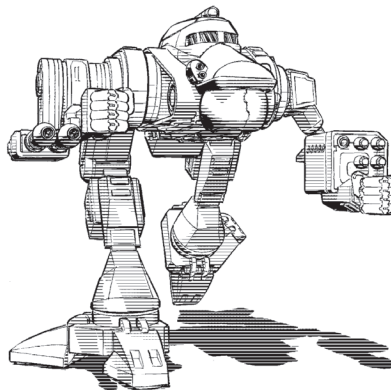
| Qty | Type                        | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-----------------------------|-----|----|---------|-----|-----|-----|-----|
| 2   | Improved Heavy Medium Laser | RA  | 7  | 10 (DE) | —   | 3   | 6   | 9   |
| 1   | Improved Heavy Medium Laser | LA  | 7  | 10 (DE) | —   | 3   | 6   | 9   |
| 1   | iATM 3                      | LA  | 2  | [M,C,S] |     |     |     |     |
|     | Standard and IMP            |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range              |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW      |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | Light TAG                   | RT  | 0  | [E]     | —   | 3   | 6   | 9   |
| 1   | Nova CEWS                   | CT  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | Anti-Missile System         | LT  | 5  | (DE,PD) | —   | 0   | 0   | 0   |

### WARRIOR DATA

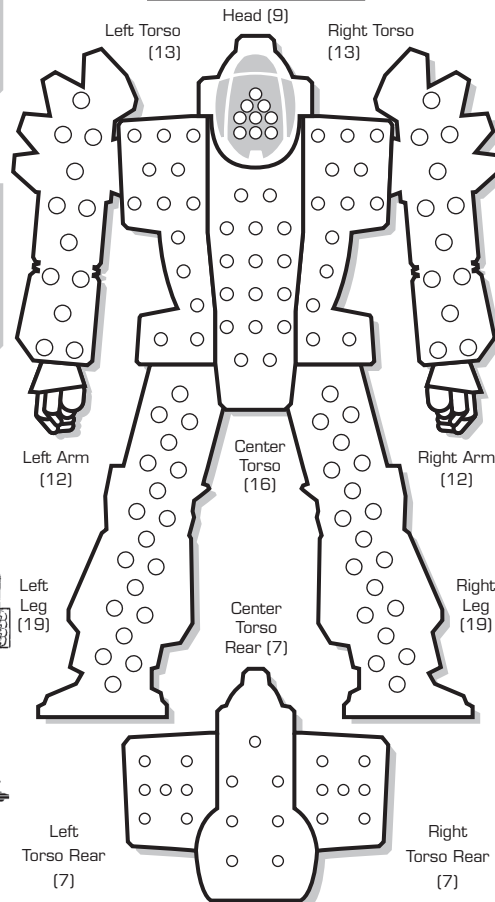
Name: \_\_\_\_\_

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
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

- iATM 3
- iATM 3
- Ammo (iATM 3) 20
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Laser Anti-Missile System
- Ammo (AMS) 24

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

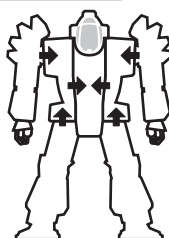
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Nova CEWS
- Endo Steel

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Right Torso

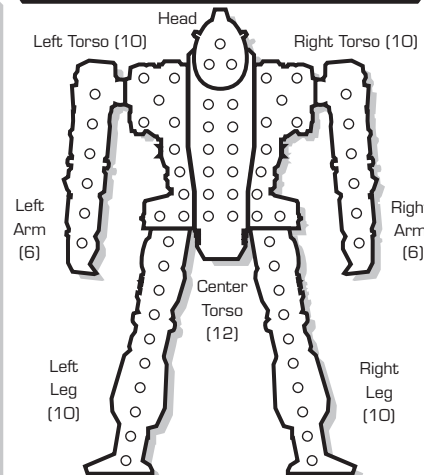
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Light TAG
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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





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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: SEPTICEMIA B-Z

Movement Points: 55  
Walking: 5  
Running: 8  
Jumping: 7

Tonnage: 55  
Tech Base: Clan  
(Experimental)  
Era: Jihad

### Weapons & Equipment Inventory (hexes)

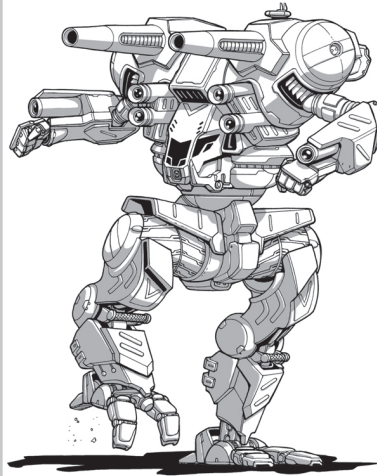
| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Small Pulse Laser  | RA  | 2  | 5 [PAI] | —   | 1   | 2   | 3   |
| 1   | Small Pulse Laser  | LA  | 2  | 5 [PAI] | —   | 1   | 2   | 3   |
| 1   | Large Pulse Laser  | RT  | 10 | 10 [P]  | —   | 6   | 14  | 20  |
| 1   | Large Pulse Laser  | LT  | 10 | 10 [P]  | —   | 6   | 14  | 20  |
| 1   | Nova CEWS          | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | Light TAG          | RT  | 0  | 0 [S]   | —   | 3   | 6   | 9   |
| 1   | Targeting Computer | LT  | —  | [E]     | —   | —   | —   | —   |

### WARRIOR DATA

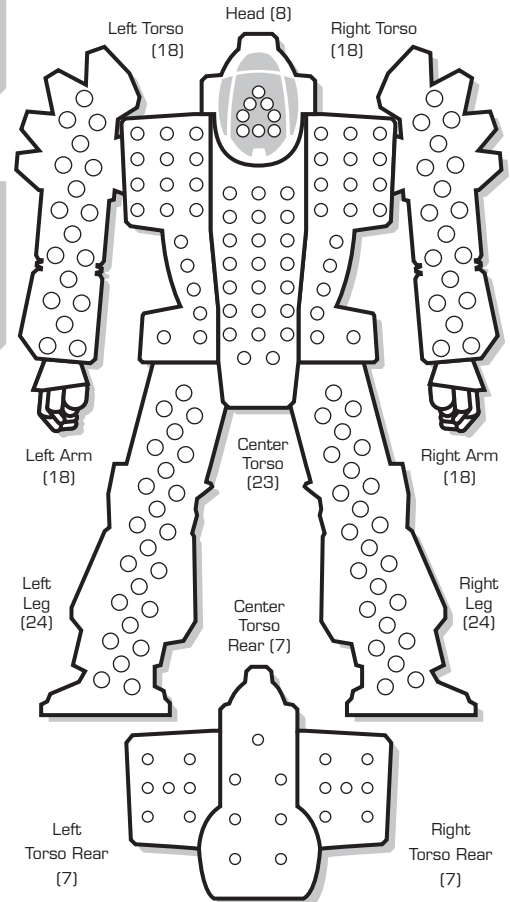
Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Endo Steel

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Large Pulse Laser
- Large Pulse Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again

#### Left Leg

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

#### Head

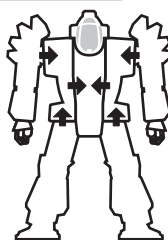
- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso

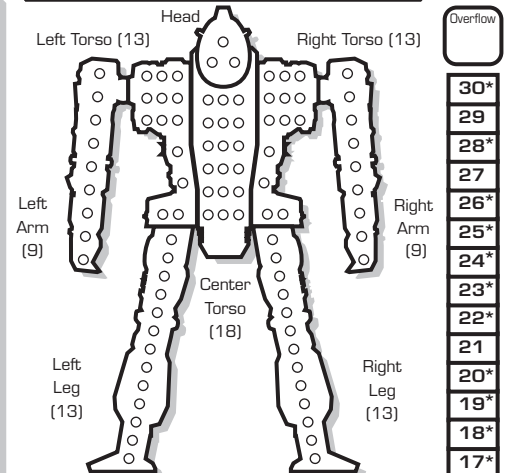
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Large Pulse Laser
- Large Pulse Laser
- Light TAG
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 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

| 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: SEPTICEMIA C-Z

Movement Points: 55  
Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 55  
Tech Base: Clan  
(Experimental)  
Era: Jihad

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|------------------|-----|----|-------------|-----|-----|-----|-----|
| 2   | Med. Pulse Laser | RA  | 4  | 7 [P]       | —   | 4   | 8   | 12  |
| 1   | Plasma Cannon    | RA  | 7  | 0 [DE,H,AI] | —   | 6   | 12  | 18  |
| 2   | Med. Pulse Laser | LA  | 4  | 7 [P]       | —   | 4   | 8   | 12  |
| 1   | Plasma Cannon    | LA  | 7  | 0 [DE,H,AI] | —   | 6   | 12  | 18  |
| 3   | AP Gauss         | RT  | 1  | 3 [DB,X]    | —   | 3   | 6   | 9   |
| 3   | Machine Gun      | RT  | 0  | 2 [DB,AI]   | —   | 1   | 2   | 3   |
| 1   | MG Array         | RT  | —  | [E]         | —   | —   | —   | —   |
| 3   | AP Gauss         | LT  | 1  | 3 [DB,X]    | —   | 3   | 6   | 9   |
| 3   | Machine Gun      | LT  | 0  | 2 [DB,AI]   | —   | 1   | 2   | 3   |
| 1   | MG Array         | LT  | —  | [E]         | —   | —   | —   | —   |
| 1   | Plasma Cannon    | HD  | 7  | 0 [DE,H,AI] | —   | 6   | 12  | 18  |
| 1   | Nova CEWS        | LT  | 2  | [E]         | —   | —   | —   | 3   |

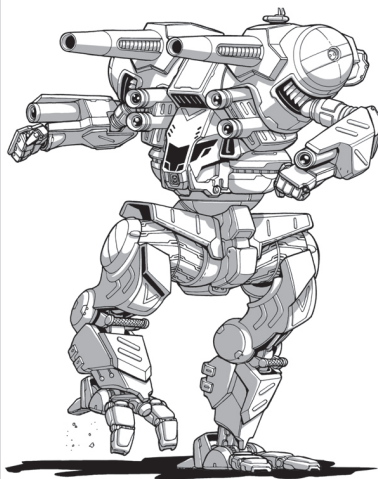
### WARRIOR DATA

Name: \_\_\_\_\_

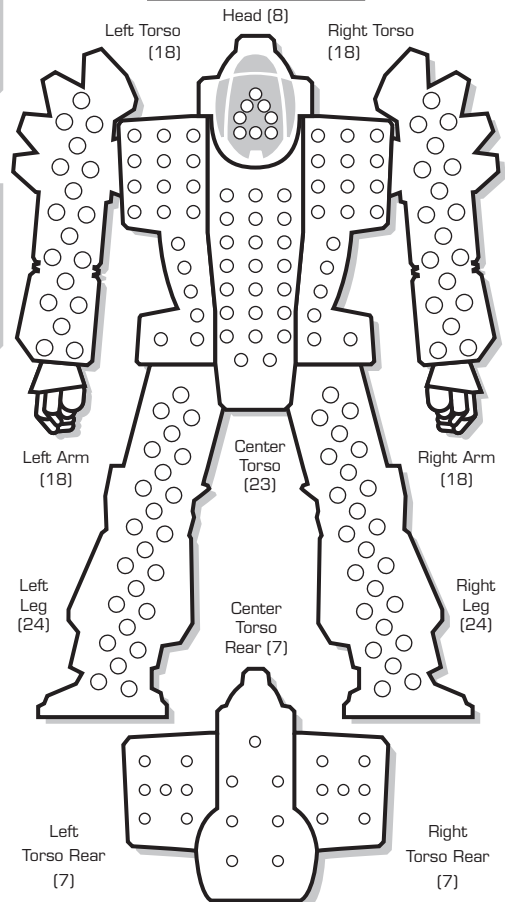
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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
- Medium Pulse Laser
- Medium Pulse Laser
- Plasma Cannon
- Endo Steel

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- AP Gauss
- AP Gauss
- AP Gauss
- Machine Gun
- Machine Gun
- Machine Gun
- Nova CEWS
- Ammo (AP Gauss) 40
- Roll Again

#### Left Leg

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

#### Head

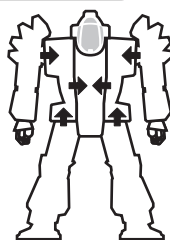
- Life Support
- Sensors
- Cockpit
- Plasma Cannon
- Sensors
- Life Support

#### Center Torso (CASE)

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Plasma Cannon
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

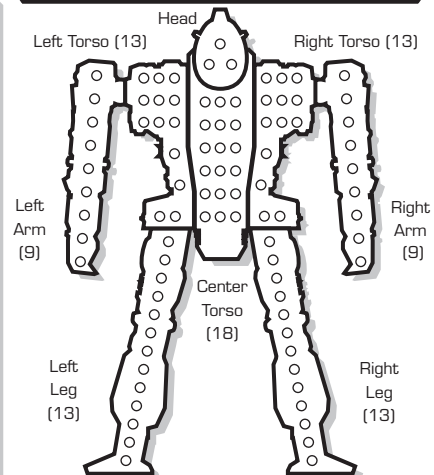
#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- AP Gauss
- AP Gauss
- AP Gauss
- Machine Gun
- Machine Gun
- Machine Gun Array
- Ammo (MG) 100

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: SEPTICEMIA D-Z

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 (Experimental)  
 Jumping: 5 Era: Jihad

### Weapons & Equipment Inventory (hexes)

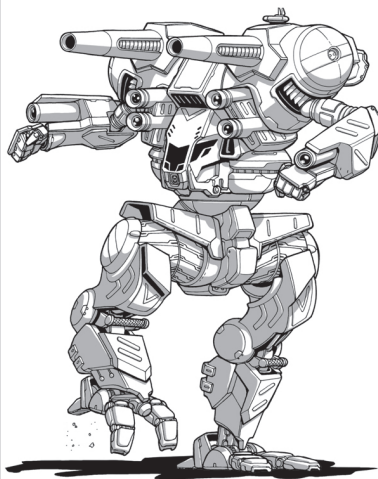
| Qty | Type               | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Ultra AC/20        | RT  | 7  | 20/Sht.        | —   | 4   | 8   | 12  |
|     |                    |     |    | /Sht. [DB,R,C] |     |     |     |     |
| 1   | ER PPC             | LT  | 15 | 15 [DE]        | —   | 7   | 14  | 23  |
| 1   | Nova CEWS          | LT  | 2  | [E]            | —   | —   | —   | 3   |
| 1   | Targeting Computer | LT  | —  | [E]            | —   | —   | —   | —   |

### WARRIOR DATA

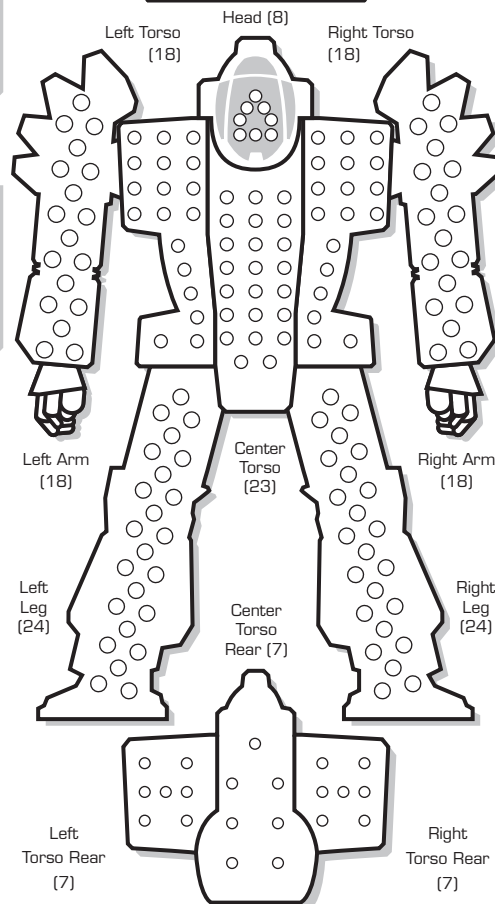
Name: \_\_\_\_\_

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
- Roll Again
- Endo Steel

#### Head

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

#### Right Arm

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

#### Center Torso

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

#### Right Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- Targeting Computer
- Targeting Computer

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

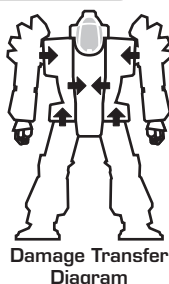
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

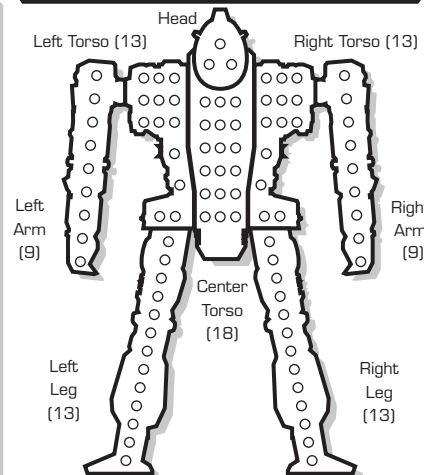
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 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: **SEPTICEMIA E**

Movement Points: **55**  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Tonnage: **55**  
 Tech Base: **Clan**  
 (Experimental)  
 Era: **Jihad**

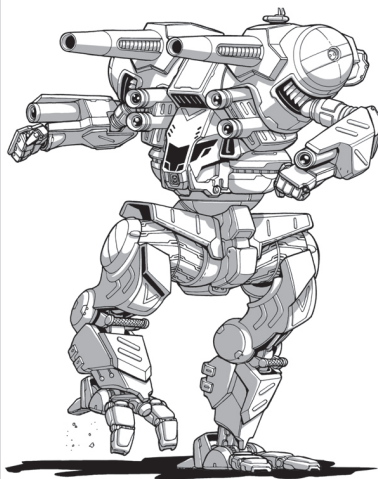
### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | ER Medium Laser    | RA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | ER PPC             | RT  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 2   | ER Medium Laser    | RT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Nova CEWS          | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | ER PPC             | LT  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 2   | ER Medium Laser    | LT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Light TAG          | LT  | 0  | 0 [S]   | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser    | LA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Targeting Computer | LT  | —  | [E]     | —   | —   | —   | —   |

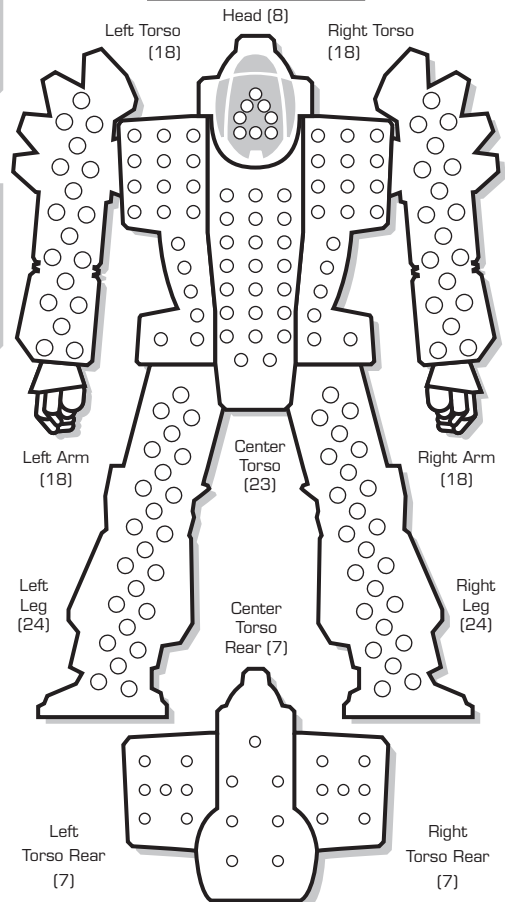
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER Medium Laser
- ER Medium Laser

#### Left Leg

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

#### Head

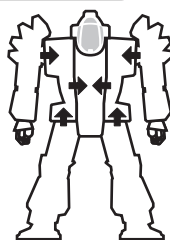
- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso

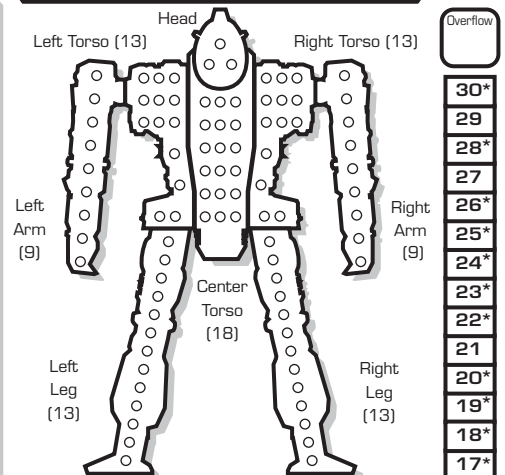
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER Medium Laser
- ER Medium Laser

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

### Heat Scale

| 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          |



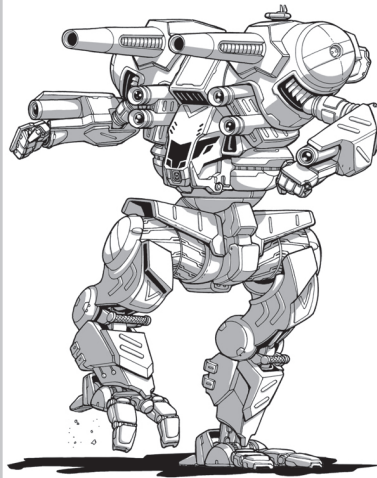
## 'MECH DATA

|                         |                        |
|-------------------------|------------------------|
| <b>Movement Points:</b> | <b>Tonnage:</b> 55     |
| <b>Walking:</b> 5       | <b>Tech Base:</b> Clan |
| <b>Running:</b> 8       | (Experimental)         |
| <b>Jumping:</b> 0       | <b>Era:</b> Jihad      |

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



Head (8)

Left Torso (18)

Right Torso (18)

Left Arm (18)

Right Arm (18)

Left Leg (24)

Right Leg (24)

Center Torso (23)

Center Torso Rear (7)

Left Torso Rear (7)

Right Torso Rear (7)

Diagram of a human figure with numbered regions for a scavenger hunt. The regions are labeled as follows:

- Head (1)
- Left Torso (13)
- Right Torso (13)
- Left Arm (9)
- Right Arm (9)
- Center Torso (18)
- Left Leg (13)
- Right Leg (13)

Below the diagram is a vertical list of numbers, each with a box to its left for a letter or symbol:

|  |     |
|--|-----|
|  | 30* |
|  | 29  |
|  | 28* |
|  | 27  |
|  | 26* |
|  | 25* |
|  | 24* |
|  | 23* |
|  | 22* |
|  | 21  |
|  | 20* |
|  | 19* |
|  | 18* |
|  | 17* |

| Heat Level* | Effects                | Heat Sinks:<br>11 (22)<br>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     |                                  |



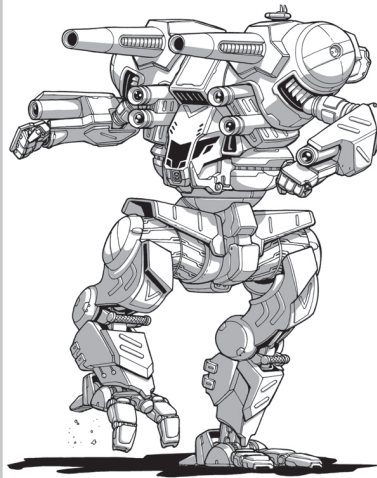
## 'MECH DATA

|                         |                        |
|-------------------------|------------------------|
| <b>Movement Points:</b> | <b>Tonnage:</b> 55     |
| <b>Walking:</b> 5       | <b>Tech Base:</b> Clan |
| <b>Running:</b> 8       | (Experimental)         |
| <b>Jumping:</b> 7       | <b>Era:</b> Jihad      |

| Qty | Type            | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|---------|-----|-----|-----|-----|
| 1   | ER Medium Laser | RA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Spot Welder     | RA  | 2  | 5 [DE]  | —   | 1   | —   | —   |
| 1   | ER Medium Laser | LA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Spot Welder     | LA  | 2  | 5 [DE]  | —   | 1   | —   | —   |
| 2   | ER Small Laser  | RT  | 2  | 5 [DE]  | —   | 2   | 4   | 6   |
| 1   | ER PPC          | LT  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 2   | ER Small Laser  | LT  | 2  | 5 [DE]  | —   | 2   | 4   | 6   |
| 1   | ECM Suite       | H   | —  | [E]     | —   | 3   | 6   | 9   |

## WARRIOR DATA

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



Left Torso (18)

Head (8)

Right Torso (18)

Left Arm (18)

Center Torso (23)

Right Arm (18)

Left Leg (24)

Center Torso Rear (7)

Right Leg (24)

Left Torso Rear (7)

Right Torso Rear (7)

Diagram of a human figure with numbered regions for a scavenger hunt. The regions are labeled as follows:

- Head (1)
- Left Torso (13)
- Right Torso (13)
- Left Arm (9)
- Right Arm (9)
- Center Torso (18)
- Left Leg (13)
- Right Leg (13)

Below the diagram is a vertical list of numbers, each in a box, representing the items to be found:

- 30\*
- 29
- 28\*
- 27
- 26\*
- 25\*
- 24\*
- 23\*
- 22\*
- 21
- 20\*
- 19\*
- 18\*
- 17\*

| Heat Level* | Effects                | Heat Sinks:<br>11 (22)<br>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     |                                  |

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

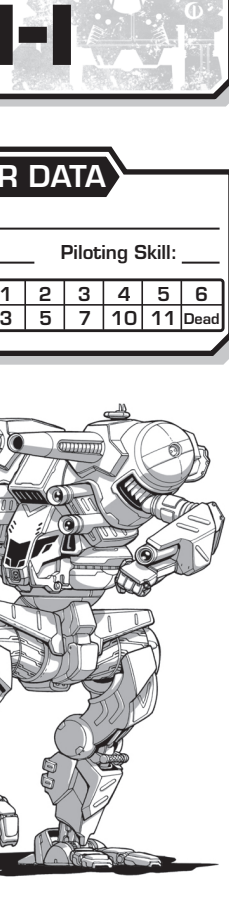
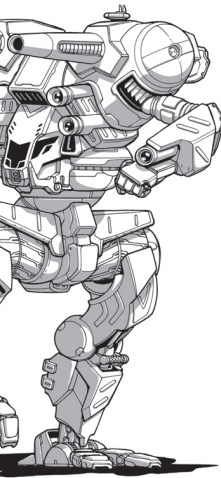


## R DATA

---

**Piloting Skill:** \_\_\_\_\_

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



---

## Right Arm

- Shoulder  
Upper Arm Actuator  
Lower Arm Actuator  
Hand Actuator  
Harjel  
Ferro-Fibrous

- Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous

## Right Torso

- XL Fusion Engine  
XL Fusion Engine  
UMU  
UMU  
LRT 15  
LRT 15

- SRT 4  
SRT 4  
SRT 4  
Ammo (LRT 15) 8  
Harjel  
Roll Again

## Right Leg

- Hip  
Upper Leg Actuator  
Lower Leg Actuator  
Foot Actuator  
Ammo (SRT 4) 25  
Ammo (LRT 15) 8

- Right Arm**  
Shoulder  
Upper Arm Actuator  
Lower Arm Actuator  
Hand Actuator  
Harjel  
Ferro-Fibrous

Ferro-Fibrous  
Ferro-Fibrous

- Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous

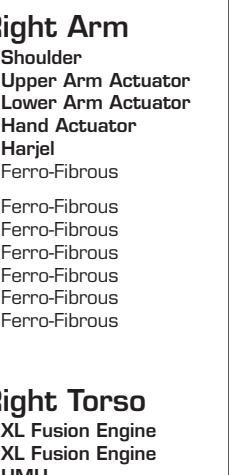
- Light Torso**  
XL Fusion Engine  
XL Fusion Engine  
UMU  
LH 511

LRT 15  
LRT 15  
SRT 4  
SRT 4  
SRT 4



Ammo (

---



UMU  
TPT 15

LRT 15  
SRT 4  
SRT 4  
SRT 4  
Ammo (LRT 15) 8  
Harjel  
Roll Again

**Right Leg**  
Hip  
Upper Leg Actuator  
Lower Leg Actuator  
Foot Actuator  
Ammo (SRT 4) 25  
Ammo (LRT 15) 8

---

## Right Arm

Shoulder  
Upper Arm Actuator  
Lower Arm Actuator  
Hand Actuator  
Harjel  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous  
Ferro-Fibrous

## Right Torso

XL Fusion Engine  
XL Fusion Engine  
UMU  
UMU  
LRT 15  
LRT 15  
SRT 4  
SRT 4  
SRT 4  
Ammo (LRT 15) 8  
Harjel  
Roll Again

## Right Leg

Hip  
Upper Leg Actuator  
Lower Leg Actuator  
Foot Actuator  
Ammo (SRT 4) 25  
Ammo (LRT 15) 8

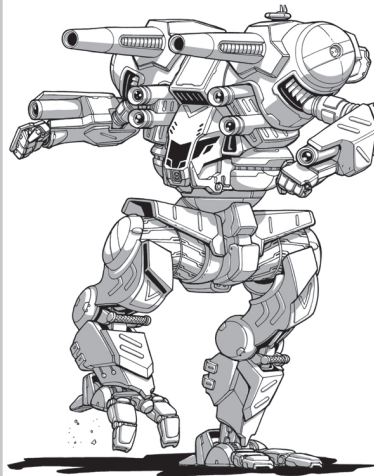


## R DATA

Name: \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_

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



Head (8)

Left Torso (18)

Right Torso (18)

Left Arm (18)

Right Arm (18)

Left Leg (24)

Right Leg (24)

Center Torso (23)

Center Torso Rear (7)

Left Torso Rear (7)

Right Torso Rear (7)

## INTERNAL STRUCTURE DIAGRAM

Overflow

## Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

1-3

- ## Center Torso

- 1-3

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

## 4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ground Mobile HPG
6. Ground Mobile HPG

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

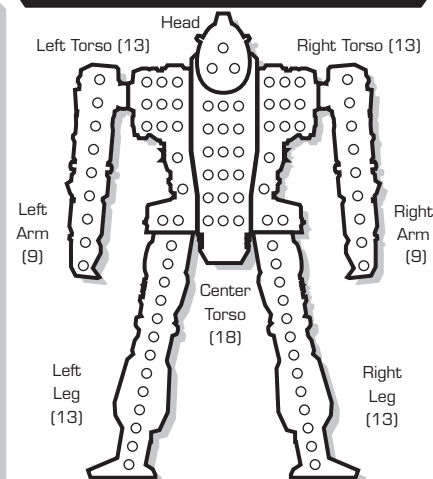


- 
- Damage Transfer Diagram

1-3

- |     |    |                   |
|-----|----|-------------------|
| 4-6 | 1. | Ground Mobile HPG |
|     | 2. | Ground Mobile HPG |
|     | 3. | Ground Mobile HPG |
|     | 4. | Ground Mobile HPG |
|     | 5. | Ground Mobile HPG |
|     | 6. | Ground Mobile HPG |

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



| Heat Level* | Effects                | Heat Sinks:<br>11 (22)<br>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     |                                  |

|          |     |
|----------|-----|
| 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: **STORMCROW Z**

Movement Points: **Tonnage: 55**  
 Walking: **6** Tech Base: **Clan**  
 Running: **9 [12]** (Experimental)  
 Jumping: **0** Era: **Jihad**

### Weapons & Equipment Inventory (hexes)

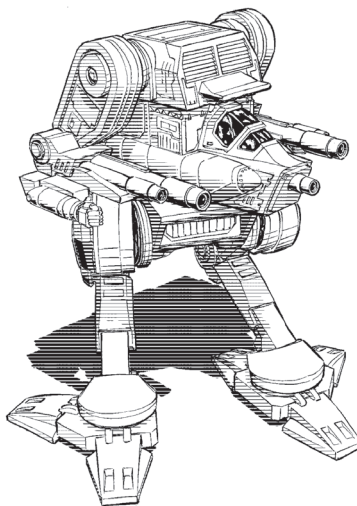
| Qty | Type                   | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | iATM 9                 | RA  | 6  | [M,C,S] |     |     |     |     |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | Improved Medium RA     | 7   |    | 10 [DE] | —   | 3   | 6   | 9   |
|     | Heavy Laser            |     |    |         |     |     |     |     |
| 1   | iATM 9                 | RA  | 6  | [M,C,S] |     |     |     |     |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | Improved Medium RA     | 7   |    | 10 [DE] | —   | 3   | 6   | 9   |
| 1   | Nova CEWS              | RT  | 2  | [E]     | —   | —   | —   | 3   |

### WARRIOR DATA

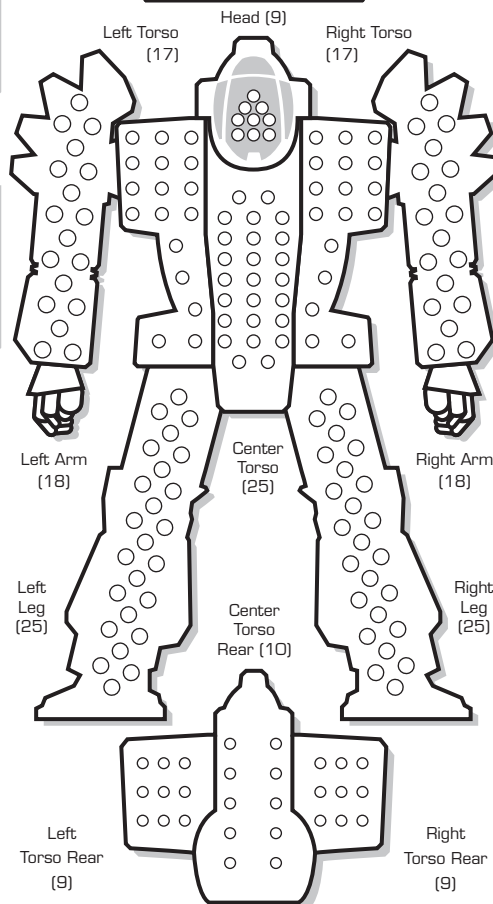
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

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

- 1-3 iATM 9
- 4-6 Ammo (iATM 9) 7
- 4-6 Ammo (iATM 9) 7
- 4-6 Ammo (iATM 9) 7
- 4-6 Imp. Heavy Medium Laser
- 4-6 Imp. Heavy Medium Laser

#### Left Torso

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

- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous

#### Left Leg

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

#### Head

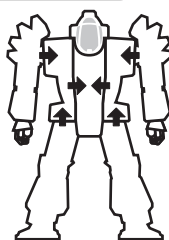
- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm (CASE)

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

- 1-3 iATM 9
- 4-6 Ammo (iATM 9) 7
- 4-6 Ammo (iATM 9) 7
- 4-6 Ammo (iATM 9) 7
- 4-6 Imp. Heavy Medium Laser
- 4-6 Imp. Heavy Medium Laser

#### Right Torso

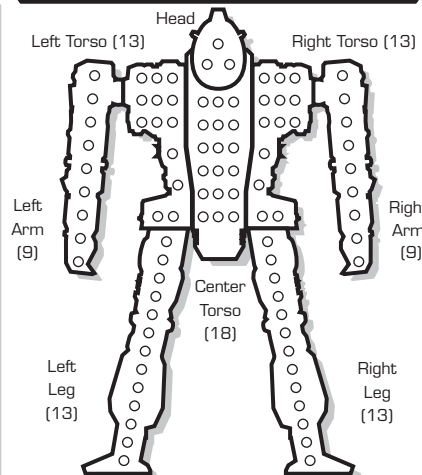
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Supercharger
- 1-3 Roll Again

- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **SUMMONER Z**

Movement Points: Tonnage: 70  
 Walking: 5 Tech Base: Clan  
 Running: 8 (Experimental)  
 Jumping: 5 Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

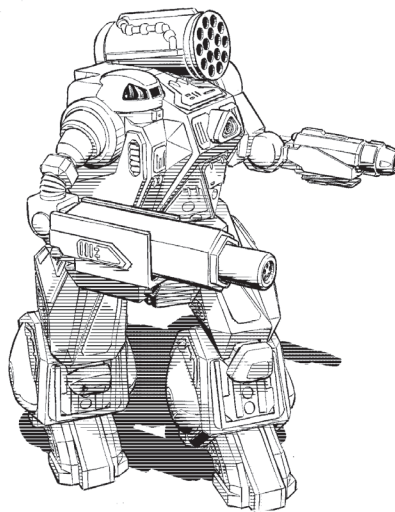
| Qty | Type                 | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | ER Large Pulse Laser | RA  | 13 | 10 (P)    | —   | 7   | 15  | 23  |
| 1   | iATM 12              | RA  | 8  | [M,C,S]   |     |     |     |     |
|     | Standard and IMP     |     |    | 2/Msl     | 4   | 5   | 10  | 15  |
|     | Extended Range       |     |    | 1/Msl     | 4   | 9   | 15  | 27  |
| 8   | AP Gauss Rifle       | LA  | 13 | [DB,X,Al] | —   | 3   | 6   | 9   |
| 1   | Nova CEWS            | RT  | 2  | [E]       | —   | —   | —   | 3   |

### WARRIOR DATA

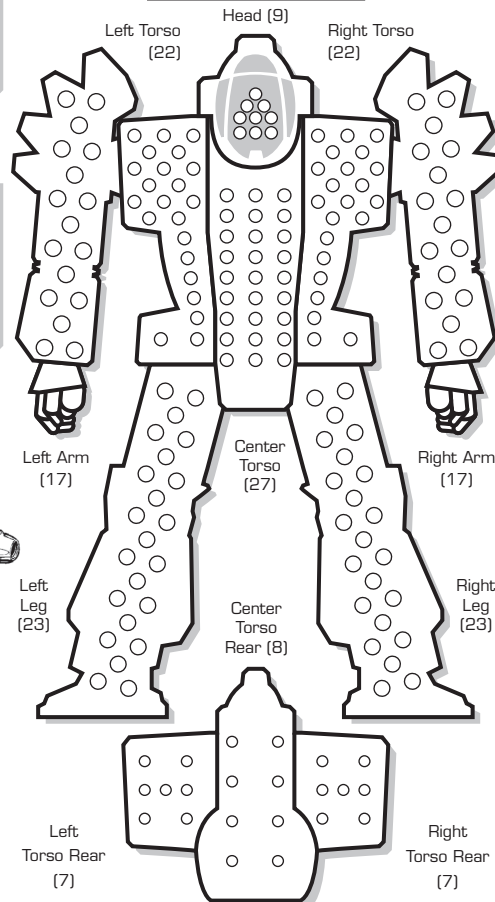
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

#### Head

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

#### Right Arm

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

#### Center Torso

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- iATM 12
- iATM 12
- iATM 12
- iATM 12

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Nova CEWS

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

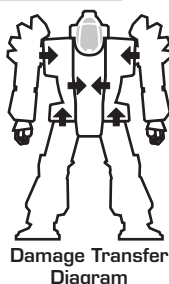
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

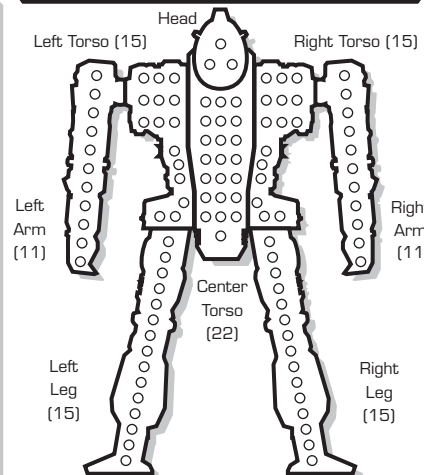
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 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        |



## R DATA

**Piloting Skill:** \_\_\_\_\_

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

---

## Right Arm

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

### Ferro-Fibrous

- Ferro-Fibrous  
Roll Again  
Roll Again  
Roll Again  
Roll Again  
Roll Again

## Right Torso (CASE)

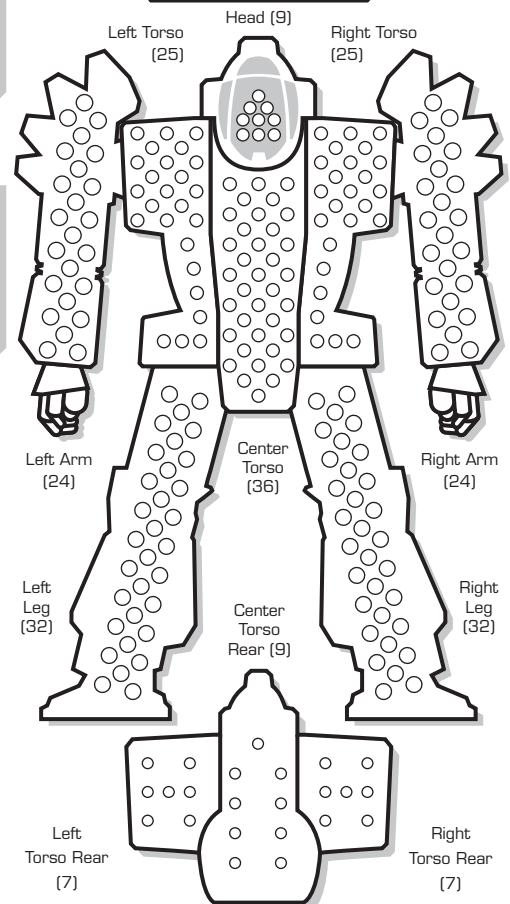
- XL Fusion Engine  
XL Fusion Engine  
iATM 9  
iATM 9  
iATM 9  
iATM 9

## Amme (iATM 9) 7

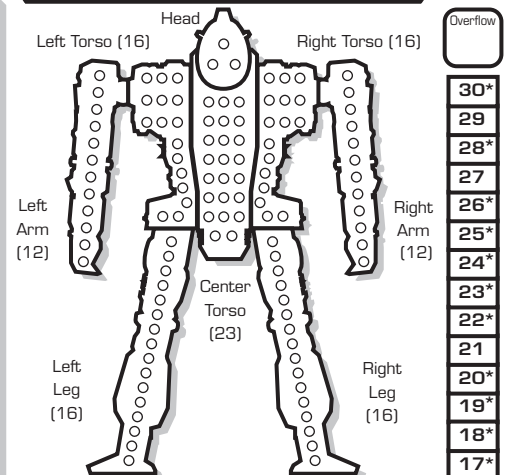
- Ammo (iATM 9) 7  
Ammo (iATM 9) 7  
Endo Steel  
Ferro-Fibrous  
Ferro-Fibrous  
Roll Again

## Right Leg

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

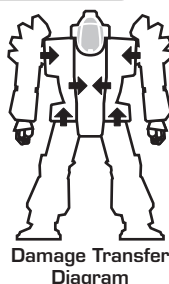


---

iATM 9  
iATM 9

| Heat Level* | Effects                | Heat Sinks:       |
|-------------|------------------------|-------------------|
| 30          | Shutdown               | 15 (30)<br>Double |
| 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     |                   |

iATM 9  
iATM 9  
Ammo (iATM 9) 7  
Ammo (iATM 9) 7  
Endo Steel





# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **OSTEON PRIME**

Movement Points: Tonnage: 85  
Walking: 3 Tech Base: Clan  
Running: 5 (Advanced)  
Jumping: 0 Era: Jihad

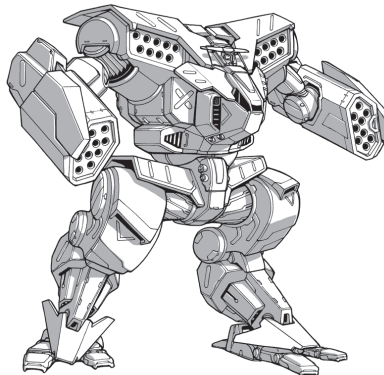
### Weapons & Equipment Inventory (hexes)

| Qty | Type                   | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Nova CEWS              | HD  | 2  | [E]     | —   | —   | —   | 3   |
| 1   | iATM 9                 | RA  | 6  | [M,C,S] | —   | —   | —   | —   |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | iATM 9                 | RT  | 6  | [M,C,S] | —   | —   | —   | —   |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | iATM 9                 | LT  | 6  | [M,C,S] | —   | —   | —   | —   |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | iATM 9                 | LA  | 6  | [M,C,S] | —   | —   | —   | —   |
|     | Standard and IMP       |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl   | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl   | —   | 3   | 6   | 9   |

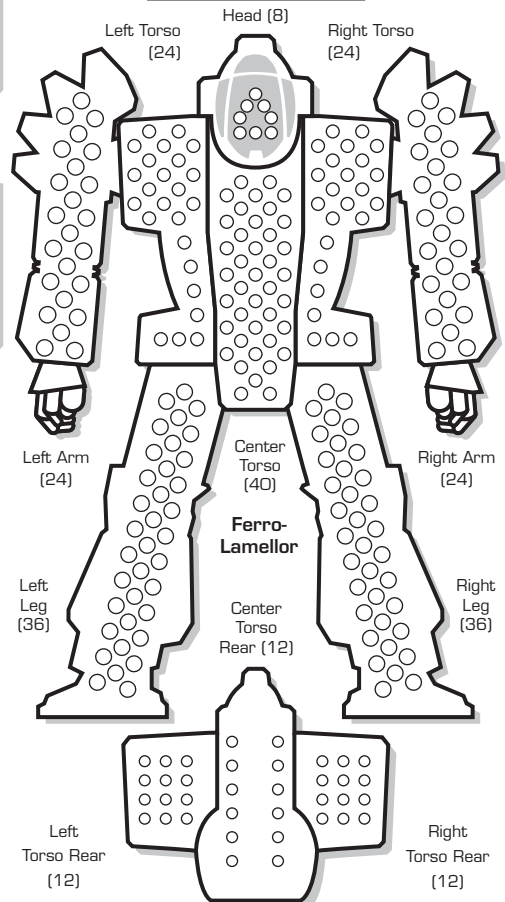
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- 1-3 iATM-9
- 4-6 iATM-9
- 5-6 iATM-9

- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- CASE II
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- 1-3 iATM-9
- 4-6 iATM-9
- 5-6 iATM-9

- iATM-9
- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- CASE II
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Leg

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

#### Head (CASE)

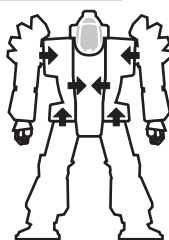
- Sensors
- Sensors
- Nova CEWS
- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- Ammo (iATM-9) 7

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

#### Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- 1-3 iATM-9
- 4-6 iATM-9
- 5-6 iATM-9

- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- CASE II
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Torso (CASE II)

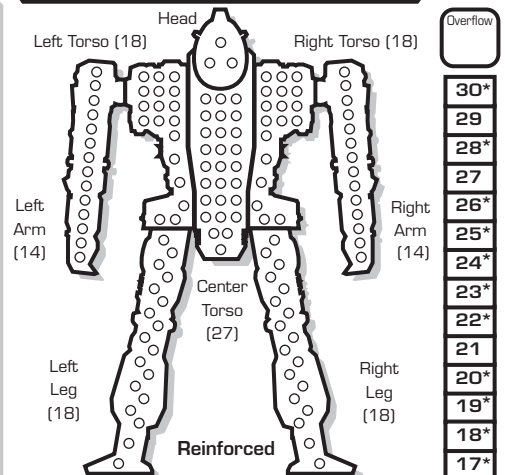
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- 1-3 iATM-9
- 4-6 iATM-9
- 5-6 iATM-9

- iATM-9
- Ammo (iATM-9) 7
- Ammo (iATM-9) 7
- CASE II
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

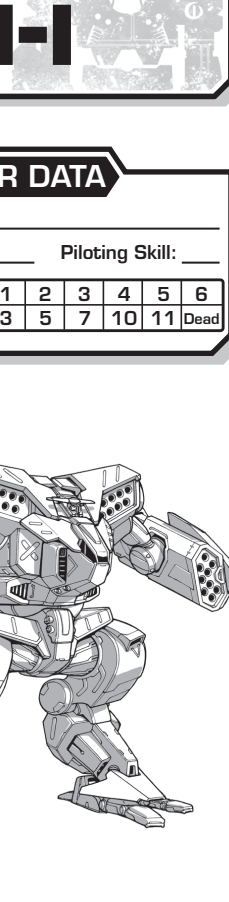


## R DATA

Name: \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_

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



---

## Right Arm

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

- Imp. Heavy Medium Laser  
Imp. Heavy Medium Laser  
Imp. Heavy Medium Laser  
Imp. Heavy Medium Laser  
Ferro-Lamellor  
Ferro-Lamellor

## Right Torso (CASE)

- XL Fusion Engine  
XL Fusion Engine  
Life Support  
'Mech Mortar 8  
'Mech Mortar 8  
'Mech Mortar 8

- Medium Pulse Laser  
Ammo ('Mech Mortar 8) 4  
Ammo ('Mech Mortar 8) 4  
Ammo ('Mech Mortar 8) 4  
Ferro-Lamellor  
Ferro-Lamellor

## Right Leg

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

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

### Double Heat Seal

- Imp. Heavy Medium Laser  
Imp. Heavy Medium Laser  
Imp. Heavy Medium Laser  
Imp. Heavy Medium Laser  
Ferro-Lamellor  
Ferro-Lamellor

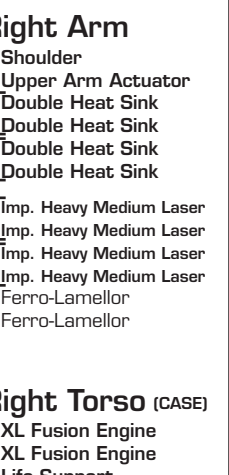
- Light Torso (CASE)**  
XL Fusion Engine  
XL Fusion Engine  
Life Support

'Mech Mortar 8  
'Mech Mortar 8  
Medium Pulse Laser  
Ammo ('Mech Mortar 8) 4  
Ammo ('Mech Mortar 8) 4



Ferro-Lamellor  
Ferro-Lamellor

---

'Mech Mortar 8  
'Mech Mortar 8

**Mech Mortar 8**  
**Medium Pulse Laser**  
**Ammo (Mech Mortar 8) 4**  
**Ammo (Mech Mortar 8) 4**  
**Ammo (Mech Mortar 8) 4**  
**Ferro-Lamellor**  
**Ferro-Lamellor**

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



## R DATA

Name: \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_

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

---

## Right Arm

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

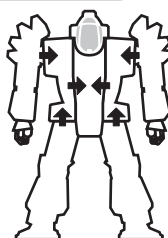
- Large Vibroblade  
Large Vibroblade  
Large Vibroblade  
Large Vibroblade  
Ferro-Lamellor  
Ferro-Lamellor

## Right Torso

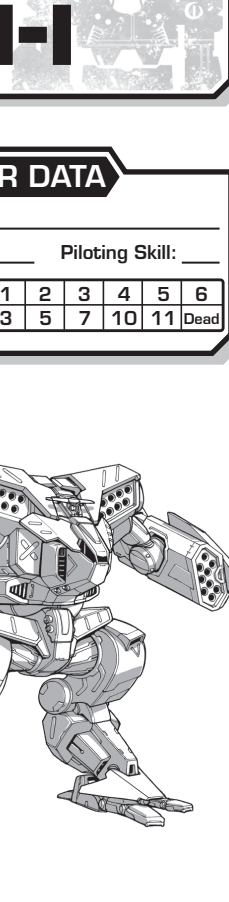
- XL Fusion Engine  
XL Fusion Engine  
Life Support  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Imp. Heavy Large Laser  
Imp. Heavy Large Laser  
Imp. Heavy Large Laser  
Ferro-Lamellor  
Ferro-Lamellor

## Right Leg

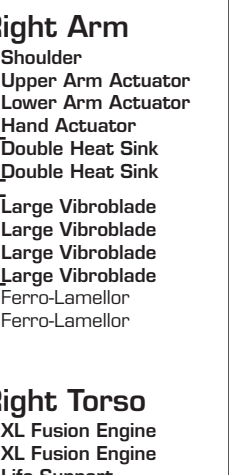
- Hip  
Upper Leg Actuator  
Lower Leg Actuator  
Foot Actuator  
Ferro-Lamellor  
Ferro-Lamellor



### Damage Transfer Diagram



---

Double Heat Sink  
Double Heat Sink

Double Heat Sink  
Double Heat Sink  
Imp. Heavy Large Laser  
Imp. Heavy Large Laser  
Imp. Heavy Large Laser  
Ferro-Lamellor  
Ferro-Lamellor  
  
Night Leg  
Hip  
Upper Leg Actuator  
Lower Leg Actuator  
Foot Actuator  
Ferro-Lamellor  
Ferro-Lamellor

**Right Arm**  
 Shoulder  
 Upper Arm Actuator  
 Lower Arm Actuator  
 Hand Actuator  
 Double Heat Sink  
 Double Heat Sink  
 Large Vibroblade  
 Large Vibroblade  
 Large Vibroblade  
 Large Vibroblade  
 Ferro-Lamellor  
 Ferro-Lamellor

**Right Torso**  
 XL Fusion Engine  
 XL Fusion Engine  
 Life Support  
 Double Heat Sink  
 Double Heat Sink  
 Double Heat Sink  
 Double Heat Sink  
 Imp. Heavy Large Laser  
 Imp. Heavy Large Laser  
 Imp. Heavy Large Laser  
 Ferro-Lamellor  
 Ferro-Lamellor

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



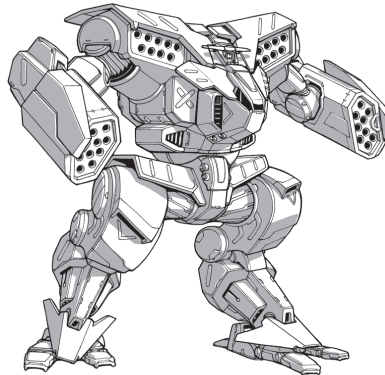
## 'MECH DATA

|                         |                        |
|-------------------------|------------------------|
| <b>Movement Points:</b> | <b>Tonnage:</b> 85     |
| <b>Walking:</b> 3       | <b>Tech Base:</b> Clan |
| <b>Running:</b> 5       | (Experimental)         |
| <b>Jumping:</b> 5       | <b>Era:</b> Jihad      |

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 |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Targeting Computer | RA  | —  | [E]    | —   | —   | —   | —   |
| 1   | Med. Pulse Laser   | RT  | 4  | 7 [P]  | —   | 4   | 8   | 12  |
| 1   | Nova CEWS          | HD  | 2  | [E]    | —   | —   | —   | 3   |
| 1   | Large Pulse Laser  | HD  | 10 | 10 [P] | —   | 6   | 14  | 20  |
| 1   | Med. Pulse Laser   | HD  | 4  | 7 [P]  | —   | 4   | 8   | 12  |
| 1   | Large Pulse Laser  | LT  | 10 | 10 [P] | —   | 6   | 14  | 20  |
| 1   | Med. Pulse Laser   | LT  | 4  | 7 [P]  | —   | 4   | 8   | 12  |
| 1   | Med. Pulse Laser   | LA  | 4  | 7 [P]  | —   | 4   | 8   | 12  |

Head (8)

Left Torso (24)

Right Torso (24)

Left Arm (24)

Right Arm (24)

Left Leg (36)

Right Leg (36)

Center Torso (40)

Center Torso Rear (12)

Left Torso Rear (12)

Right Torso Rear (12)

**Ferro-Lamellor**

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **OSTEON F**

Movement Points:      Tonnage: 85  
Walking: 3              Tech Base: Clan  
Running: 5              (Experimental)  
Jumping: 0              Era: Jihad

### Weapons & Equipment Inventory (hexes)

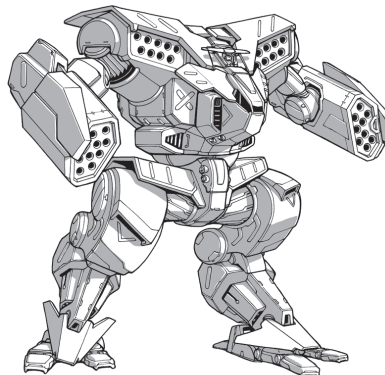
| Qty | Type             | Loc      | Ht       | Dmg       | Min | Sht | Med | Lng |
|-----|------------------|----------|----------|-----------|-----|-----|-----|-----|
| 1   | Clan Rotary AC/5 | RA1/Sht. | 5/Sht.   | —         | 7   | 14  | 21  |     |
|     |                  |          | [DB,R/C] |           |     |     |     |     |
| 1   | Gauss Rifle      | LA       | 1        | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | ER Large Laser   | H        | 12       | 10 [DE]   | —   | 8   | 16  | 24  |
| 4   | Machine Gun      | RT       | 0        | 2 [DB,AI] | —   | 1   | 2   | 3   |
| 1   | MG Array (4 MG)  | RT       | 0        | [T]       | —   | —   | —   | —   |
| 4   | Machine Gun      | LT       | 0        | 2 [DB,AI] | —   | 1   | 2   | 3   |
| 1   | MG Array (4 MG)  | LT       | 0        | [T]       | —   | —   | —   | —   |
| 1   | Nova CEWS        | HD       | 2        | [E]       | —   | —   | —   | 3   |

### WARRIOR DATA

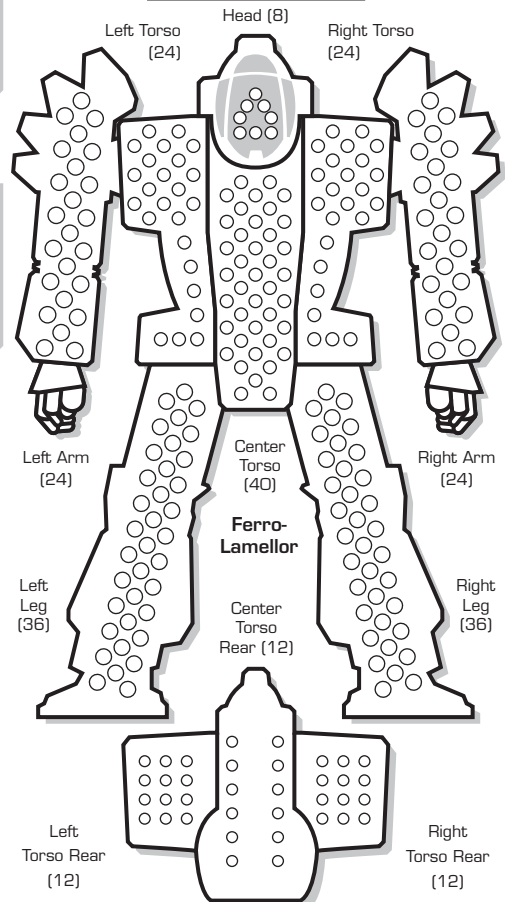
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4-6 Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
- 4-6 3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ferro-Lamellor
6. Ferro-Lamellor

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Life Support
4. Machine Gun Array
5. Machine Gun
6. Machine Gun

1. Machine Gun
2. Machine Gun
- 4-6 3. Ammo (MG) 200
4. Roll Again
5. Ferro-Lamellor
6. Ferro-Lamellor

#### Left Leg

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

#### Head (CASE)

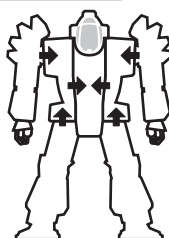
- Sensors
- Sensors
- Nova CEWS
4. Ammo (Clan RAC) 20
5. Ammo (Clan RAC) 20
6. ER Large Laser

#### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
5. Torso-Mounted Cockpit
6. Sensors

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 3. Clan Rotary AC/5
4. Clan Rotary AC/5
5. Clan Rotary AC/5
6. Clan Rotary AC/5

1. Clan Rotary AC/5
2. Clan Rotary AC/5
3. Clan Rotary AC/5
- 4-6 4. Clan Rotary AC/5
5. Ferro-Lamellor
6. Ferro-Lamellor

#### Right Torso (CASE)

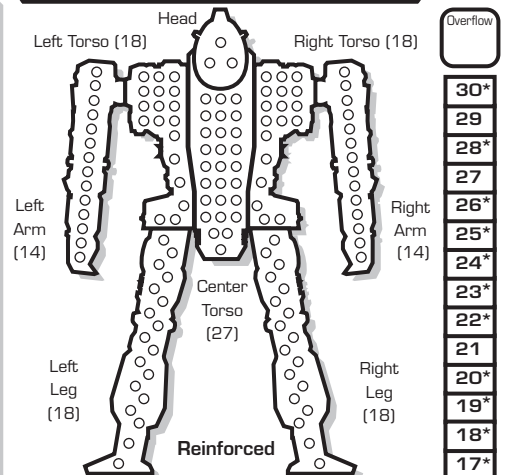
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Life Support
4. Machine Gun Array
5. Machine Gun
6. Machine Gun

1. Machine Gun
2. Machine Gun
3. Ammo (Clan RAC) 20
- 4-6 4. Ammo (Clan RAC) 20
5. Ferro-Lamellor
6. Ferro-Lamellor

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **OSTEON G**

Movement Points:      Tonnage: 85  
 Walking: 3              Tech Base: Clan  
 Running: 5              (Experimental)  
 Jumping: 0              Era: Jihad

### Weapons & Equipment Inventory (hexes)

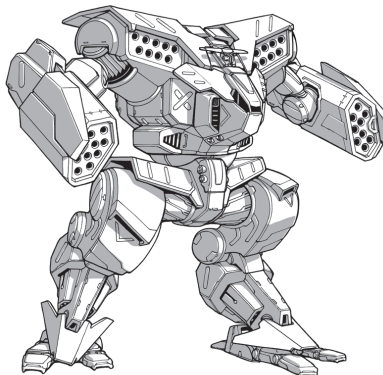
| Qty | Type              | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Arrow IV Launcher | RA  | 10 | 20       | —   | —   | —   | 9   |
|     |                   | /RT |    | [AE,S,F] |     |     |     |     |
| 1   | Arrow IV Launcher | LA  | 10 | 20       | —   | —   | —   | 9   |
|     |                   | /LT |    | [AE,S,F] |     |     |     |     |
| 1   | ER Medium Laser   | RT  | 5  | 7 [DE]   | —   | 5   | 10  | 15  |
| 1   | Med. Pulse Laser  | RT  | 4  | 7 [P]    | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser   | LT  | 5  | 7 [DE]   | —   | 5   | 10  | 15  |
| 1   | Med. Pulse Laser  | LT  | 4  | 7 [P]    | —   | 4   | 8   | 12  |
| 1   | Nova CEWS         | HD  | 2  | [E]      | —   | —   | —   | 3   |

### WARRIOR DATA

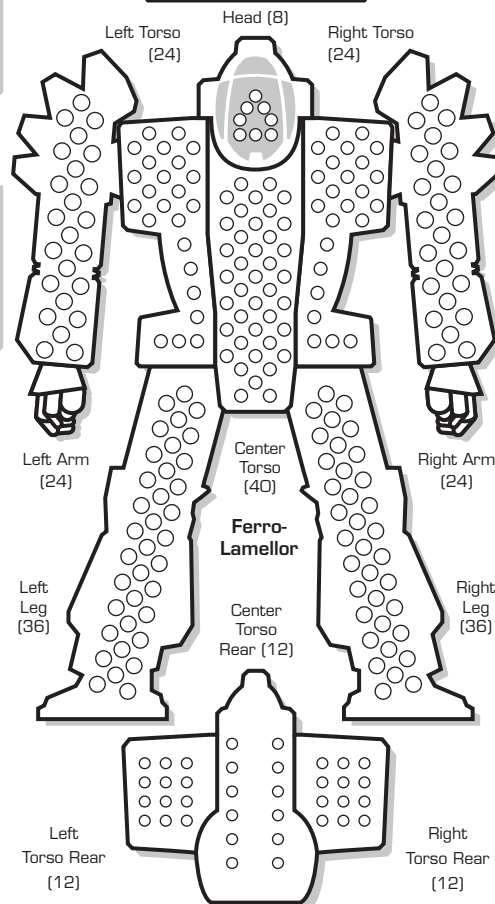
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher

- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher

- Arrow IV Launcher
- ER Medium Laser
- Medium Pulse Laser
- Ammo (Arrow IV) 5
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Leg

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

#### Head (CASE)

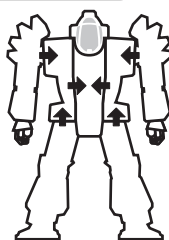
- Sensors
- Sensors
- Nova CEWS
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher

- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Torso (CASE)

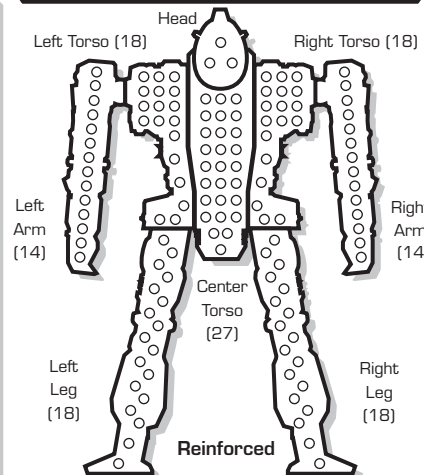
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Arrow IV Launcher
- Arrow IV Launcher
- Arrow IV Launcher

- Arrow IV Launcher
- ER Medium Laser
- Medium Pulse Laser
- Ammo (Arrow IV) 5
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **OSTEON U**

Movement Points:      Tonnage: 85  
Walking: 3                      Tech Base: Clan  
Running: 5                      (Experimental)  
UMU: 2                      Era: Jihad

### Weapons & Equipment Inventory (hexes)

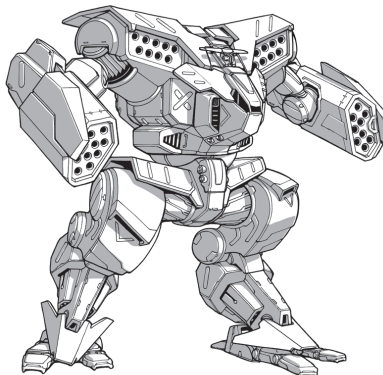
| Qty | Type             | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | LRT-15           | RA  | 5  | 1/Tpdo. | —   | 7   | 14  | 21  |
|     | /w Artemis V FCS |     |    | [M,C,S] |     |     |     |     |
| 1   | LRT-15           | LA  | 5  | 1/Tpdo. | —   | 7   | 14  | 21  |
|     | /w Artemis V FCS |     |    | [M,C,S] |     |     |     |     |
| 1   | LRT-15           | RT  | 5  | 1/Tpdo. | —   | 7   | 14  | 21  |
|     | /w Artemis V FCS |     |    | [M,C,S] |     |     |     |     |
| 1   | LRT-15           | LT  | 5  | 1/Tpdo. | —   | 7   | 14  | 21  |
|     | /w Artemis V FCS |     |    | [M,C,S] |     |     |     |     |
| 1   | Nova CEWS        | HD  | 2  | [E]     | —   | —   | —   | 3   |

### WARRIOR DATA

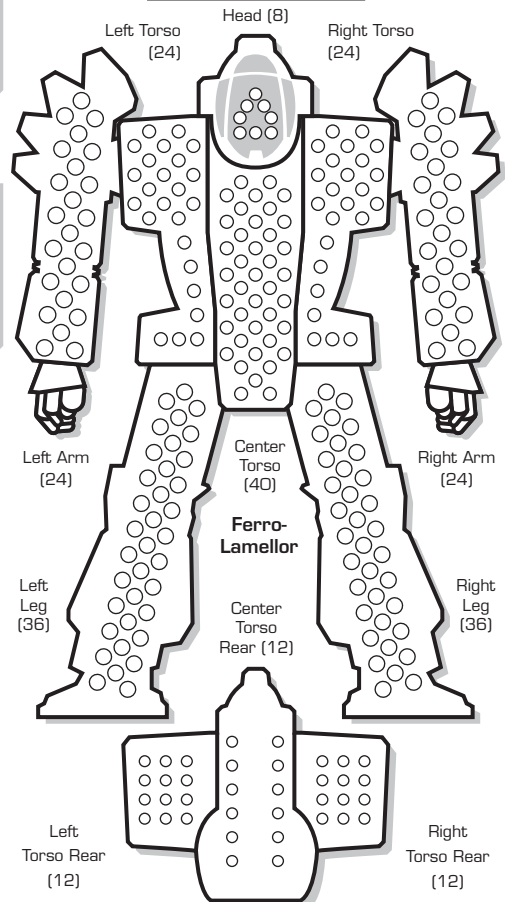
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LRT-15
- 4-6 LRT-15
- Artemis V FCS
- Artemis V FCS

- Ammo (LRT-15) 8
- Ammo (LRT-15) 8
- Ammo (LRT-15) 8
- HarJel
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- 'Mech UMU
- 1-3 LRT-15
- 4-6 LRT-15

- Artemis V FCS
- Artemis V FCS
- HarJel
- Roll Again
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Leg

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

#### Head (CASE)

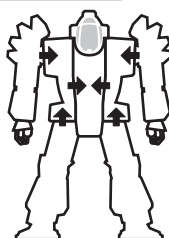
- Sensors
- Sensors
- Nova CEWS
- Ammo (LRT-15) 8
- Ammo (LRT-15) 8
- Ammo (LRT-15) 8

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LRT-15
- 4-6 LRT-15
- Artemis V FCS
- Artemis V FCS

- Ammo (LRT-15) 8
- Ammo (LRT-15) 8
- Ammo (LRT-15) 8
- HarJel
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Torso

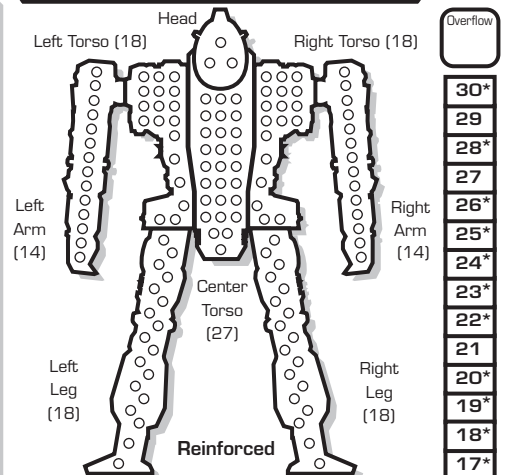
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- 1-3 'Mech UMU
- 4-6 LRT-15
- LRT-15

- Artemis V FCS
- Artemis V FCS
- HarJel
- Roll Again
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **OSTEON JAGUAR**

Movement Points: **Tonnage:** 85  
 Walking: 3 **Tech Base:** Clan  
 Running: 5 (Experimental)  
 UMU: 0 **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

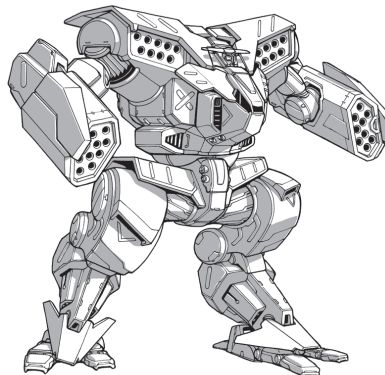
| Qty | Type              | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Ultra AC/20       | RA  | 7  | 20/Sht.        | —   | 4   | 8   | 12  |
|     |                   |     |    | /Sht. [DB,R/C] |     |     |     |     |
| 1   | ER PPC            | RT  | 7  | 15 [DE]        | —   | 7   | 14  | 23  |
| 1   | ER Small Laser    | RT  | 2  | 5 [DE]         | —   | 2   | 4   | 6   |
| 1   | Large Pulse Laser | LT  | 10 | 10 [P]         | —   | 6   | 14  | 20  |
| 1   | ER Small Laser    | LT  | 2  | 5 [DE]         | —   | 2   | 4   | 6   |
| 1   | Nova CEWS         | HD  | 2  | [E]            | —   | —   | —   | 3   |
| 1   | Retractable Blade | LA  | 0  | [E]            | —   | —   | —   | —   |

### WARRIOR DATA

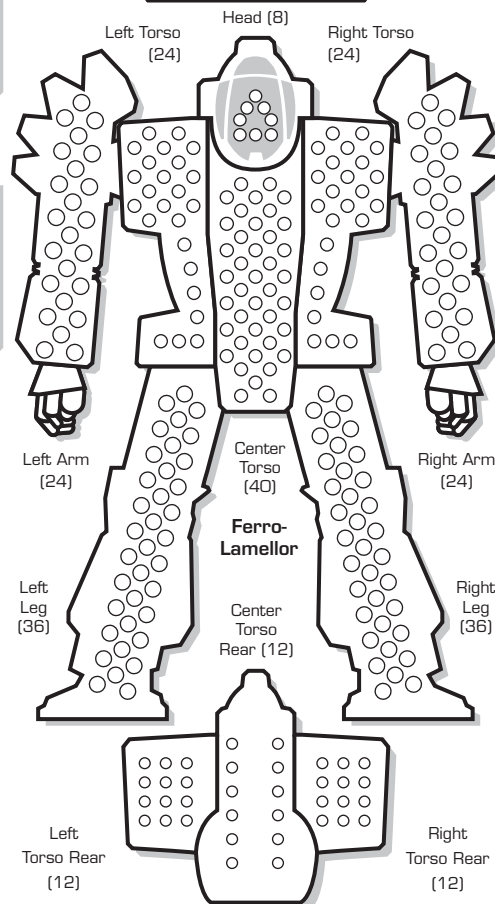
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

- Retractable Blade
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser

- Large Pulse Laser
- ER Small Laser
- Roll Again
- Roll Again
- Ferro-Lamellor
- Ferro-Lamellor

#### Left Leg

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

#### Head (CASE)

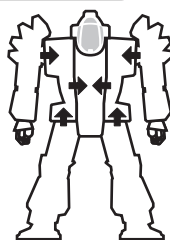
- Sensors
- Sensors
- Nova CEWS
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Torso

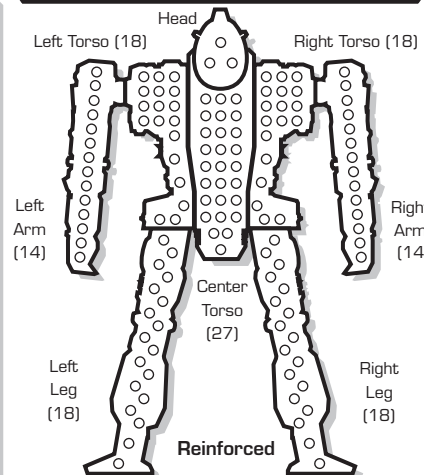
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Double Heat Sink
- Double Heat Sink
- ER PPC

- ER PPC
- ER Small Laser
- Roll Again
- Roll Again
- Ferro-Lamellor
- Ferro-Lamellor

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **SAVAGE COYOTE Z**

Movement Points:      Tonnage: 85  
 Walking: 3              Tech Base: Clan  
 Running: 5              (Experimental)  
 Jumping: 0              Era: Jihad

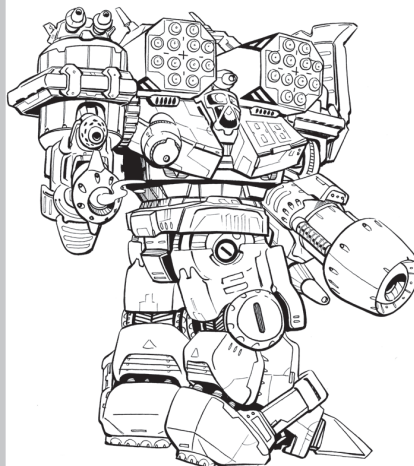
### Weapons & Equipment Inventory (hexes)

| Qty | Type                   | Loc | Ht | Dmg        | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|------------|-----|-----|-----|-----|
| 1   | ER Large Pulse Laser   | RA  | 13 | 10 [P]     | —   | 7   | 15  | 23  |
| 2   | ER Medium Laser        | RA  | 5  | 7 [DE]     | —   | 5   | 10  | 15  |
| 1   | HAG 30                 | LA  | 6  | 30         | 2   | 8   | 16  | 24  |
| 1   | iATM 12                | RT  | 8  | [DB,X,C,F] |     |     |     |     |
|     | Standard and IMP       |     |    | 2/Msl      | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl      | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl      | —   | 3   | 6   | 9   |
| 1   | iATM 12                | LT  | 8  | [M,C,S]    |     |     |     |     |
|     | Standard and IMP       |     |    | 2/Msl      | 4   | 5   | 10  | 15  |
|     | Extended Range         |     |    | 1/Msl      | 4   | 9   | 15  | 27  |
|     | High Explosive and IIW |     |    | 3/Msl      | —   | 3   | 6   | 9   |
| 1   | Nova CEWS              | CT  | 2  | [E]        | —   | —   | —   | 3   |

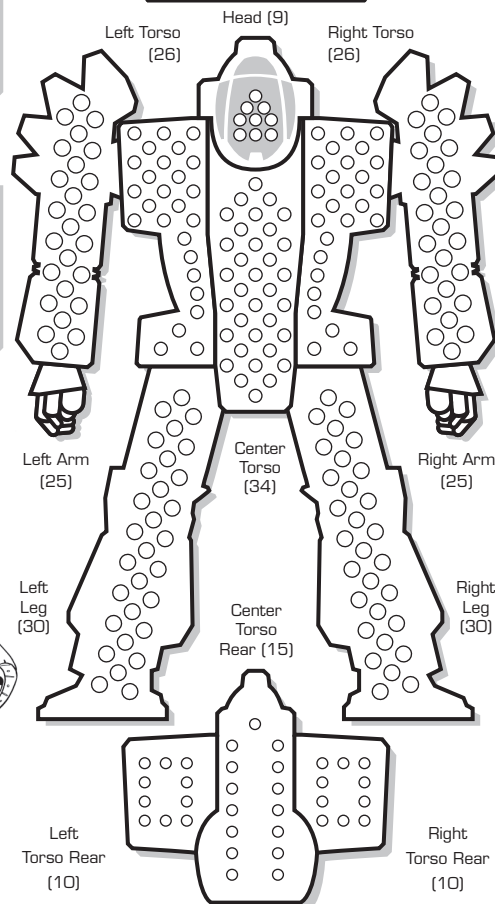
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG 30
- HAG 30
- HAG 30
- HAG 30

- HAG 30
- HAG 30
- HAG 30
- HAG 30
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- iATM 12
- iATM 12

- iATM 12
- iATM 12
- iATM 12
- Ammo (iATM 12) 5
- Ammo (iATM 12) 5
- CASE II

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

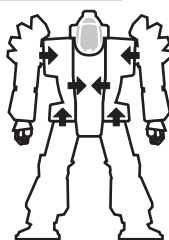
- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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
- ER Large Pulse Laser

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

#### Right Torso (CASE)

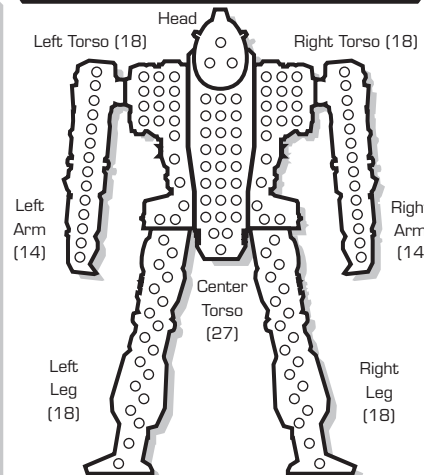
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- iATM 12
- iATM 12

- iATM 12
- iATM 12
- iATM 12
- Ammo (iATM 12) 5
- Ammo (iATM 12) 5
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 16 [32] Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○○○○○○○○○○○○○○○○○○○○       |
| 28          | Ammo Exp. avoid on 8+  | ○○○○○○○○○○○○○○○○○○○○       |
| 26          | Shutdown, avoid on 10+ | ○○○○○○○○○○○○○○○○○○○○       |
| 25          | -5 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 24          | +4 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 23          | Ammo Exp. avoid on 6+  | ○○○○○○○○○○○○○○○○○○○○       |
| 22          | Shutdown, avoid on 8+  | ○○○○○○○○○○○○○○○○○○○○       |
| 20          | -4 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 19          | Ammo Exp. avoid on 4+  | ○○○○○○○○○○○○○○○○○○○○       |
| 18          | Shutdown, avoid on 6+  | ○○○○○○○○○○○○○○○○○○○○       |
| 17          | +3 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 15          | -3 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 14          | Shutdown, avoid on 4+  | ○○○○○○○○○○○○○○○○○○○○       |
| 13          | +2 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 10          | -2 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 8           | +1 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 5           | -1 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |

### Heat Scale

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



## R DATA

Name: \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_

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

---

## Head

1. Life Support
2. Sensors
3. Cockpit
4. Nova CEWS
5. Sensors
6. Life Support

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

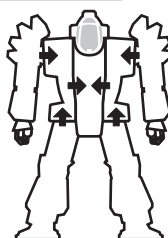
## 2. XL Fusion Engine

- 4-6**
1. Gyro
  2. XL Fusion Engine
  3. XL Fusion Engine
  4. XL Fusion Engine
  5. Jump Jet
  6. Light TAG

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



- 



### Right Arm (CASE)

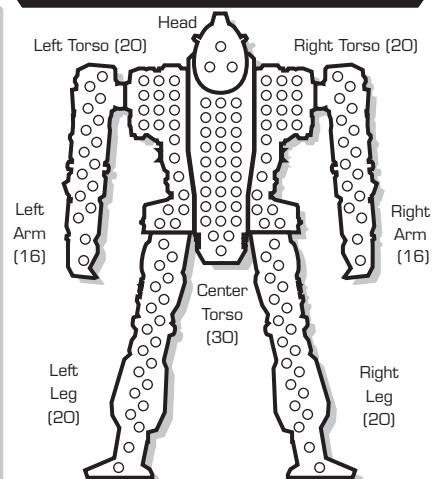
- 4-6
1. iATM 12
  2. Ammo (iATM 12) 5
  3. Ammo (iATM 12) 5
  4. Ammo (iATM 12) 5
  5. Ammo (iATM 12) 5
  6. Ammo (iATM 12) 5

1-3

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

- ### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Heat  
Scale

### Heat Sinks:

| 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     |

**eat Sinks:**  
17 (34)  
Double



|     |
|-----|
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |



# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: BASHKIR Z

Thrust: Tonnage: 20  
 Safe Thrust: 13 Tech Base: Clan (Experimental)  
 Maximum Thrust: 20 Era: Jihad

### Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)  
 Qty Type Loc Ht SRV MRV LRV ERV  
 3 Improved Heavy [DE] N 7 10 — — —  
 Medium Laser  
 1 Nova CEWS [E] N 2 — — — —

Ammo (CASE): None

Fuel: 240 Points

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 2 (19)

Left Wing  
 Damage Threshold  
 (Total Armor)  
 2 (17)

Structural  
 Integrity:  
 13

Right Wing  
 Damage Threshold  
 (Total Armor)  
 2 (17)

Aft Damage  
 Threshold  
 (Total Armor)  
 2 (14)

### 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

CATALYST  
 game labs

### 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: 11 (22)  
 30 Shutdown Double  
 28 Ammo Exp. avoid on 8+  
 27 Pilot Damage, avoid on 9+  
 26 Shutdown, avoid on 10+  
 25 Random Movement, avoid on 10+  
 24 +4 Modifier to Fire  
 23 Ammo Exp. avoid on 6+  
 22 Shutdown, avoid on 8+  
 21 Pilot Damage, avoid on 6+  
 20 Random Movement, avoid on 8+  
 19 Ammo, Exp. avoid on 4+  
 18 Shutdown, avoid on 6+  
 17 +3 Modifier to Fire  
 15 Random Movement, avoid on 7+  
 14 Shutdown, avoid on 4+  
 13 +2 Modifier to Fire  
 10 Random Movement, avoid on 6+  
 8 +1 Modifier to Fire  
 5 Random Movement, avoid on 5+

### 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: BATU Z

Thrust: Tonnage: 40  
 Safe Thrust: 9 Tech Base: Clan (Experimental)  
 Maximum Thrust: 14 Era: Jihad

### Weapons & Equipment Inventory

| Qty | Type                     | Loc | Ht | SRV | MRV | LRV | ERV |
|-----|--------------------------|-----|----|-----|-----|-----|-----|
| 1   | iATM 12 [M,C,S]          | N   | 8  | 36  | 24  | 12  | 12  |
| 1   | Nova CEWS [E]            | N   | 2  | —   | —   | —   | —   |
| 2   | ER Medium Laser [DE]L/RW | 5   | 7  | 7   | —   | —   | —   |
| 1   | ER Small Laser [DE]      | A   | 2  | 5   | 5   | —   | —   |
| 1   | Targeting Computer [E]   | N   | 0  | —   | —   | —   | —   |

Ammo (CASE): (iATM 12) 20

Fuel: 240 Points

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 5 (50)

Left Wing  
 Damage Threshold  
 (Total Armor)  
 4 (38)

Structural  
 Integrity:  
 9

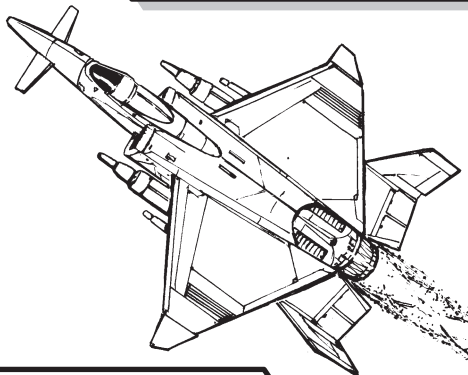
Right Wing  
 Damage Threshold  
 (Total Armor)  
 4 (38)

Aft Damage  
 Threshold  
 (Total Armor)  
 3 (27)

### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

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



### CRITICAL DAMAGE

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

### PILOT DATA

|                 |                  |
|-----------------|------------------|
| Name:           |                  |
| Gunnery Skill:  | Piloting Skill:  |
| Hits Taken      | 1 2 3 4 5 6      |
| Consciousness # | 3 5 7 10 11 Dead |
| Modifier        | +1 +2 +3 +4 +5   |

### HEAT DATA

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

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

Heat 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™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: **SABUTAI Z**

Thrust: Tonnage: 75  
 Safe Thrust: 6 Tech Base: Clan (Experimental)  
 Maximum Thrust: 9 Era: Jihad

### Weapons & Equipment Inventory

| Qty | Type           | Loc  | Ht | SRV | MRV | LRV | ERV |
|-----|----------------|------|----|-----|-----|-----|-----|
| 1   | ER PPC [DE]    | N    | 15 | 15  | 15  | 15  | —   |
| 1   | Nova CEWS [E]  | N    | 2  | —   | —   | —   | —   |
| 2   | iATM 9 [M,C,S] | L/RW | 6  | 27  | 18  | 9   | 9   |

Ammo (CASE): (iATM 9) 112

Fuel: 240 Points

### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 7 (62)

Left Wing  
 Damage Threshold  
 (Total Armor)  
 5 (45)

Structural  
 Integrity:  
 7

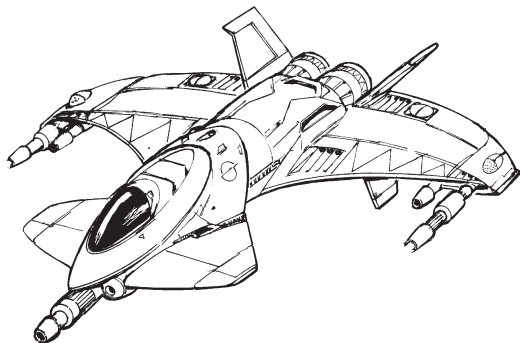
Right Wing  
 Damage Threshold  
 (Total Armor)  
 5 (45)

Aft Damage  
 Threshold  
 (Total Armor)  
 4 (40)

### 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                      | 16 (32)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     |             |
| 26          | Shutdown, avoid on 10+        |             |
| 25          | Random Movement, avoid on 10+ |             |
| 24          | +4 Modifier to Fire           |             |
| 23          | Ammo Exp. avoid on 6+         |             |
| 22          | Shutdown, avoid on 8+         |             |
| 21          | Pilot Damage, avoid on 6+     |             |
| 20          | Random Movement, avoid on 8+  |             |
| 19          | Ammo, Exp. avoid on 4+        |             |
| 18          | Shutdown, avoid on 6+         |             |
| 17          | +3 Modifier to Fire           |             |
| 15          | Random Movement, avoid on 7+  |             |
| 14          | Shutdown, avoid on 4+         |             |
| 13          | +2 Modifier to Fire           |             |
| 10          | Random Movement, avoid on 6+  |             |
| 8           | +1 Modifier to Fire           |             |
| 5           | Random Movement, avoid on 5+  |             |

### 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



## PROTOMECH RECORD SHEET (ADVANCED)

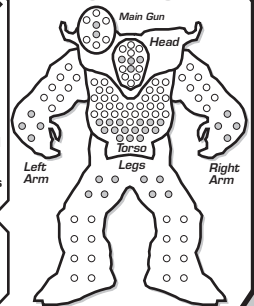
### PROTOMECH 1

Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard [WiGE]): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
[Cruise/Flank] [\_\_\_\_/\_\_\_\_]  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Right Arm:        |      |         |     |     |     |     |
| Left Arm:         |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                         |                 |                                             |                                                        |                                          |    |    |      |
|-------------------------------------------------------------------------|-----------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|----|----|------|
| 2D6                                                                     | LOCATION        | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |    |    |      |
| 2                                                                       | Main Gun        | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |    |    |      |
| 4                                                                       | Right Arm       | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |    |    |      |
| 5,9                                                                     | Legs            | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |    |    |      |
| 6,7,8                                                                   | Torso           | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |    |    |      |
| 10                                                                      | Left Arm        | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |    |    |      |
| 12                                                                      | Head            | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |    |    |      |
| Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                 |                                             |                                                        |                                          |    |    |      |
| PILOT DATA                                                              |                 | Name: _____                                 |                                                        |                                          |    |    |      |
| Gunnery                                                                 | Hits Taken      | 1                                           | 2                                                      | 3                                        | 4  | 5  | 6    |
| Skill: _____                                                            | Consciousness # | 3                                           | 5                                                      | 7                                        | 10 | 11 | Dead |

#### ARMOR DIAGRAM



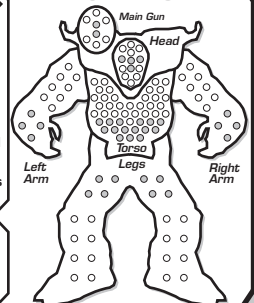
### PROTOMECH 2

Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard [WiGE]): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
[Cruise/Flank] [\_\_\_\_/\_\_\_\_]  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Right Arm:        |      |         |     |     |     |     |
| Left Arm:         |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                 |                                             |                                                        |                                          |    |    |      |
|--------------------------------------------------------------------------|-----------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|----|----|------|
| 2D6                                                                      | LOCATION        | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |    |    |      |
| 2                                                                        | Main Gun        | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |    |    |      |
| 4                                                                        | Right Arm       | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |    |    |      |
| 5,9                                                                      | Legs            | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |    |    |      |
| 6,7,8                                                                    | Torso           | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |    |    |      |
| 10                                                                       | Left Arm        | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |    |    |      |
| 12                                                                       | Head            | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |    |    |      |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                 |                                             |                                                        |                                          |    |    |      |
| PILOT DATA                                                               |                 | Name: _____                                 |                                                        |                                          |    |    |      |
| Gunnery                                                                  | Hits Taken      | 1                                           | 2                                                      | 3                                        | 4  | 5  | 6    |
| Skill: _____                                                             | Consciousness # | 3                                           | 5                                                      | 7                                        | 10 | 11 | Dead |

#### ARMOR DIAGRAM



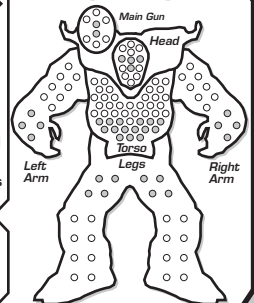
### PROTOMECH 3

Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard [WiGE]): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
[Cruise/Flank] [\_\_\_\_/\_\_\_\_]  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Right Arm:        |      |         |     |     |     |     |
| Left Arm:         |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                 |                                             |                                                        |                                          |    |    |      |
|--------------------------------------------------------------------------|-----------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|----|----|------|
| 2D6                                                                      | LOCATION        | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |    |    |      |
| 2                                                                        | Main Gun        | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |    |    |      |
| 4                                                                        | Right Arm       | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |    |    |      |
| 5,9                                                                      | Legs            | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |    |    |      |
| 6,7,8                                                                    | Torso           | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |    |    |      |
| 10                                                                       | Left Arm        | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |    |    |      |
| 12                                                                       | Head            | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |    |    |      |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                 |                                             |                                                        |                                          |    |    |      |
| PILOT DATA                                                               |                 | Name: _____                                 |                                                        |                                          |    |    |      |
| Gunnery                                                                  | Hits Taken      | 1                                           | 2                                                      | 3                                        | 4  | 5  | 6    |
| Skill: _____                                                             | Consciousness # | 3                                           | 5                                                      | 7                                        | 10 | 11 | Dead |

#### ARMOR DIAGRAM



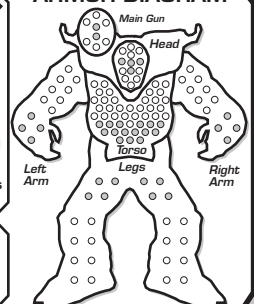
### PROTOMECH 4

Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard [WiGE]): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
[Cruise/Flank] [\_\_\_\_/\_\_\_\_]  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Right Arm:        |      |         |     |     |     |     |
| Left Arm:         |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                         |                 |                                             |                                                        |                                          |    |    |      |
|-------------------------------------------------------------------------|-----------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|----|----|------|
| 2D6                                                                     | LOCATION        | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |    |    |      |
| 2                                                                       | Main Gun        | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |    |    |      |
| 4                                                                       | Right Arm       | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |    |    |      |
| 5,9                                                                     | Legs            | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |    |    |      |
| 6,7,8                                                                   | Torso           | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |    |    |      |
| 10                                                                      | Left Arm        | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |    |    |      |
| 12                                                                      | Head            | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |    |    |      |
| Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                 |                                             |                                                        |                                          |    |    |      |
| PILOT DATA                                                              |                 | Name: _____                                 |                                                        |                                          |    |    |      |
| Gunnery                                                                 | Hits Taken      | 1                                           | 2                                                      | 3                                        | 4  | 5  | 6    |
| Skill: _____                                                            | Consciousness # | 3                                           | 5                                                      | 7                                        | 10 | 11 | Dead |

#### ARMOR DIAGRAM



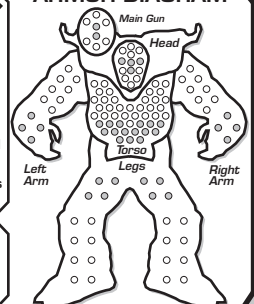
### PROTOMECH 5

Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard [WiGE]): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
[Cruise/Flank] [\_\_\_\_/\_\_\_\_]  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Right Arm:        |      |         |     |     |     |     |
| Left Arm:         |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                 |                                             |                                                        |                                          |    |    |      |
|--------------------------------------------------------------------------|-----------------|---------------------------------------------|--------------------------------------------------------|------------------------------------------|----|----|------|
| 2D6                                                                      | LOCATION        | 1st HIT                                     | 2nd HIT                                                | 3rd HIT                                  |    |    |      |
| 2                                                                        | Main Gun        | <input type="checkbox"/> Main Gun Destroyed |                                                        |                                          |    |    |      |
| 4                                                                        | Right Arm       | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Right Arm Destroyed           |                                          |    |    |      |
| 5,9                                                                      | Legs            | <input type="checkbox"/> -1 Walk MP         | <input type="checkbox"/> 1/2 Walk MP                   | <input type="checkbox"/> No Move         |    |    |      |
| 6,7,8                                                                    | Torso           | <input type="checkbox"/> -1 Jump /Cruise*   | <input type="checkbox"/> 1/2 Jump /Cruise*             | <input type="checkbox"/> Proto Destroyed |    |    |      |
| 10                                                                       | Left Arm        | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> Left Arm Destroyed            |                                          |    |    |      |
| 12                                                                       | Head            | <input type="checkbox"/> +1 to Hit          | <input type="checkbox"/> +2 to Hit no Long range shots |                                          |    |    |      |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                 |                                             |                                                        |                                          |    |    |      |
| PILOT DATA                                                               |                 | Name: _____                                 |                                                        |                                          |    |    |      |
| Gunnery                                                                  | Hits Taken      | 1                                           | 2                                                      | 3                                        | 4  | 5  | 6    |
| Skill: _____                                                             | Consciousness # | 3                                           | 5                                                      | 7                                        | 10 | 11 | Dead |

#### ARMOR DIAGRAM





# BATTLETECH™



## QUAD PROTOMECH RECORD SHEET (ADVANCED)

### PROTOMECH 1

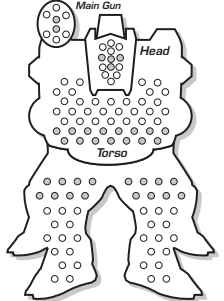
Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Torso D:          |      |         |     |     |     |     |
| Torso E:          |      |         |     |     |     |     |
| Torso F:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                                                                                                                          |         |         |
|--------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2D6 LOCATION                                                             | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
| 2 Main Gun                                                               | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 Legs                                                            | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8 Torso                                                              | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12 Head                                                                  | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                                                                                                                          |         |         |

| PILOT DATA   |                 | Name: _____ |   |   |    |    |      |
|--------------|-----------------|-------------|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 2

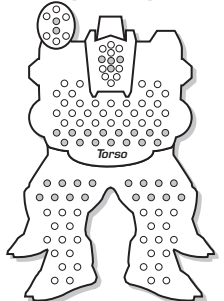
Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Torso D:          |      |         |     |     |     |     |
| Torso E:          |      |         |     |     |     |     |
| Torso F:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                                                                                                                          |         |         |
|--------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2D6 LOCATION                                                             | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
| 2 Main Gun                                                               | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 Legs                                                            | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8 Torso                                                              | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12 Head                                                                  | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                                                                                                                          |         |         |

| PILOT DATA   |                 | Name: _____ |   |   |    |    |      |
|--------------|-----------------|-------------|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 3

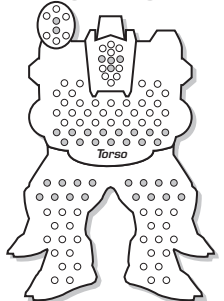
Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Torso D:          |      |         |     |     |     |     |
| Torso E:          |      |         |     |     |     |     |
| Torso F:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                                                                                                                          |         |         |
|--------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2D6 LOCATION                                                             | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
| 2 Main Gun                                                               | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 Legs                                                            | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8 Torso                                                              | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12 Head                                                                  | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                                                                                                                          |         |         |

| PILOT DATA   |                 | Name: _____ |   |   |    |    |      |
|--------------|-----------------|-------------|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 4

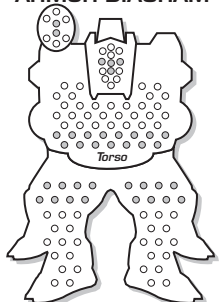
Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Torso D:          |      |         |     |     |     |     |
| Torso E:          |      |         |     |     |     |     |
| Torso F:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                                                                                                                          |         |         |
|--------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2D6 LOCATION                                                             | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
| 2 Main Gun                                                               | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 Legs                                                            | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8 Torso                                                              | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12 Head                                                                  | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                                                                                                                          |         |         |

| PILOT DATA   |                 | Name: _____ |   |   |    |    |      |
|--------------|-----------------|-------------|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM



### PROTOMECH 5

Type: \_\_\_\_\_  
Era: \_\_\_\_\_  
Tons: \_\_\_\_\_  
MP (Standard): \_\_\_\_\_  
Walk/Run/Jump \_\_\_\_/\_\_\_\_/\_\_\_\_  
Notes: \_\_\_\_\_

| WEAPONS INVENTORY |      |         |     |     |     |     |
|-------------------|------|---------|-----|-----|-----|-----|
| LOC.              | TYPE | Dmg     | Min | Sht | Med | Lng |
| Main Gun 1:       |      |         |     |     |     |     |
| Main Gun 2:       |      |         |     |     |     |     |
| Torso A:          |      |         |     |     |     |     |
| Torso B:          |      |         |     |     |     |     |
| Torso C:          |      |         |     |     |     |     |
| Torso D:          |      |         |     |     |     |     |
| Torso E:          |      |         |     |     |     |     |
| Torso F:          |      |         |     |     |     |     |
| Ammo:             |      |         |     |     |     |     |
| Cost:             |      | C-bills |     | BV: |     |     |

| HIT LOCATIONS AND CRITICAL HITS                                          |                                                                                                                          |         |         |
|--------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|---------|---------|
| 2D6 LOCATION                                                             | 1st HIT                                                                                                                  | 2nd HIT | 3rd HIT |
| 2 Main Gun                                                               | <input type="checkbox"/> Main Gun Destroyed                                                                              |         |         |
| 4,5,9,10 Legs                                                            | <input type="checkbox"/> -1 Walk MP <input type="checkbox"/> 1/2 Walk MP <input type="checkbox"/> No Move                |         |         |
| 6,7,8 Torso                                                              | <input type="checkbox"/> -1 Jump* <input type="checkbox"/> 1/2 Jump* <input checked="" type="checkbox"/> Proto Destroyed |         |         |
| 12 Head                                                                  | <input type="checkbox"/> +1 to Hit <input type="checkbox"/> +2 to Hit no Long range shots                                |         |         |
| *Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects. |                                                                                                                          |         |         |

| PILOT DATA   |                 | Name: _____ |   |   |    |    |      |
|--------------|-----------------|-------------|---|---|----|----|------|
| Gunnery      | Hits Taken      | 1           | 2 | 3 | 4  | 5  | 6    |
| Skill: _____ | Consciousness # | 3           | 5 | 7 | 10 | 11 | Dead |

#### ARMOR DIAGRAM

