

BATTLETECH™

EXPERIMENTAL™
TECHNICAL
READOUT:

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BOONDOGGLES

SHUDA 2012

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

Welcome to another edition of *Tech Trends*. In some of our recent episodes, we've reviewed projects that the various powers of the Inner Sphere and Clans have been working on. While some of these may result in new weapons of war that will improve their forces (or their customers' forces), today we'll look at the flipside of the arms race. After all, while research and development of new technologies are vital for staying ahead of the curve, even the most ambitious of military projects can find themselves prey to errors in design or even a failure to define clear end goals.

Indeed, many projects have gone into the history books as less than a footnote, their development running too far over budget, with little to nothing to show for their efforts. Even so, many such "failures"—like the *Banshee* BattleMech and the *Potemkin* WarShip—still managed to find a useful home in the modern military. But what about those that never even made it that far?

The units included in today's edition of *Tech Trends* introduce us to military designs that never made it: Cancelled projects whose results either served out their limited lives as training wrecks in some backwater militia outpost, or—more often than not—were simply scrapped after their projects ended ingloriously.

—Reginald Dao, *Tech Trends* vid-zine, Galtean Publishing, 3087

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and aerospace craft described in *Experimental Technical Readout: Boondoggles* provide players with a sampling of the biggest failures that have graced the research and development departments of military manufacturers throughout BattleTech's history. The rules for using 'Mechs, vehicles, fighters and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations* and a number of special rules presented at the end of this book. As a result, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged.

INTRODUCTION

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SAVE

CANCEL

DELETE

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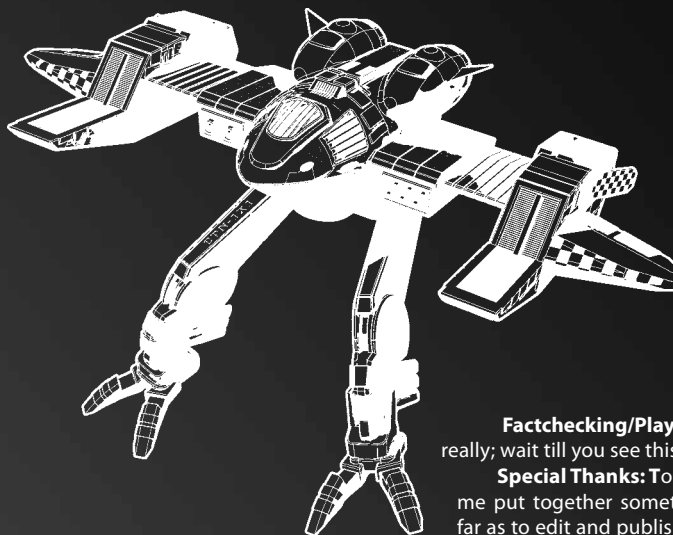
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Special Thanks: To Herb Beas, for not only letting me put together something this zany, and going so far as to edit and publish it as well, but also for taking it upon himself to write this special thanks to himself because I was too scatterbrained to. ;-)

Oh, and to Johannes Heidler, Luke Robertson, and Sebastian Brocks. They checked some of this stuff out for me, too. I'd have mentioned that under the factchecking and playtesting credits, but... again, wait till you see this stuff!

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

OSTSCOUT IIC

Outcome Summation: Rejected Prototype

Producer/Site: Olivetti Weaponry, Sudeten

Supervising Technician: Senior Technician Hakeem

Project Start Date: 3063

Failure Analysis: Poor Design

Overview

Fighting in the Inner Sphere has introduced many challenges for the Clans, with one of the most teling being the need for effective electronic warfare and reconnaissance. Where in the Homeworlds the Clans could expect an accurate list of the defenders from a simple *batchall*, ferreting out this information against Inner Sphere foes proved to be a hands-on challenge. In an effort to address this issue, Clan Jade Falcon tasked its technicians with revamping the venerable *Ostscout* to Clan standards.

While we are unable to determine how exactly the design progressed, we do know that several different plans emerged over the first decade of development, all coming from at least three different teams. The technicians who finally “won” the project consisted mostly of native Inner Sphere engineers, partnered with captured Wolf scientists and Falcon techs. Together, they oversaw the construction of four prototypes delivered for controlled testing on the Hazen Proving Grounds on Sudeten.

While the designers clearly expected mixed feedback from the testing, even they were shocked at how poorly their so-called *Ostscout IIC* fared. Its speed was impressive, outpacing the infamous *Dasher* despite weighing nearly twice as much, but even more impressive was the nearly 400-meter jump capacity gained when its jump jets were used in conjunction with the partial wing assembly built into the ‘Mech’s rear torso. Unfortunately for the design team, that was where the good reviews ended.

The armor was expected to be thin, but protection even flimsier than a Sphere-made *Stinger* was a disappointment to Jade Falcon leadership. The cramped cockpit—even with the ejection systems reportedly removed to save space—was particularly treacherous for pilots attempting to push the physical limits of their ‘Mech, while the bulky construction materials used prevented optimal placement of components, resulting in such oddities as the off-balance jump jets, which the MechWarriors reported caused the ‘Mech to spin counter-clockwise in every leap. Finally—and perhaps most egregiously, from the Falcon point of view—was the fact that, like its 3050 predecessor, the *Ostscout IIC* lacked any offensive weaponry to speak of.

While this last deficiency would be objectionable to many in the Inner Sphere, to the Clan warriors, it was especially offensive. The *Ostscout IIC*’s electronics were helpful at spotting hidden enemies and nullifying advanced targeting systems and networks, but none of that could deliver actual damage to the enemy. Only the TAG system prevented the machine from reducing its pilot to a mere spectator in the battlefield, but with artillery support still rare in Falcon toumans, the odds of an *Ostscout* MechWarrior contributing to his own codex in battle promised to be nearly nil. When a survey tech ruefully suggested the MechWarrior could always ram his opponent if he wished to boost his personal glory so badly, the test pilot had to be restrained to keep from beating the man to death.

Compounding these issues was yet another poor choice. In an effort to reduce the design’s outrageous resource costs, the technicians used only standard heat sinks. While this was sufficient for ground movement, the combination of the (highly expensive) ultra-extralight engine and eleven jump jets quickly overwhelmed the prototypes, forcing shut downs after three consecutive jumps. While this oversight—and the lack of weapons—could have been corrected, Khan Clees instead chose to have the project shut down and transferred the staff to other assignments.

The surviving prototypes were reportedly sold to the Diamond Sharks in an effort to salvage something from all the resources poured into the project. Incredibly, even the Sharks have been unable to sell these machines to date. In the end, much of the blame for this failure can be pointed at inconsistency in the development, with too many teams and leaders.

Type: **Ostscout IIC**

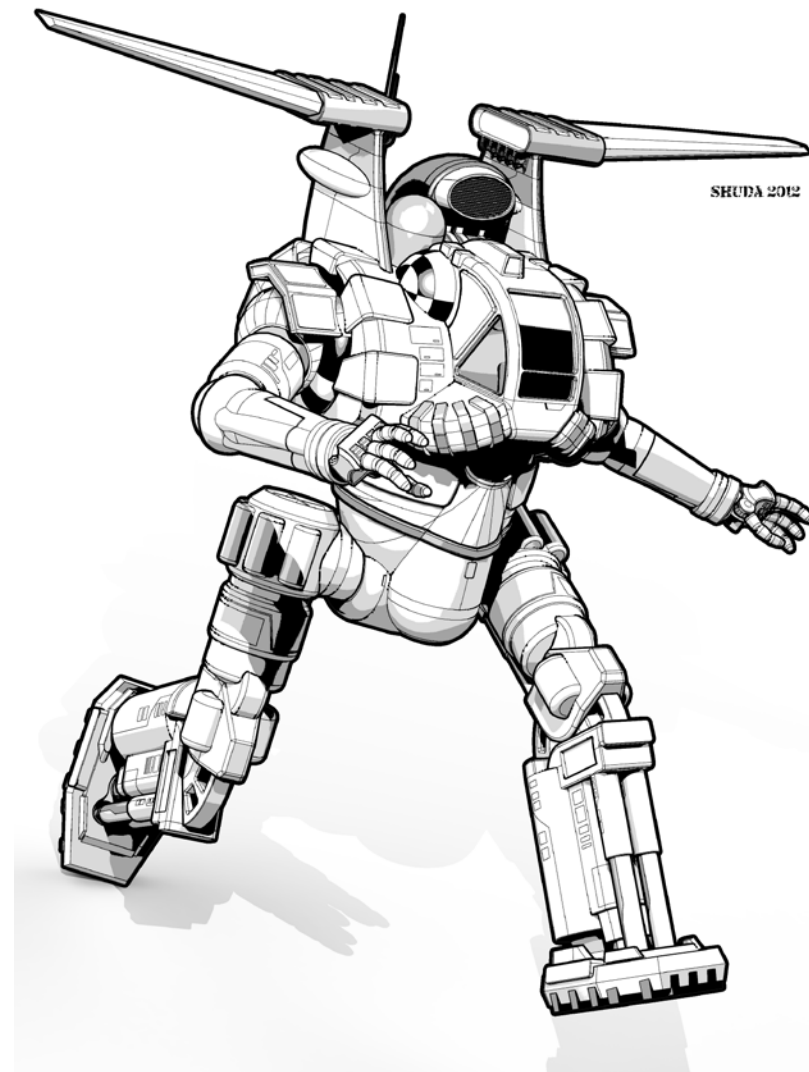
Technology Base: Mixed Clan (Experimental)

Tonnage: 35

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	385 XXL	14.5
Walking MP:	11	
Running MP:	17	
Jumping MP:	11*	
Heat Sinks:	10*	0
Gyro (XL – IS):		2
Cockpit (Small – IS):		2
Armor Factor (Ferro):	38	2
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	5
Center Torso	11	6
Center Torso (rear)		1
R/L Torso	8	5
R/L Torso (rear)		1
R/L Arm	6	2
R/L Leg	8	5

Weapons and Ammo	Location	Critical	Tonnage
TAG	RA	1	1
Jump Jet	RT	5	2.5
Partial Wing	RT/LT	3/3	2
Bloodhound Active Probe (IS)	LT	3	2
Jump Jets	LT	2	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Angel ECM	H	2	2



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Notes: *Partial Wing adds +2 Jump MP, –3 heat in Standard Atmosphere (see pp. 293 and 295, *TO*, for additional rules); Features the following Design Quirks: Bad Reputation, No Ejection System, Obsolete/3073, Prototype, Unbalanced.

LIB-4T LIBERATOR

Outcome Summation: Failed Prototype
Producer/Site: KaliYama Weapons Industries, Kalidasa
Supervising Technician: Dr. Lucien Penobscot
Project Start Date: 3018
Failure Analysis: Inoperable Equipment

Overview

SAFE is not generally known for success, but in the waning days of the Third Succession War, they were able to uncover evidence that both of the Free Worlds' long time enemies, the Lyran Commonwealth and the Capellan Confederation, were developing new BattleMechs. Not to be outdone, Captain-General Janos Marik repurposed a large amount of League eagles to assist KaliYama Weapons in the development of a new BattleMech design to bolster the Free Worlds military. Eager to beat the sales record of their rivals in Irian Technologies, KaliYama leapt at this opportunity.

Focused on outperforming IrTech's mediocre *Hermes II*, KaliYama's initial LIB-4T *Liberator* concept 'Mech concept was sound. With a similar movement profile to the *Hermes*, at an only slight reduction in armor protection, the *Liberator* offered a much harder punch. Its pair of five-tube long-range missile racks, backed up by a Magna large laser, easily outgunned the *Hermes'* Oriente autocannon at a respectable reach, while a pair of short-range missile tubes rounded out the package for close-range backup. On paper, the engineers demonstrated that the *Liberator's* MechWarriors could easily manage their heat load by alternating the laser with the missiles. How wrong they were.

A severe flaw in the *Liberator's* revolutionary new torso design (developed to reduce manufacturing costs and to make maintenance easier) resulted in a complete failure in the 'Mech's core cooling system not functioning. This flaw was missed during the early testing because the hand-built test models did not employ the same manufacturing techniques. Curiously, some test pilots did express concern about heat spikes the 'Mech generated even before the addition of weapons, but the KaliYama techs waved these complaints off as typical MechWarrior grousing over creature comforts. With the design team silencing the grievances, the *Liberator's* marketing team moved ahead, pushing the new 'Mech as much as they could. Deals were made with the LCCC to purchase the first hundred units off the production line and many were earmarked for specific commands, with some even included on advance TO&Es for billets yet to be filled.

All of this ended spectacularly at the *Liberator's* first unveiling. KaliYama had finally recognized the issue internally but did not want to inform the League Military, so they scrambled to fix the problem before the first open-field tests. The problem persisted as the testing began, so KaliYama had carefully planned the routine to allow plenty of time to cool down. When the testing was concluded, one of the generals pointed to an abandoned Augustus tank and asked the KaliYama representative to have the *Liberator* destroy

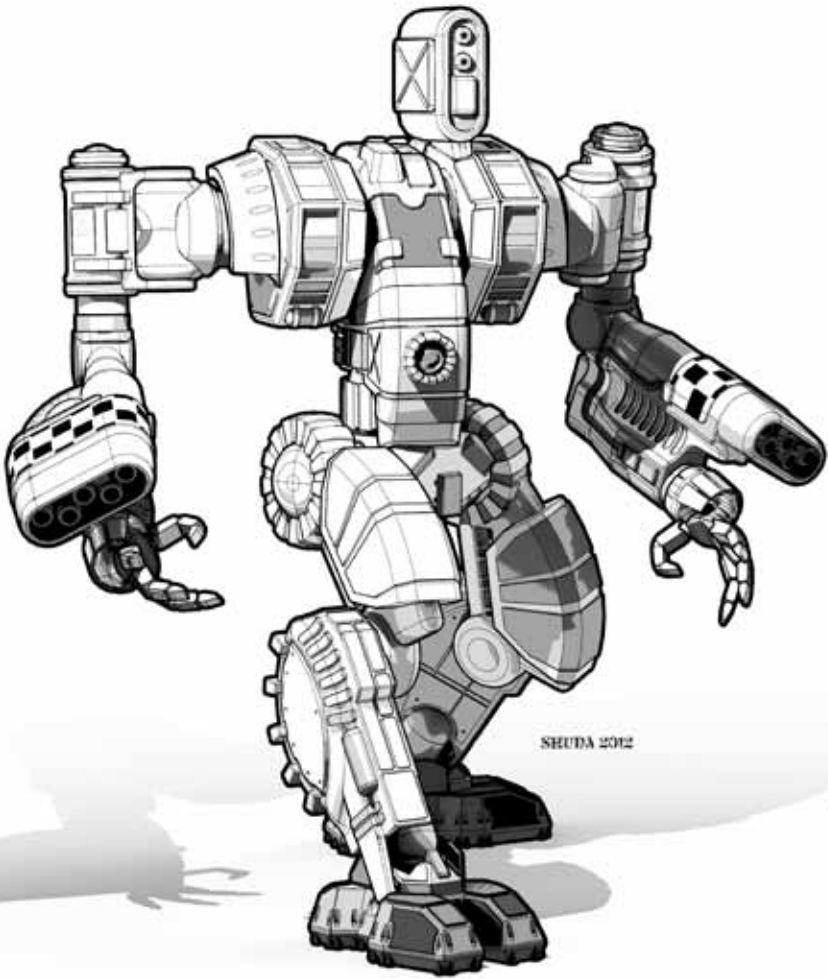
it. The representative tried to deflect the request, at which point Captain-General Janos Marik, himself in attendance, spoke up and demanded that they destroy it.

The order was relayed and tentative missile fire impacted the armor. The Captain-General impatiently requested a full barrage until the front of the tank was gone. The KaliYama team complied and within half a minute, there was a tremendous explosion—but rather than the Augustus, it was the *Liberator* that exploded as its ammunition detonated under the crippling heat, sending the ejected pilot rocketing back towards the spectators. Contracts were immediately canceled and marketing pulled back, but all too late to save the *Liberator's* reputation. Further investigation discovered the flaws in the cooling were so great that the chassis would have to be rebuilt from scratch. The three surviving prototypes languished for nearly half a century, with the last ironically destroyed in a live fire exercise by the Augustus' descendent, the Moltke.

Type: **Liberator**
Technology Base: Inner Sphere
Tonnage: 40

Equipment	Mass	
Internal Structure:	4	
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	104	6.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	13	15
Center Torso (rear)		4
R/L Torso	10	13
R/L Torso (rear)		4
R/L Arm	6	8
R/L Leg	10	13

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	RA	1	2
Ammo (LRM) 24	RA	1	1
Large Laser	CT	2	5
SRM 2	LT	1	1
Ammo (SRM) 50	LT	1	1
LRM 5	LA	1	2



Notes: Features the following Design Quirks: Bad Reputation, Nonfunctional (Heat Sinks), Poor Workmanship, Obsolete/3025, Prototype

CPN-1X1 CHAMPION LAM

Outcome Summation: Failed Prototype

Producer/Site: Bergen Industries, New Earth

Supervising Technician: Dr. Jerald Flannigan

Project Start Date: 2699

Failure Analysis: Inoperable Equipment

Overview

Brigadier's *Scorpion* LAM was not, of course, the only failure that ever happened when pushing the boundaries of the Land-Air 'Mech concept. The promise of this new technological innovation prompted Star League manufacturers to continue to challenge its limits, be they in terms of configurations or sheer size. While Brigadier challenged the former, Bergen Industries took on the latter in their attempt to create a heavier LAM.

Selecting the *Champion* as their baseline seemed only natural for its speedy, aerodynamic design. Still, unlike most of the other LAM projects, the *Champion* 1X1 model was conceived purely as a proof-of-concept; its end result would not necessarily aim at creating a final, field-ready design, so much as an effort to exceed the design goals of Allied Aerospace's planned *Phoenix Hawk* LAM. With a little pressure off of the design team, they went about drastically rebuilding the *Champion* from a cavalry BattleMech into an LAM.

The first big challenge was freeing up mass for the conversion equipment and jump jets. Engineering realities automatically ruled out the use of extralight engines, as their additional volume interfered with the critical torso alterations LAMs needed for switching between combat modes. Moreover, for similar reasons, the *Champion* could not make use of an endo steel frame and would even have to replace its ferro-fibrous armor with standard plate. This left only one option: removal of the *Champion*'s powerful LB-X autocannon.

Once the entire frame was rebuilt and jump jets were installed, all that was left was to get the *Champion* working. Doctor Flannigan was convinced that the *Champion*'s sleek aerospace-style shape would help its aerodynamics in flight, especially in atmospheric combat. Initial testing showed that the LAM adapted well to its jump jets, enjoying the 150-meter leaps that were so uncommon among heavy 'Mechs. Next they tested the prototype's ability to transform while stationary, and were encouraged to see the craft achieve relatively smooth transitions between fighter and BattleMech with only minor manual adjustments required between modes.

The disappointment came when it was time for the *Champion* LAM to take flight. After launching in fighter mode, the pilot quickly noticed that the LAM's turns were sluggish. The on-board diagnostics and remote viewing could not find a problem during the maiden flight, so the pilot successfully landed after just a few minutes airborne. Further analysis of the footage and the *Champion* discovered that the larger jump thrusters that were required for a 'Mech of the *Champion*'s size struggled to meet the maneuvering needs for combat flying, and made for a poor substitute for the dedicated engines of a true fighter. Left as is, the *Champion* LAM would be an easy target in the air, even for an LAM. Worse, after-flight servicing reports found signs

of extreme wear on the conversion equipment, especially in the hip and waist assemblies, and a few frayed myomer bundles and power feeds that suggested the potential for catastrophic failure from repeated transformations. Though the *Champion* LAM successfully flew, landed, and transformed, its capabilities in all three respects in battle—or even over a short round of routine non-combat patrols—were questionable, at best.

Attempts were made to use lighter jump jets to achieve thrust, but those jets failed to produce enough power to keep the LAM aloft or achieve stable, sustained flight. After a few test pilots were injured, that fix was abandoned and other solutions were proposed. Outfitting the jump jets with additional motors to move them worked, but required so much additional mass that the *Champion* would have to dump additional weapons to accommodate those changes—and that change still did not rectify the structural weakening caused by conversions. With the entire project going nowhere and stock prices falling amid news of a spectacular crash caught on tri-vid, Bergen Industries finally canceled the *Champion* LAM project, and shipped its remaining prototypes to their storehouses on New Dallas.

Type: **Champion LAM**

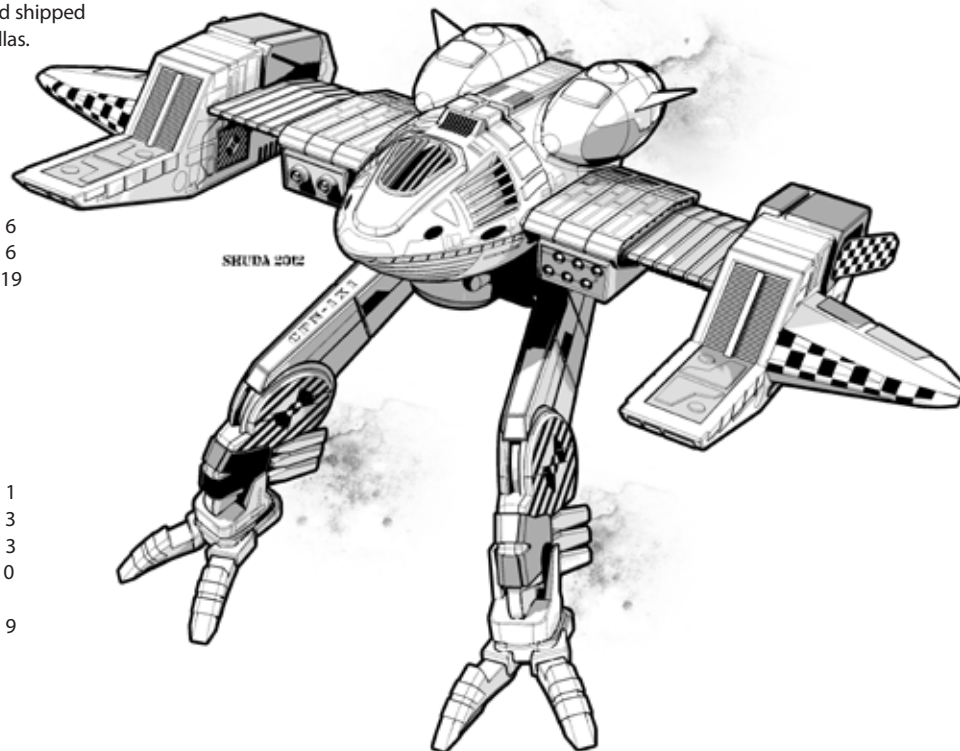
Technology Base: Inner Sphere (Experimental [Illegal])

Tonnage: 60

Equipment	Mass	
Internal Structure:	6	
LAM Conversion Equipment:	6	
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
AirMech Cruising MP:	15	
AirMech Flanking MP:	23	
Safe Thrust:	5	
Maximum Thrust:	8	
Heat Sinks:	11	1
Gyro:		3
Cockpit:		3
Fuel: 80		0
Structural Integrity:	20	
Armor Factor:	144	9
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	25
Center Torso (rear)		8
R/L Torso	14	18
R/L Torso (rear)		6
R/L Arm	10	12
R/L Leg	14	15

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RT	1	1
SRM 6	LT	2	4
Artemis IV FCS	LT	1	1
Ammo (SRM) 15	LT	1	1
2 Medium Lasers	LT	2	2
Jump Jet	RL	2	2
Jump Jet	LL	2	2
Jump Jet	CT	1	1

Notes: Features the following Design Quirks: Hard to Pilot, Illegal (Heavy-LAM), Nonfunctional (Conversion System), No/Minimal Arms, Obsolete/2702, Prototype



SAM-RS2 MATAR

Outcome Summation: Failed Prototype
Producer/Site: Amaris Arms Corporation, Terra
Supervising Technician: Senior General Rifkin Amaris
Project Start Date: 2775
Failure Analysis: Inoperable Equipment

Overview

Stefan Amaris knew that if he was going to fend off Aleksandr Kerensky's SLDF, he would need better defenses for his "empire". As Kerensky crept closer and closer to Terra, weapons development became more and more desperate. The most well known outgrowth of these efforts was the monstrosity known as "Amaris' Folly"—or, more officially, the *Matar*. This last-gasp project was aimed at developing a single, super-heavy BattleMech that could theoretically take on an entire 'Mech company. Rifkin Amaris (one of Stefan's closest cousins), technically headed the ambitious project, but the Usurper himself frequently meddled in the project.

Built primarily for static defense, speed was not a concern for this outsized 'Mech. Firepower, and the ability to take more than it could dish out, were instead the primary focus. With dual Gauss rifles—buried deep in the side torsos—the *Matar* had plenty of long-distance punch, with an extended range large laser thrown in for good measure. Four tons of ammunition would enable this machine to hammer its enemies relentlessly. Curiously, the design team went to great lengths to hide the Gauss rifles deep within their mountings, and even contemplated launcher-style hatches in the hopes that the prominent laser housings would keep attackers guessing about the 'Mech's loadout. This approach prevented the addition of CASE that could have protected against capacitor detonation should the *Matar* suffer an armor breach. Neither Amaris was fazed by this, apparently, feeling that few enemies would be able to get that far against a well supported *Matar*. Another issue solved through superior firepower was the threat posed by lighter units. Against speedy units, a *Matar* would appear be hard-pressed to track. To address this hazard, a pair of heavy pulse lasers—one in each arm—gave the *Matar* both the widest possible arc and the best means to deliver a telling blow once such units got close enough to use their own weapons. Even if a bogey got behind the sluggish *Matar*, a pivot of the torso could enable the 'Mech to bring an arm laser to bear on its would-be flanker. Even the threat of infantry was addressed through the installation of two flamers, something Stefan Amaris himself reportedly insisted upon. Opposing infantrymen would be cooked in the open or burned alive in any structure or woods they hid in.

For its defense, the *Matar* featured twenty and a half tons of Star Slab armor, focused mainly on the torsos, and a Guardian ECM unit was installed in the leg, to negate any of the advanced munitions Kerensky's forces might field against it. Amaris was particularly concerned by the Narc beacon, which could allow missiles to rain down where the *Matar* could not reply. Finally, the heat sink capacity was sufficient to keep the 'Mech cool, so long as all three large lasers were not fired simultaneously. Even then, with no explosive munitions to worry about, the *Matar*'s heat level could be pushed as long as its pilot did not want to go anywhere.

Indeed, as luck would have it, the *Matar* never *could* go anywhere once it entered the prototype stage. Three different design teams were unable to resolve the stress issues that prevented the 'Mech's leg actuators from moving the superheavy machine. Grown increasingly

paranoid and desperate as news of Kerensky's campaign continued to filter in, the Amaris cousins turned their rage on these hapless engineers, executing them all for "treasonous incompetence". In the end, the *Matar* project was scrapped, and Rifkin attempted to take his work with him into exile. He was captured trying to leave Terra and the data was recovered by Kerensky's troops.

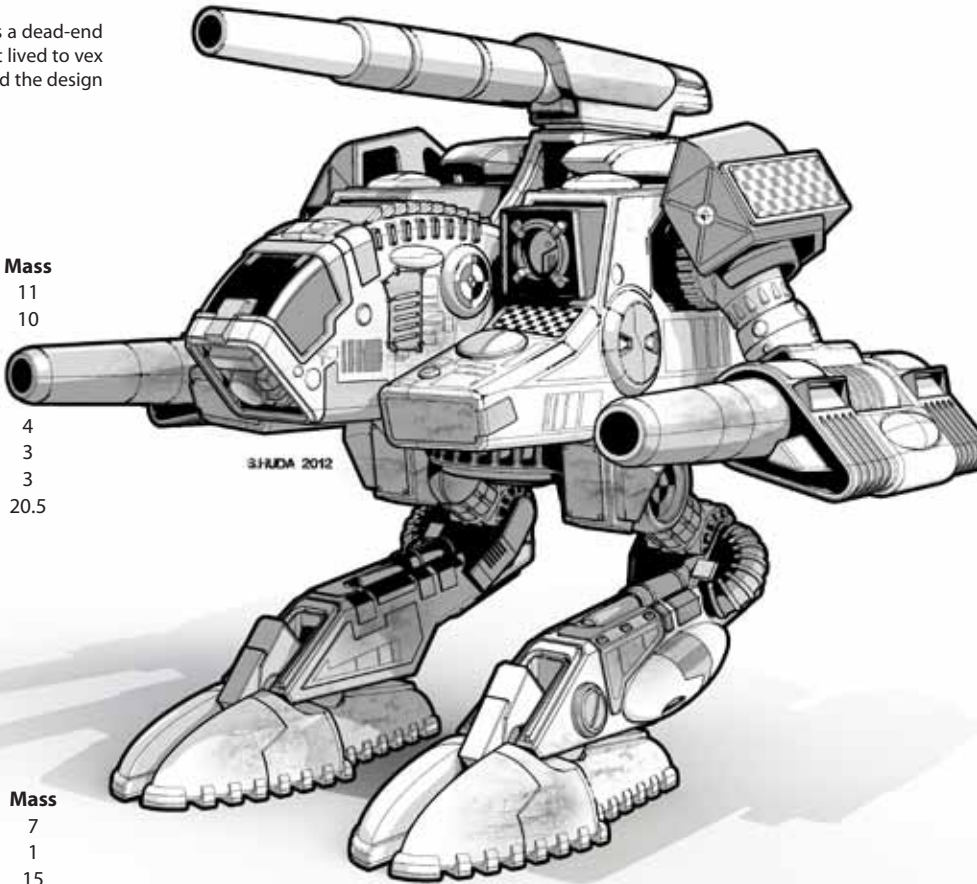
Yet even though the *Matar* went down in history as a dead-end development created by a desperate and dying regime, it lived to vex the Inner Sphere again when Clan Smoke Jaguar reworked the design as the *Behemoth*.

Type: **Matar**
Technology Base: Inner Sphere (Experimental [Illegal])
Tonnage: 110

Equipment

Internal Structure:		
Engine:	220	
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	14 [28]	
Gyro:		
Cockpit:		
Armor Factor:	327	
	Internal	Armor
	Structure	Value
Head	3	9
Center Torso	33	47
Center Torso (rear)		15
R/L Torso	23	31
R/L Torso (rear)		15
R/L Arm	18	36
R/L Leg	23	46

Weapons and Ammo	Location	Critical	Mass
Large Pulse Laser	RA	2	7
Ammo (Gauss) 8	RA	1	1
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	RT	1	1
Flamer	RT	1	1
Large Pulse Laser	LA	2	7
Ammo (Gauss) 8	LA	1	1
Gauss Rifle	LT	7	15
Ammo (Gauss) 8	LT	1	1
Flamer	LT	1	1
Guardian ECM	LL	2	1.5
Medium Pulse Laser	H(R)	1	2
ER Large Laser	CT	2	5



Notes: Features the following Design Quirks: Distracting, Illegal (Superheavy 'Mech using Standard rules), Nonfunctional (Upper Leg Actuators), Nonfunctional (Lower Leg Actuators), Obsolete/2778, Prototype

THORIZER

Outcome Summation: Failed Production Model
Producer/Site: Johnson-Aldis Weaponries, Thorin
Supervising Technician: Major Uri Fujisama
Project Start Date: 2390
Failure Analysis: Poor Design

Overview

Hundreds of years before there were Land-Air 'Mechs, there was another combat unit designed to cross the line between vehicle types: the Thorizer. Conceived by Johnson-Aldis Weaponries, the hybrid between jet and hovercraft was the invention many in the company felt would propel them to the top of the Terran Hegemony's military manufacturing complex.

The Thorizer was built to address a very real need. While most Hegemony divisions possessed plenty of hovercraft, they were chronically short on aerospace support. Named after a predator native to Johnson-Aldis's homeworld of Thorin, this special vehicle would combine the features of both hovercraft and fighter, enabling such divisions to employ a supplemental air cover as needed to surprise and overwhelm any opposition. The Terran Hegemony, intrigued by this potential, agreed to help the company move this concept forward.

The primary goal of the Thorizer project was to develop a good hovercraft capable of converting on the fly into a passable aerospace fighter. Long before its engineers even looked at payloads or velocities, Johnson-Aldis had to design a revolutionary new frame. Fixed, rigid structures simply would not do (as LAM developers would find out generations later); what was structurally sound for a hovercraft was not good for an aerospace fighter. To accommodate two very different lift needs, the vehicle's sides would need to change their very configuration for each mode of movement: extending wings and landing gear for aircraft flight, and collapsing them for ground-level mobility. This only left room in the hovercraft for a single, large centerline weapon. Sadly, as the equipment needed to transform the Thorizer did not leave sufficient mass for even the smallest of autocannons, the designers opted instead for smaller weapons to cover its forward and aft firing arcs, eventually setting on a total of three twin-tube short-range missile launchers, all fed from the same ammunition bin.

Since fuel was not a great necessity for something built only to serve as a short-range aerofighter, only three and a half tons of reaction mass was installed. This left less than three tons of low-grade armor to cover the vehicle. This weak armor, in conjunction with a forward armament consisting of only two short-range missile tubes, meant that the Thorizer could only realistically threaten another Thorizer—but, for a prototype, these were seen as minor issues, since weapon loads would be more easily corrected once the concept was suitably proven.

As it turned out, the Thorizer was not so easily fixed. When the craft made its maiden flight in fighter configuration, observers quickly wondered why its pilot was being so conservative with the thrusters. The craft struggled to lift off the ground, and its fastest maneuvers showed the same acceleration profiles as the most ponderous fighters in the Hegemony. Debriefing determined that the pilot *was* pushing the craft to its limits, but the engines simply failed to deliver the output. As an initial production run continued, the design team struggled to correct this issue,

but ultimately determined that the acceleration flaw was inherent to the basic design, due to the inherent trade-offs between the vehicle's two motive modes. Johnson-Aldis refused to discontinue the Thorizer but did change its presentation to the Hegemony.

Desperate to add to their aerospace defenses, the Hegemony bought the initial production run despite the sluggish maneuverability, but quickly came to regret its choice. With its slow air speed, the Thorizer was virtually useless against any sort of airborne opponent, and prone to stalling. After losing too many crews to crashes, the Hegemony disabled the Thorizer's flight conversion equipment, repurposed the fuel tanks for cargo, and relegated the remaining vehicles to militia forces strictly as a mediocre hovercraft. Dubbed the "Gooney Bird" by its crews, the Thorizer only survived two decades in this reserve role, before the remaining units were sold for scrap.

Type: Thorizer

Technology Base: Inner Sphere (Experimental [Illegal])

Movement Type: Hover (Medium)

Equipment Rating: C/F-X-X

Tonnage: 35

Equipment

Chassis:	
Engine/Controls:	Fusion
Cruising MP:	4
Flank MP:	6
Jump MP:	3
Safe Thrust:	3
Max Thrust:	5
Heat Sinks:	0
Fuel:	280
Structural Integrity:	4

Mass

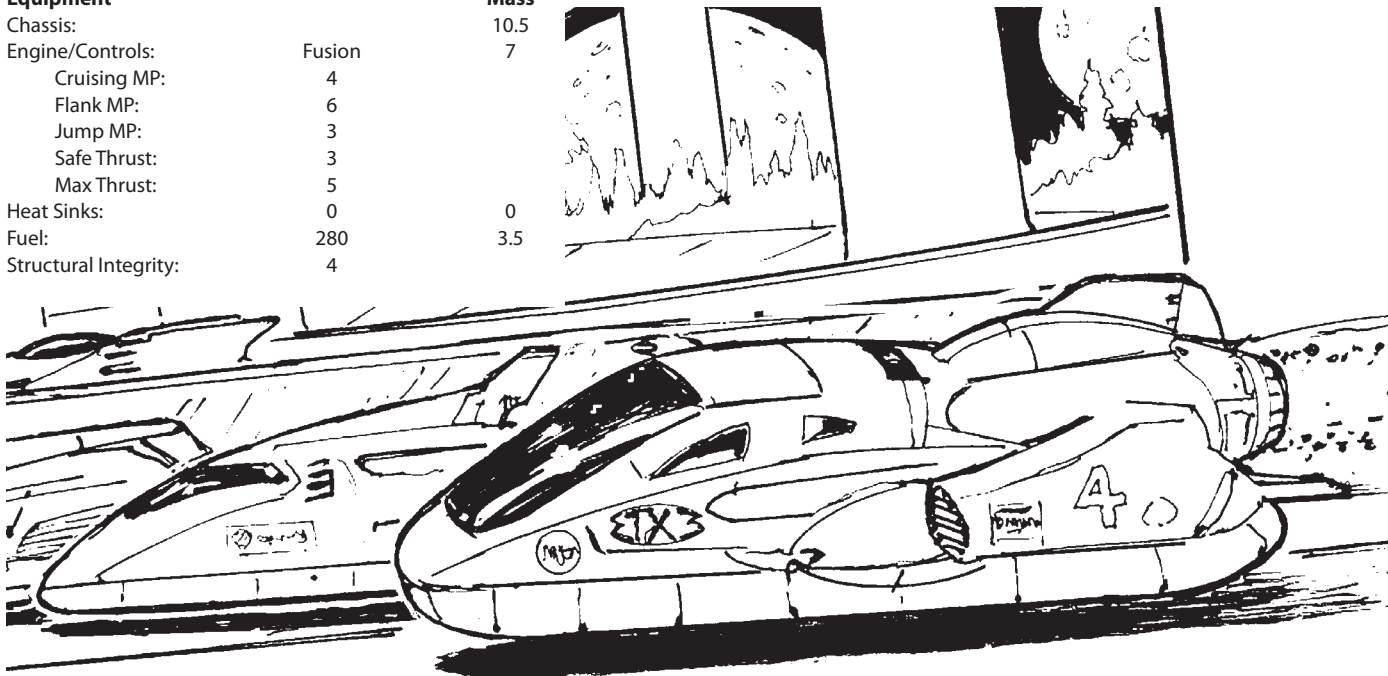
10.5
7
0
3.5

Armor Factor (BAR 5):	39	2.5
	Armor Value	
Front	10	
R/L Side	10/10	
Rear	9	

Weapons and Ammo	Location	Tonnage
2 SRM 2s	Front	2
SRM 2	Rear	1
Ammo (SRM) 50	Body	1
Basic Fire Control	Body	.5

Crew: 3 (2 enlisted, 1 gunner)

Notes: Features bimodal conversion equipment (5.5 tons), and 3 jump jets (1.5 tons). Features the following Design Quirks: Bad Reputation, Distracting, Difficult to Maintain, Hard to Pilot, Illegal (Support Vehicle with Bimodal LAM Equipment and pre-Prototype Jump Jets), Non-Standard Parts, Obsolete/2415, Poor Performance



CONDOR TRANS-TRACK

Outcome Summation: Rejected Prototypes
Producer/Site: Red Devil Test Fields, Pandora
Supervising Technician: Kommandant Thomas Hogarth
Project Start Date: 3043
Failure Analysis: Inoperable Equipment/Poor Design

Overview

Ever since they became a regular part of modern militaries, hovercraft have offered a tremendous speed advantage over other armored vehicles, while often packing comparable firepower. Unfortunately, their delicate air skirts render these swift vehicles extremely vulnerable to enemy fire, and their excellent maneuverability can be undone by even a moderately thick tree line. With some terrain preventing the use of lift fans altogether, Red Devil Industries of Pandora proposed a radical modification for hovercraft that would install retractable treads for use in difficult terrain, and allow the vulnerable hover skirt to be withdrawn when damaged or rendered impractical. This concept was expected to be showcased in an entirely new craft, but management rejected this to reduce expenses. Instead, Red Devil opted to test the new innovation on a proven hull instead: the classic Condor.

To evaluate the design, the LCAF assigned a young officer to help oversee the project as it moved forward: then-Kommandant Thomas Hogarth.

Refitting the Condor hovercraft with the new technology proved costly in terms of the sheer weight involved, forcing Pandora's engineers to replace the main cannon with a smaller one, while also reducing the vehicle's armor coverage. These changes permitted the installation of the new tread and skirt retraction/deployment systems, but tests attempted immediately afterward swiftly demonstrated that the newly developed equipment amounted to nothing. The complicated retraction system would repeatedly fail to engage on command and often snagged—a failure repeated on the entire batch of prototypes that Pandora had constructed.

Yet, if one were to check the progress reports from the program, one would have presumed the project a smashing success. At least three large "demonstration parties" were thrown with guests from across the Commonwealth and Federated Suns—though no one ever saw the Condor Trans-Tracks actually operating on the field. There were many prototypes displayed, and one even featured as a centerpiece for a party, yet as the visitors came and went from Pandora, most were so pleased with their chance to network that few even noticed the lack of evidence in the project's success. Indeed, those few guests who were concerned with the Trans-Track quickly grew tired of trying to wrangle more information from their hosts, and fell silent before these festivities ended. With such a glowing reception, the LCAF ordered a full battalion for combat duty, and Red Devil began work on expanding their production line to meet the demand for their new hovertank.

When they arrived at their assigned units, the crews quickly realized they were sold a lemon. Unable to make the tread-to-hover conversions work, most crews suffered through the use of these vehicles (almost always delivered in "tracks-down mode") as best as they could. Other commands simply refused to allow their crews to use the vehicles once they discovered

the limitations. As the complaints rolled in, the LCAF quickly canceled the order and (reportedly) moved to dismiss Hogarth. Somehow, the well-connected Kommandant managed instead to be reassigned to the Furillo militia, while the Condors he so glowingly recommended ultimately found themselves dispatched to backwater defense forces over the next decade. Many—likely as a sort of payback from the Lyrans High Command—eventually found their way to the Furillo BPM, where they once again became a problem for Thomas Hogarth to deal with.

Type: **Condor Trans-Track**
Technology Base: Inner Sphere (Experimental [Illegal])
Movement Type: Hover/Track
Tonnage: 50

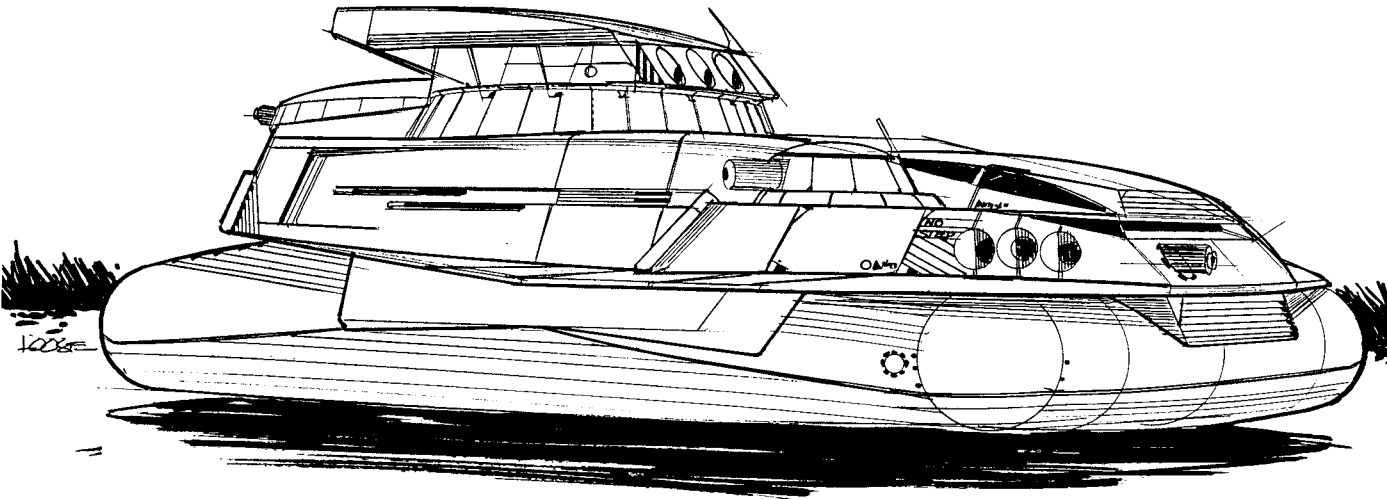
Equipment		Mass
Internal Structure:		5
Engine:	165	12
Type:	ICE	
Cruising MP (Hover):	8	
Flank MP (Hover):	12	
Cruising MP (Tracked):	3	
Flank MP (Tracked):	5	
Heat Sinks:	6	6

Control Equipment (Hover):	2.5
Control Equipment (Tracks):	2.5
Lift Equipment:	5
Power Amplifier:	.5
Turret:	1
Armor Factor:	5.5

	Armor
	Value
Front	28
R/L Side	14/14
Rear	13
Turret	30

Weapons and Ammo	Location	Mass
AC/2	Turret	6
Ammo (AC) 45	Body	1
2 Medium Lasers	Turret	2
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5

Notes: Features the following Design Quirks: Bad Reputation, Difficult to Maintain, Illegal (Dual Motive System), Nonfunctional (Dual Motive System), Obsolete/3045



NEPTUNE HYPER

Outcome Summation: Failed Prototype
Producer/Site: Galtor Naval Yards, Galtor
Supervising Technician: Admiral Minh Yan
Project Start Date: 3031
Failure Analysis: Inoperable Equipment

Overview

Underwater, there is little doubt that submarines are the masters of their domain. Yet, on water-rich worlds where such assets are needed, the limits of submerged or even surface-level maneuvering on sub still means that it can take such vessels longer to get from one theater to another than many commanders would like. Intrigued by a proposed solution from the recently captured Galtor Naval Yards, the Draconis Combine funded a project aimed at combining the advantages of a hydrofoil with the company's solid Neptune submarine. Advised that there would have to be sacrifices in order to add the hydrofoil system, the DCMS brass nevertheless found the prospect of faster blue-water forces worth investigating.

The first challenge Galtor's technicians faced was obtaining the original design files. While they had retained the Neptune construction plans when House Kurita captured the facilities, the complicated files that could be used for such an extensive redesign were lacking. A very cautious diplomatic inquiry was put out to the remainder of the company still in the Federated Suns. These Davion counterparts pressed for compensation for the plans and the Combine agreed to a limited replacement parts exchange, supplying parts for captured *Panthers* (at cost) in exchange for the files.

Once the design was finalized, Admiral Yan, the head of the DCMS' obscure maritime fleet, personally led the procurement department through the changes. The addition of hydrofoil equipment was at the forefront of the conversion, but the changes in weaponry were also a topic of much anticipation. To free up the room for the hydrofoil equipment, the submarine's large laser and its eight-ton cooling system had been removed. This allowed six new short-range torpedo tubes to be connected to the existing ammunition bin, protecting the submarine's aft against tailing enemies. By removing half a ton of armor from the bow, Galtor was also able to replace the vessel's power amplifier with an additional ton of ammunition for the deadly long-range torpedo launcher. Despite the loss of the laser, Yan felt that the new Neptune's firepower was arguably improved.

All that was left was the testing of the prototype. With storm clouds overhead, observers were treated to a remote broadcast of the submersible capabilities. The Neptune was as good as advertised, defeating three mock BattleMechs and two surface craft. As the skies cleared and the seas calmed, the Neptune began its most important trial. Surfacing, it quickly obtained its normal top speed and kept accelerating, moving up on plane. The prototype was to accelerate towards the limit of eighty kilometers per hour, established by the engineering team for the initial testing, but as the vessel neared seventy, one of the hydrofoil fins snapped off, sending the hundred-ton submarine capsizing into the water.

The ensemble from the procurement department quickly departed, leaving a deeply shamed Admiral Yan to determine what went wrong and explore any possible corrections for the problem. A post-mortem

determined that the hydrofoil components were simply incapable of withstanding the pressures and maneuvering stress of operating at depths greater than 250 meters below the surface, and that these limits were further taxed by strain of the hydrofoil engagement systems. Unwilling to compromise the submarine's ability to patrol the depths in exchange for unreliable surface speed bursts, the DCMS chose to discontinue the project. The two remaining prototypes joined the Galtor militia once the hydrofoils were removed, serving with some distinction.

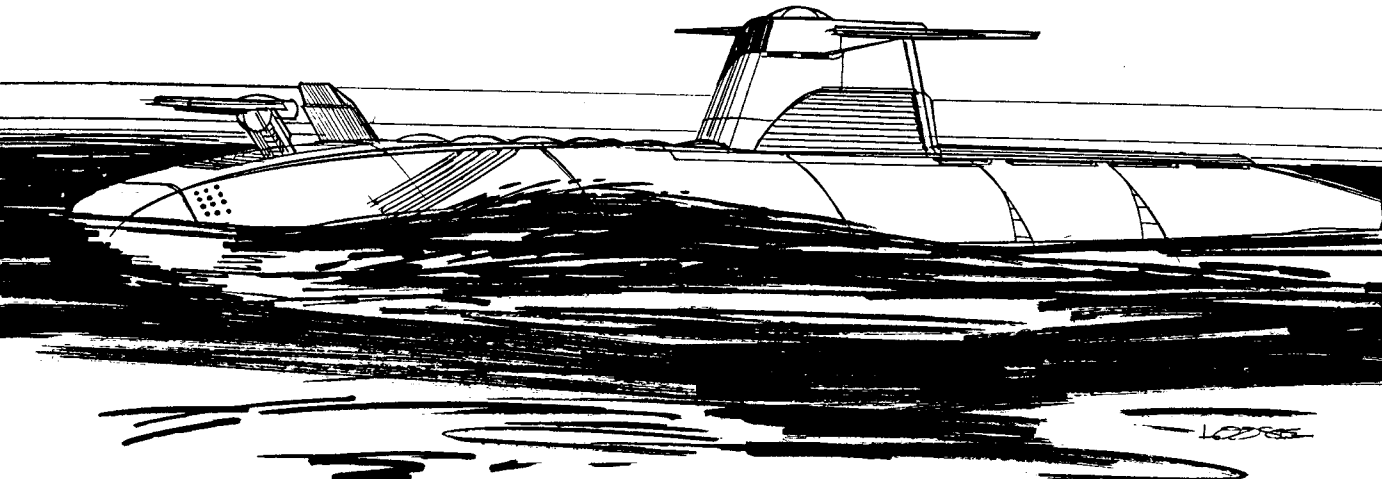
Type: **Neptune Hyper**
Technology Base: Inner Sphere (Experimental [Illegal])
Movement Type: Naval
Tonnage: 100

Equipment		Mass
Internal Structure:		10
Engine:	270	29
Type:	ICE	
Cruising MP (Sub):	3	
Flank MP (Sub):	5	
Cruising MP (Hydrofoil):	7	
Flank MP (Hydrofoil):	11	

Heat Sinks:	0	0
Control Equipment:		5
Diving Equipment:		10
Lift Equipment:		10
Armor Factor:	224	14
	<i>Armor Value</i>	
Front	70	
R/L Side	58/58	
Rear	38	

Weapons and Ammo	Location	Mass
LR Torpedo 20	Front	10
2 SR Torpedo 6	Front	6
SR Torpedo 6	Rear	3
Ammo (LR-T) 12	Body	2
Ammo (SR-T) 15	Body	1

Notes: Features the following Design Quirks: Difficult to Maintain, Illegal (Dual Motive System), Nonfunctional (Hydrofoil Motive System), Obsolete/3032



MUSE IRONHORSE

Outcome Summation: Failed Prototype
Producer/Site: B&W Enterprises, El Dorado
Supervising Technician: Colonel Eduardo MacNiel
Project Start Date: 3078
Failure Analysis: Limited Application

Overview

The Federated Suns' MUSE program developed many prototype weapons in the latter days of the Jihad. Some of these—like the *Legionnaire* MUSE FIRE, or the *Rifleman* MUSE WIND BattleMechs—showed real battlefield potential and would eventually lead to production-grade units. Others, however, were merely costly demonstrations of a concept.

MUSE Ironhorse was one of the latter.

The Ironhorse was a rail-based support unit specifically designed to provide massive firepower and C3 capabilities ideal for the defensive needs of any large-scale position such as a city, spaceport, or major military installation. Mounting six extended range particle cannons—built to Clan standards—on any ground vehicle would make it fearsome enough, but the MUSE Ironhorse backed these weapons up with thirty tubes of long-range missiles also built to the same advanced specs. Plasma cannons acquired from Diamond Shark sources also protected the tractor unit from every side except the rear, while a Thumper artillery tube added the ability to strike at enemy positions several kilometers away. Sixteen tons of combat-grade armor protected the Ironhorse tractor. For the rear, a trailer of almost equal firepower was built, including a turret housing a massive Clan-grade payload of four particle cannons, four large pulse lasers, and an Arrow IV missile launcher.

While the generals were excited by the possibilities, the designers were not done with simply breathtaking firepower. A massive communications and control suite was installed in the tractor while the trailer offered nearly 200 tons of cargo space. This made it possible for the Ironhorse to not only act as a command unit, but also made it a viable transport for enough supplies to keep a battalion-sized command well supported. With a top speed of over 150 kilometers per hour, the Ironhorse could theoretically match the speed of most combat hovercraft while still being able to unleash its horrifying destructive capacity, and the tractor's fusion plant enabled operation independent of a rail-based power grid.

Yet, for all it offered, the Ironhorse suffered from some serious flaws. Firstly, its cost was immense, especially with all of the Clan-level technology permeating the design. Secondly, it was—after all said and done—still a train, which meant it was slow to accelerate or decelerate, and completely reliant upon fixed (and quite vulnerable) tracks. Indeed, during one of the Ironhorse's first field tests, the opposing force effectively eliminated its hundreds of millions of C-Bills worth of firepower by simply dispatching a pair of *Stingers* to tear up the tracks ahead of and behind the train, leaving it isolated to a mere two kilometers of track. While it still could provide some artillery support to the area around its position, the same could far more easily be accomplished by two smaller vehicles that would not have been so easily sidelined.

With the Ironhorse's application so limited and its price tag so high, the project was shut down. As with much of the MUSE project, designers and builders learned about the applications of cutting edge technology, but at a high cost to the AFFS budget.

Type: **MUSE Ironhorse (Tractor)**

Technology Base: Clan (Experimental)

Equipment Rating: F/X-X-F

Movement Type: Rail (Large)

Tonnage: 600

Equipment		Mass
Chassis:		214
Engine/Controls:	Fusion	79.5
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	132	132
Fuel:		0
Turret:		5
Armor Factor (BAR 10):	304	16
	<i>Armor Value</i>	
Front	54	
F R/L Side	40/40	
R R/L Side	40/40	
Rear	30	
Turret	60	

Weapons and Ammo	Location	Mass
4 ER PPCs	Turret	24
2 LRM 15	Turret	7
Thumper Artillery	Turret	15
Plasma Cannon	Turret	3
2 ER PPC	Front	12
2 Plasma Cannon	Front	6
2 Plasma Cannon	Right	6
Ammo (LRM) 40	Body	5
Ammo (Plasma) 100	Body	10
Ammo (Thumper) 100	Body	5
Communications Equipment	Body	10
Advanced Fire Control	Body	8

Crew: 31 (5 officers, 13 enlisted/non-rated, 13 gunners)

Cargo: 39.5 tons standard 1 Door (Right)

Notes: Features Armored and Tractor Chassis modifications. Features the following Design Quirks: Non-Standard Parts, Obsolete/3077, Prototype.

Type: **MUSE Ironhorse (Trailer)**

Technology Base: Clan (Experimental)

Equipment Rating: F/X-X-F

Movement Type: Rail

Tonnage: 600

Equipment		Mass
Chassis:		171.5
Engine/Controls:		0
Cruising MP:	N/A	
Flank MP:	N/A	
Heat Sinks:	135	135
Fuel:		0
Turret:		6
Armor Factor (BAR 10):	304	16
	<i>Armor Value</i>	
Front	30	
F R/L Side	40/40	
R R/L Side	40/40	
Rear	54	
Turret	60	

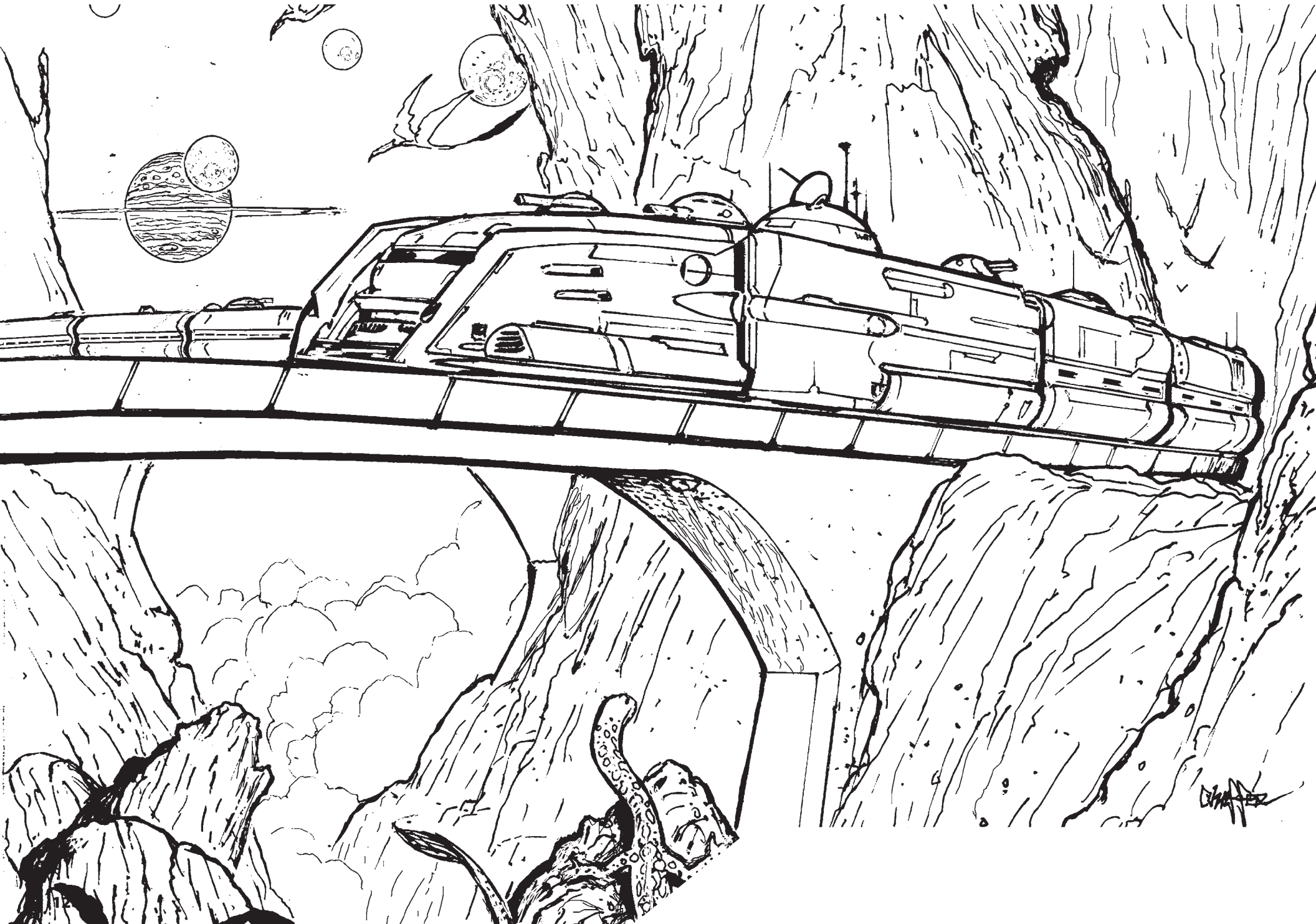
Weapons and Ammo	Location	Mass
4 ER PPCs	Turret	24
4 Large Pulse Lasers	Turret	24
Arrow IV	Turret	12
2 Plasma Cannon	Right	6
2 Plasma Cannon	Right	6
Ammo (Plasma) 100	Body	10
Ammo (Arrow IV) 50	Body	10
Advanced Fire Control	Body	25

Crew: 16 (3 officers, 13 gunners)

Cargo: 169 tons standard 1 Door (Right)

Notes: Features Armored, Tractor, and Trailer Chassis modifications. Features the following Design Quirks: Obsolete/3077, Prototype

MUSE IRONHORSE



SEABASS

Outcome Summation: Failed Prototype
Producer/Site: Irian BattleMechs Unlimited, Irian
Supervising Technician: Colonel Ethel Marik-Reynolds
Project Start Date: 3071
Failure Analysis: Inoperable Equipment

Overview

Some ideas wait for a great innovator to discover them; others wait for someone bold enough to actually act on them. The Seabass was the latter. An aerial and aquatic vehicle would give any army a tactical advantage, pinning the enemy and providing the choice of where to engage their opponents. There have been many units that tried and failed to tackle two roles or environments at once, the designers at Irian were hoping that the differences in the flow dynamics between atmospheric and aquatic conditions could be minimized.

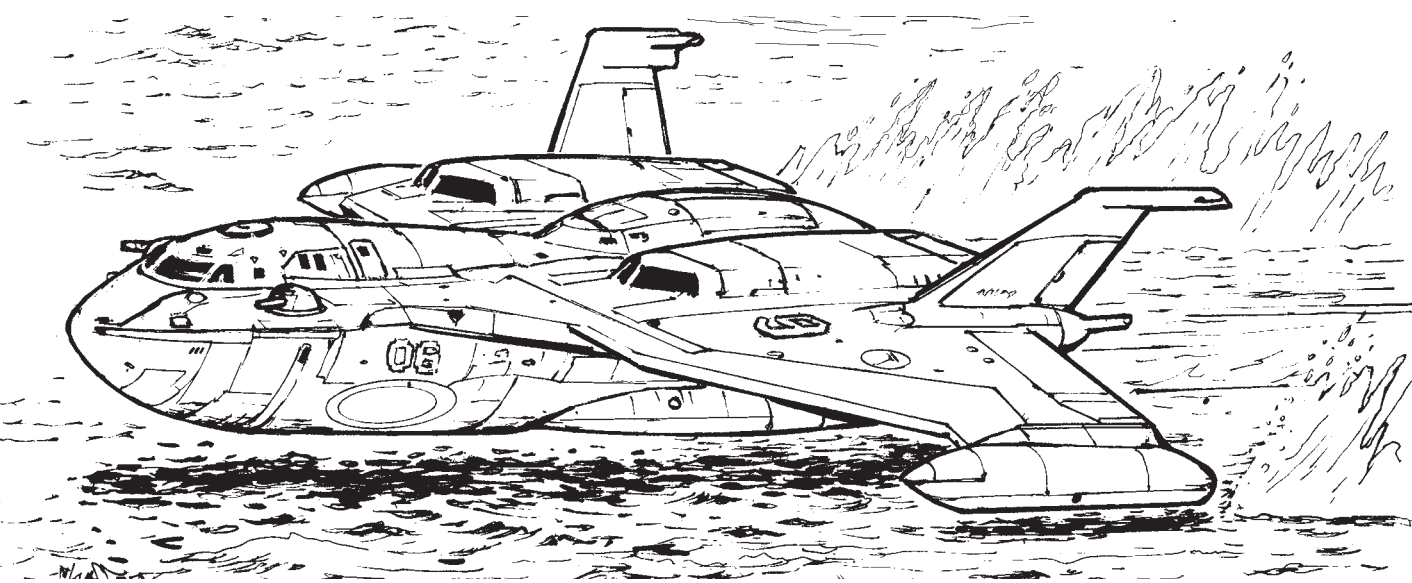
Irian chose to be relatively cautious in developing their revolutionary design, using less restricted materials for the test bed. The Seabass called for modest speed and an energy payload to provide firepower in and out of the water. Able to keep up with the slightly heavier Defender, it had a similar armor layout, but not the superior grade armor. This didn't appear to be a significant issue; historical data from the Defender showed that weapons heavy enough to defeat the armor's protection would cripple or destroy either fighter in most cases.

Two different prototypes were built for testing, one for each environment. Both developed failures during testing and were lost, but the dedicated survival equipment in each allowed the pilot and data to survive. Learning from their first failures, both prototypes were rebuilt and succeeded in their trial runs.

The first complete test run was scheduled for the morning of 22 October 3072. The weather was calm and Irian management was hopeful that they would finally see a potential product for all the Eagles they had spent in development. Test pilot Jake "Flash" Warner left the dock and quickly submerged the Seabass, safely surfacing after nearly three kilometers underwater. He then proceeded to taxi along the surface for half of a kilometer before he was able to take off.

This was nearly twice as long as Irian had expected, souring the mood in the observation room as the plane landed again on the water after circling the test facility in a sixty-kilometer loop. Warner took the Seabass back down again under the water as most of the observers started to visit the buffet bar. After ten minutes of not hearing from Warner, the control room dispatched a submersible to make contact. After another ten minutes, the observers were sent back home and search and rescue operations were begun. It took three hours to locate the wreck of the Seabass under Lake Nabsquith.

Studying the wreckage showed that the seals by the cockpit door were damaged by the flight and failed when the Seabass resubmerged. Warner's widower, Chester, sued Irian in a heavily publicized trial once the facts came out. Between the lack of success and the poor publicity, Irian finally pulled the plug on the project. The lone remaining prototype was sold to the Albert Falls militia where it remains their sole armed aircraft.



Type: **Seabass Flying Submersible**
Technology Base: Inner Sphere (Experimental [Illegal])
Equipment Rating: E/F-X-X
Movement Type: Fixed Wing/Naval (Sub)
Tonnage: 20

Structural Integrity:	6	0
Heat Sinks:	3	3
Fuel:	222	4
Armor Factor (BAR 7):	24	1

Armor
Value

Equipment	Mass
Chassis:	5.5
Engine/Controls:	6
Safe Thrust:	6
Maximum Thrust:	9
Cruising MP (Sub):	7
Flank MP (Sub):	11

Nose	7
Wings	6/6
Aft	5

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Medium Laser	Nose	1	3	5	—	—	—

Crew: 3 (2 elinsted/non-rated, 1 gunner)
Cargo:

0.5 tons	1 Door (rear)
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Notes: Features Amphibious and Submersible Chassis Modification. Features the following Design Quirks:
Illegal (Submersible Fixed Wing Chassis Modification), Prototype

BSE-X2 BANSHEE AEROSPACE FIGHTER

Outcome Summation: Rejected Prototype
Producer/Site: Wangker Aerospace, Axton
Supervising Technician: Colonel Hartisan Yunupingu
Project Start Date: 3046
Failure Analysis: Poor Design

Overview

Seeking to address limitations on fuel expenditure in aerospace fighter deployment, Wangker approached the Federated Commonwealth military command with a new concept fighter that would feature turbine propulsion for atmosphere, while still being able to fly in space. The AFFC granted Wangker millions of kroner in grants based on the proposal, and diverted further money as the project moved along, meeting or exceeding its milestones.

After three years of development, Wangker unveiled its prototype before the military review board. True to their word, they delivered a quality machine that met all of their claims. The *Banshee*, as it was dubbed, functioned in space as well as in the atmosphere, and even handled better than some of the Commonwealth's current craft. Its fusion-based turbine gave it far greater operational lifespan while operating in atmosphere, while its generous five-ton fuel mass provided more than enough range for space ops.

Unfortunately, it soon became clear that excellent handling and stretching its fuel reserves in air flight were about the only things the new fighter could offer. Thanks to the sheer mass demanded by the *Banshee*'s extremely unconventional dual-power design, the medium fighter could only boast the speed of a heavy fighter, combined with the armor and firepower of a lightweight. Its mere four Gs of maximum thrust put the *Banshee* in league with the *Stuka* and *Chippewa*, allowing almost any medium fighter to fly circles around it, while its armor was equal to that of the *Sabre*—though some aerospace aficionados conceded that the placement of this protection was better balanced for a dogfighter. Unfortunately, balanced armor would still have mattered little as the *Banshee*'s dual medium lasers could not even match the weaponry of the lightly armed F-10 *Cheetah*.

After the initial trial data came out, the AFFC's representatives were deeply disappointed at what they had gotten for their money, and some of the Quartermaster Corps panicked, fearing that the budget outlays they had authorized for the project would damage their careers when it became clear that the result was such a failure. Eager to sweep the matter under the rug, but bound by contractual obligations, they instead found a way to dispatch the handful of prototypes already produced to forces near the Lyran//Periphery border for "extended testing". There, it was believed, the fighters would languish in obscurity, with little likelihood of experiencing enemy action that would call attention to their deficiencies.

The ruse actually succeeded, until the coming of the Clans, when these few *Banshee* fighters found themselves desperately pressed into action against the Jade Falcons. Though the prototypes failed miserably in combat, one pilot scored a noteworthy kill against a Falcon *Avar* on Anywhere. The Clan pilot, believing that his opponent was deliberately under-utilizing his fighter as some kind of trick, ducked into a metal-rich canyon to avoid the heavier fighter's guns when the AFFC pilot turned toward him, and crashed against the canyon walls.

Type: **Banshee Aerospace Fighter**
Technology Base: Inner Sphere (Illegal)
Tonnage: 50

Equipment	Mass	
Aerospace Engine:	150 Fusion	5.5
Conventional Engine:	250 Turbine	25
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	5	

Heat Sinks:	10	0
Fuel:	400	5
Cockpit:		3
VTOL Equipment		2.5
Armor Factor:	64	4
	Armor	Value
Nose	23	
Wings	14/14	
Aft	13	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Medium Laser	LW	1	3	5	—	—	—
Medium Laser	RW	1	3	5	—	—	—

Note: Features Cockpit Command Console (3 tons); Halves fuel consumption and moves as a Conventional Fighter in atmosphere. Features the following Design Quirks: Atmospheric Flyer, Illegal (Dual engine design), Illegal (Conventional VTOL equipment on aerospace fighter).

F-12A CHEETAH II

Outcome Summation: Rejected Prototype
Producer/Site: Imstar Aerospace, Amity
Supervising Technician: Admiral Garland Smith
Project Start Date: 3021
Failure Analysis: Poor Design

Overview

Though the innovation of the Free Worlds League has served it well at times, it can often be so aggressive that it handcuffs the military with designs that don't seem to be thought out in terms of tactical doctrine. The *Cheetah II* fits this picture. Imstar Aerospace wanted to upgrade their flagship light fighter, the *Cheetah*, which already served the Free Worlds adequately, albeit without distinction. CEO Woodrow "Tiger" Gurnstoggle requested design teams to give him proposals for a rework of the venerable fighter. Three plans emerged from the commissioned studies: one that called for making the fighter heavier, and two that adjusted its thrust, with one decreasing airspeed in favor of greater firepower, and the other increasing speed.

After reviewing the plans and observing the presentations, Gurnstoggle, a former conventional fighter pilot, chose the faster design, knowing that more speed had always served him well in his time in service. He turned to a former colleague, Admiral Garland Smith, to liaise with the military for the project. Smith approved the prototype for League funding.

The *Cheetah II* prototypes demonstrated both more powerful thrust and better handling in atmosphere, and Admiral Smith put in a requisition for three squadrons over the next two years. Imstar quickly began contacting component manufacturers to set up shipments for the new design, when a chance meeting between a member of the procurement department and Admiral Smith's superior made her aware that a new aerospace design that was going to be introduced. The procurement officer requested Smith's analysis and was stunned at what she saw.

The increased engine forced the removal of a third of the fighter's armor and dropped its two medium lasers as well, leaving the thinly armored fighter with only a single small laser for combat. Smith's justification, that the increased speed allowed the *Cheetah II* to better serve as a high speed bomber, did not go over well, as it carried the same external ordinance load a standard *Cheetah* could already bring to bear. With basically an overly expensive jump-bomber on their hands, the military hated the purchase and brought about a very public review of the matter.

With their stock falling, Imstar's board of directors was forced to dismiss Gurnstoggle from (albeit with a few-million-eagle "golden parachute"). A full investigation carried out by Imstar later revealed that Gurnstoggle, Smith and the head of the design

team that proposed the *Cheetah II* were having an inappropriate relationship and were heavily invested in Spyratos Engine Systems, makers of the fighter's unusual 275-rated aerospace fusion engine. A lawsuit saw recovery of some of the money (including Gurnstoggle's severance package), but the stain of the scandal remained with Imstar and the Free Worlds military for some time. Spyratos Engine Systems was cleared of any wrongdoing, but was unable to recover from the loss in building a new fusion engine line that had no customers.

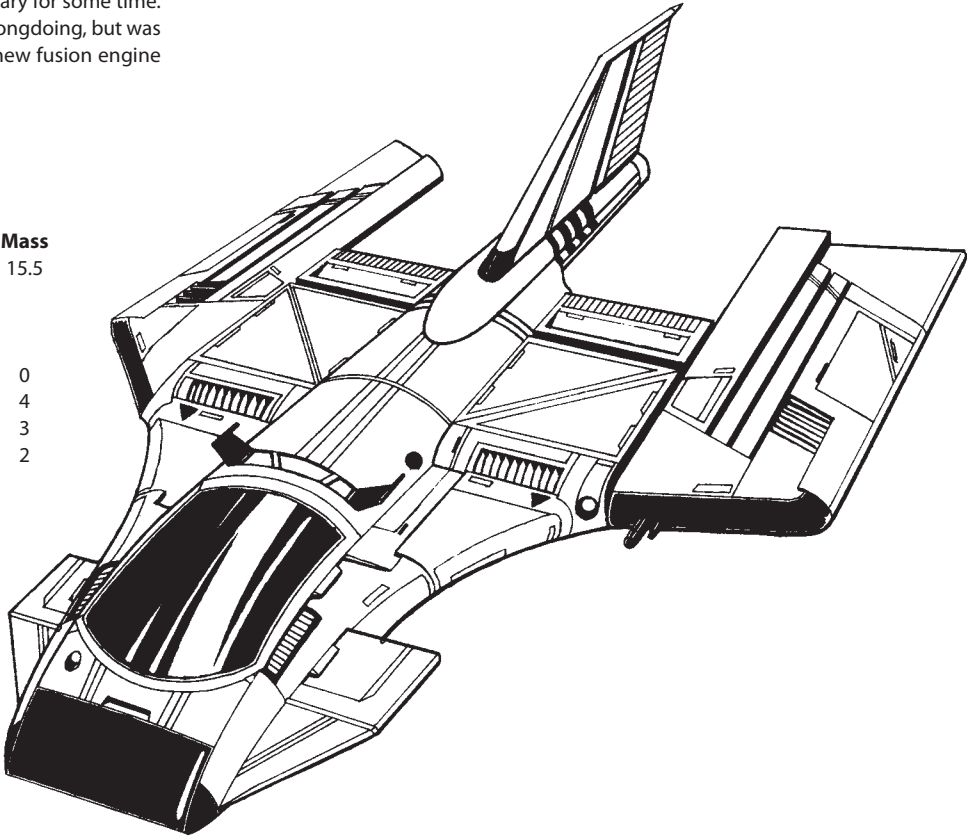
Type: **Cheetah II**
Technology Base: Inner Sphere
Tonnage: 25

Equipment

Engine:	275
Safe Thrust:	13
Maximum Thrust:	20
Structural Integrity:	13
Heat Sinks:	10
Fuel:	320
Cockpit:	
Armor Factor:	32
	<i>Armor Value</i>
Nose	9
Wings	9/9
Aft	5

Mass

15.5
0
4
3
2



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Small Laser	Nose	.5	1	3	—	—	—

Notes: Features the following Design Quirks: Atmospheric Flyer, Bad Reputation, Difficult to Maintain

BRIGHT STAR AUTO SCOUT

Outcome Summation: Failed Prototype

Producer/Site: Ulsop Robotics, Zebebelgenubi

Supervising Technician: General Jamison Cameron

Project Start Date: 2539

Failure Analysis: Unknown

Overview

A longtime builder of quality robots and computers, Ulsop Robotics was looking to branch out into other areas of high technology. Their first attempt was to use their expertise to develop an unmanned exploration JumpShip, hoping to reduce or eliminate the need for human beings to take up the mundane tasks of mapping and evaluating distant star systems, a duty that had cost the lives of more than a few crews during the time of the Star League. A fully automated system would end the risk as well as perform the job cheaper and quicker.

As Ulsop had never built any spacecraft before—let alone JumpShips—many doubted the company's ambitious new project, though the resulting design was very compact and efficient. Built to operate completely unmanned, the *Bright Star* (as the prototype was dubbed), possessed limited life support capacity and access ways that were barely human-sized, sufficient enough only for the technical teams who would periodically work on the craft between missions. It possessed a lifeboat should something go wrong while the crew was onboard, but even this amenity was configured more for unmanned operation, as it was to double as an emergency data dump capsule, intended to jettison in emergencies with a backup copy of all collected data to date.

The true challenge would be in the operation of the JumpShip. Not only would it have to perform the calculations for the next jump, it would need to determine which system to visit next. It would also need to monitor its supply of consumables and plot a return path that would allow it to be resupplied from its home base. Beyond the navigation, the *Bright Star* needed to map out the systems it visited, identifying all the major celestial bodies and any important raw materials, such as ice. As the needs of a survey differed based on the size and how many celestial bodies it contained, the time and supplies it would require could vary, adding another complicated process for the software to determine. Yet Ulsop believed they had addressed all the issues.

An escorted trip to Ozawa from Zebebelgenubi showed that the *Bright Star* could safely perform jumps and survey a system faster than a human crew. After a celebratory christening, where an Ulsop robot smashed a glass container of microchips across the bow, the scout was sent on its maiden voyage. While the SLDF liaison requested to begin with a five-year mission, Ulsop had planned a ten-jump limit for the first solo voyage, with it returning to Zebebelgenubi when it was complete.

Instead of following the programmed course, the *Bright Star* immediately jumped to already explored systems. Ulsop attempted to reclaim control of the ship, using HPGs and command circuits to try and catch it before its jumps, but to no avail. Remote access failed and the last confirmed sighting of it was in the New Samarkand system before it left the known space. There have been rumored sightings in the time since then, but nothing confirmed. It seems unlikely that the *Bright Star* is still functional after half a millennium, but as the Champlain-III probe showed in 3075, it is possible for some probes to survive even a thousand years.

Bright Star Automated Scout

Use: Exploration Unit

Tech: Inner Sphere (Experimental)

Introduced: 2543

Mass: 60,000 tons

Dimensions

Length: 124 meters

Width: 22 meters

Height: 15.2 meters

Sail Diameter: 890 meters

Fuel: 150 tons (1,500 points)

Tons/Burn-day: 0.977

Station-keeping Thrust: 0.1G (0.2 Thrust)

Sail Integrity: 3

KF Drive Integrity: 3

Heat Sinks: 82

Structural Integrity: 1

Armor

Nose: 6

Fore-Sides: 4

Aft-Sides: 4

Aft: 4

Cargo

Bay 1: Small Craft (2) 1 Door

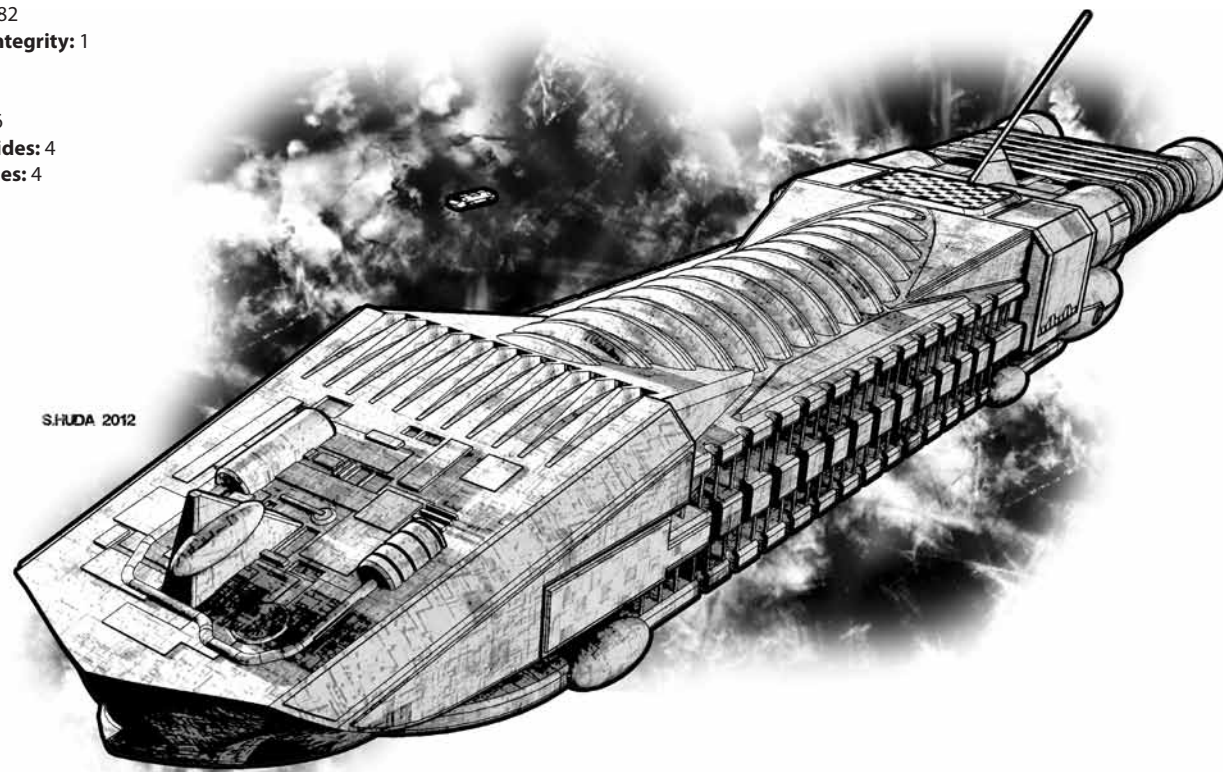
Bay 2: Cargo (123.5 tons) 1 Door

Life Boats: 1

Escape Pods: 0

Crew: None

Notes: Equipped with 32.5 tons of standard armor. Features prototype Aerospace Smart Robotic Control System (ASRCS)-style equipment (Gunnery: 4, Piloting: 5; 360 tons), Large NCSS, Communications equipment (13 tons), 2 Drone Carrier Control Systems (3 tons). Features the following Design Quirk: Non-functional (Fully automated ASRCS-driven JumpShip)



ENTERPRISE

Outcome Summation: Failed Prototype
Producer/Site: Daussault-Shimmon Enterprises, New Earth
Supervising Technician: Admiral Ursula Verlander
Project Start Date: 2745
Failure Analysis: Inoperable Equipment

Overview

Warfare is ever changing, every time that the ‘ultimate weapon’ appears to be approaching, another one neutralizes it. The appearance of aircraft carriers in the mid twentieth century signaled the beginning of the end for the battleship. Fearing the historical ramifications, commanders of the Star League black navy felt that the same thing might occur in space. Rather than leave matters to chance, they assigned the head of naval architecture to design a WarShip carrier that would invalidate the WarShips of the member states.

The first draft of the specifications called for a million ton ship that could carry three wings of fighters. As with many of the Star League’s projects, specifications changed multiple times. The final vessel was sixty percent bigger and carried almost a thousand fighters. In addition to changing the design multiple times, each major revision brought in a new set of engineers, with over a dozen firms receiving payment for a complete set of schematics.

The first ship to be built was named after a long line of Terran aircraft carriers. Holding eighteen wings of fighters internally, in addition to the capacity of any DropShips on its four docking points. With a total of fifty-four fighter bay doors, the *Enterprise* could launch an entire wing every ten seconds at peak combat performance. In the bowels of the ship, the most complex command and control system that the Star League had ever designed for a vessel lay, capable of tracking up to 2500 different objects during combat. A large assortment of capital weapons gave the *Enterprise* not only a good punch, but reach as well. Perhaps the biggest innovation was the inclusion of vast arrays of large pulse lasers and anti-missile systems. These would prevent the ship from falling prey to its own revolution in space combat, swarms of fighters. The anti-missile systems would also allow incoming missiles, both conventional and nuclear, to be shot down before they could damage the vessel and leave it’s hoards of fighters stranded.

When the vessel finally launched, some five years after the first drafts were drawn, all the eyes in the SLDF navy were on it. The *Enterprise* could not produce enough thrust to leave its berth and tugs were forced to move the ship out of its construction dock around the planet Saturn. The viewing audience gave up after four hours of waiting for the WarShip to rectify the propulsion problem and the test runs were rescheduled for a later date. That date never arrived.

Due to the multitude of different plans, investigators determined that the engines did not work with the thruster network. Even if they could repair the main thrusters, the ship could never maneuver. Admiral Verlander took an early retirement, saving the careers of the other supporters of the program. The project was canceled and never revisited. The ship itself was towed to asteroid belt where it has since been stripped down to a bare hulk, with chunks cut out of even that by scavengers of the Sol system.

Enterprise Super Carrier
Use: Carrier WarShip
Tech: Inner Sphere (Experimental)
Introduced: 2749
Mass: 1,600,000 tons

Dimensions

Length: 1,250 meters
Width: 158 meters
Height: 98 meters
Sail Diameter: 1,190 meters

Fuel: 4000 tons (10,000 points)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 7
KF Drive Integrity: 31
Heat Sinks: 2,988 (5,976)
Structural Integrity: 50

Armor

Nose: 235
Fore-Sides: 210
Aft-Sides: 208
Aft: 188

Cargo

Bay 1: Fighters (648)	11 Doors
Bay 2: Cargo (288,220.5)	2 Doors
Bay 3: Fighters (324)	11 Doors

DropShip Capacity: 4
Grave Decks: 2 (150 meters)
Life Boats: 435

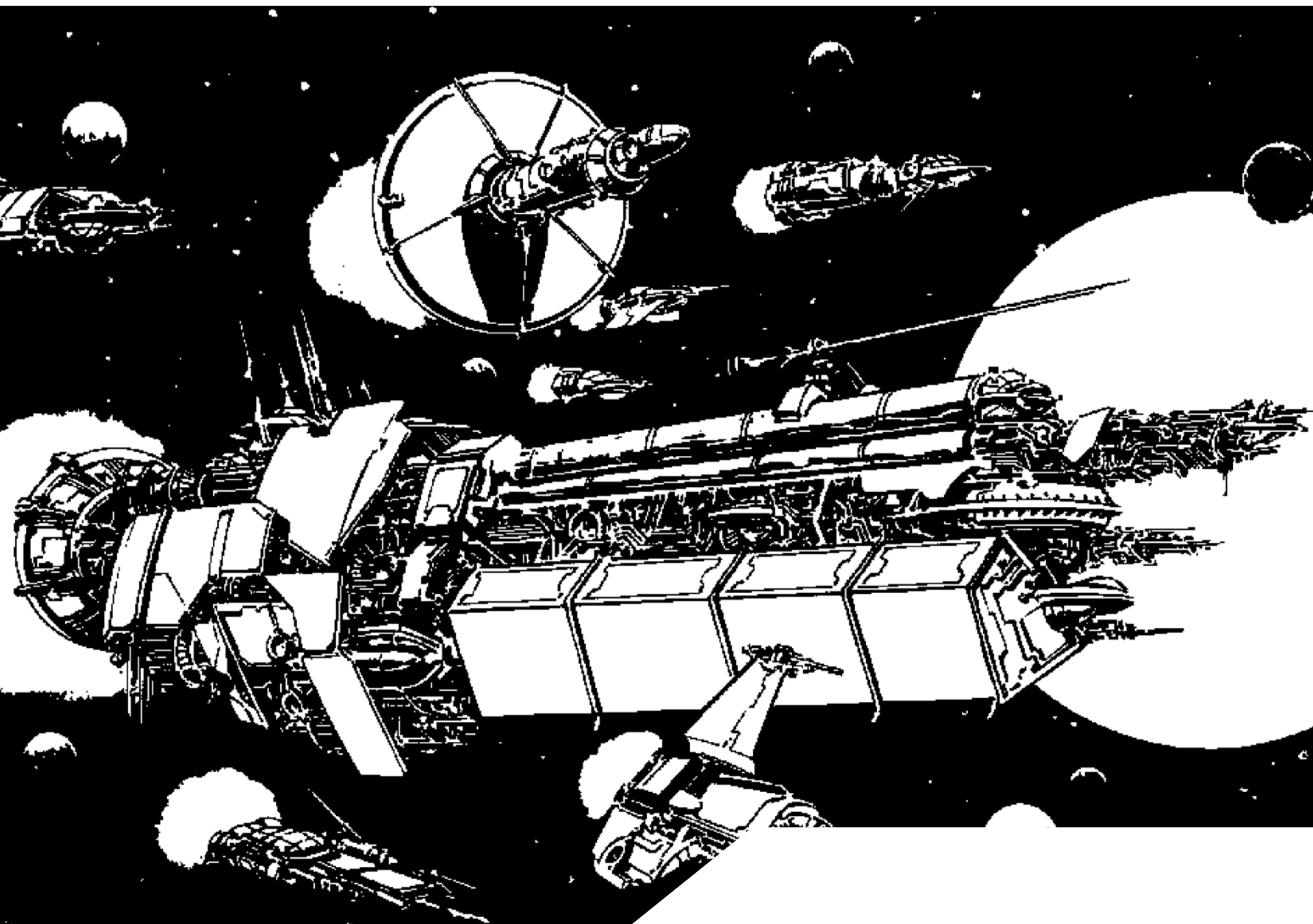
Escape Pods: 640
Crew: 115 officers, 280 enlisted/non-rated, 100 gunners, 1,944 bay personnel

Ammunition: 77 rounds Killer Whale ammunition (2,000 tons), 77 rounds White Shark ammunition (1,600 tons), 77 rounds Barracuda ammunition (1,200 tons), 10 rounds of NAC/25 ammunition (10 tons) 60 rounds NAC/30 ammunition (60 tons), 40 rounds NAC/35 ammunition (40 tons), 864 rounds AMS ammunition (72 tons)

Notes: Equipped with 1,536.5 tons of Ferro-carbide armor and lithium-fusion batteries.

Weapons: Arc (Heat) Type Nose (820 Heat)	Capital Attack Values (Standard)					Class
	Heat	Short	Medium	Long	Extreme	
4 NL/45	280	18 (180)	18 (180)	18 (180)	18 (180)	Capital Laser
2 Medium NPPC	270	18 (180)	18 (180)	18 (180)	18 (180)	Capital PPC
5 AR10	100	**	**	**	**	Capital Missile
(17 KW, 17 WS, 17 B)						
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
10 AMS	10	—	—	—	—	Point Defense
(108 rounds)						
FL/FR (760 Heat)						
4 NL/55	340	22 (220)	22 (220)	22 (220)	22 (220)	Capital Laser
2 Medium NPPC	270	18 (180)	18 (180)	18 (180)	18 (180)	Capital PPC
3 AR10	120	**	**	**	**	Capital Missile
(10 KW, 10 WS, 10 B)						
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
10 AMS	10	—	—	—	—	Point Defense
(108 rounds)						
LBS/RBS (1,605 Heat)						
4 NL/55	340	22 (220)	22 (220)	22 (220)	22 (220)	Capital Laser
3 Heavy NPPC	675	45 (450)	45 (450)	45 (450)	45 (450)	Capital PPC
2 NAC/30	200	60 (600)	60 (600)	60 (600)	—	Capital AC
(30 rounds)						
2 NAC/35	240	70 (700)	70 (700)	—	—	Capital AC
(20 rounds)						
3 AR10	60	**	**	**	**	Capital Missile
(10 KW, 10 WS, 10 B)						
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
10 AMS	10	—	—	—	—	Point Defense
(108 rounds)						
AL/AR (610 Heat)						
3 NL/45	210	14 (140)	14 (140)	14 (140)	14 (140)	Capital Laser
2 Medium NPPC	270	18 (180)	18 (180)	18 (180)	18 (180)	Capital PPC
3 AR10	120	**	**	**	**	Capital Missile
(30 rounds)						
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
10 AMS	10	—	—	—	—	Point Defense
(108 rounds)						
Aft (584 Heat)						
2 NL/35	104	7 (70)	7 (70)	7 (70)	7 (70)	Capital Laser
1 Heavy NPPC	225	15 (150)	15 (150)	15 (150)	15 (150)	Capital PPC
1 NAC/25	85	25 (250)	25 (250)	25 (250)	—	Capital Missile
(10 rounds)						
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser
10 AMS	10	—	—	—	—	Point Defense
(108 rounds)						

ENTERPRISE



MONITORS

Outcome Summation: Canceled Prototype

Producer/Site: Blue Nose Clipperships of Mars, Sol

Supervising Technician: Commodore Mortimer Basquiz

Project Start Date: 2683

Failure Analysis: Inefficient Design and Inadequate Infrastructure

Overview

With the advent of the compact KF drive, space became a much more dangerous place. No longer were warships limited to assault DropShips, but they could easily surpass a million tons. Yet, almost half of that mass was still tied up in the KF drive. During the latter part of the twenty-seventh century, a group of SLDF admirals pushed to create a new breed of WarShip, dispensing with the KF drive with the goal of doubling the potential firepower such a vessel could bring to bear. After over a decade of campaigning, funding was finally allocated for project AMHITRITE and Blue Nose Clipperships won the bidding to provide construction for the prototype.

Though the concept "monitor" was based on the proven hull of the venerable Avatar class cruiser, almost immediately problems emerged when the KF drive was removed from the equation. Without the frame around the KF drive acting as the ship's primary keel, stress analysis revealed that a great deal of additional structural reinforcement would be needed to avoid integrity failure under combat thrust. The design plans were hastily re-drawn and construction resumed, but the structure reinforcements ate away far more mass than originally expected.

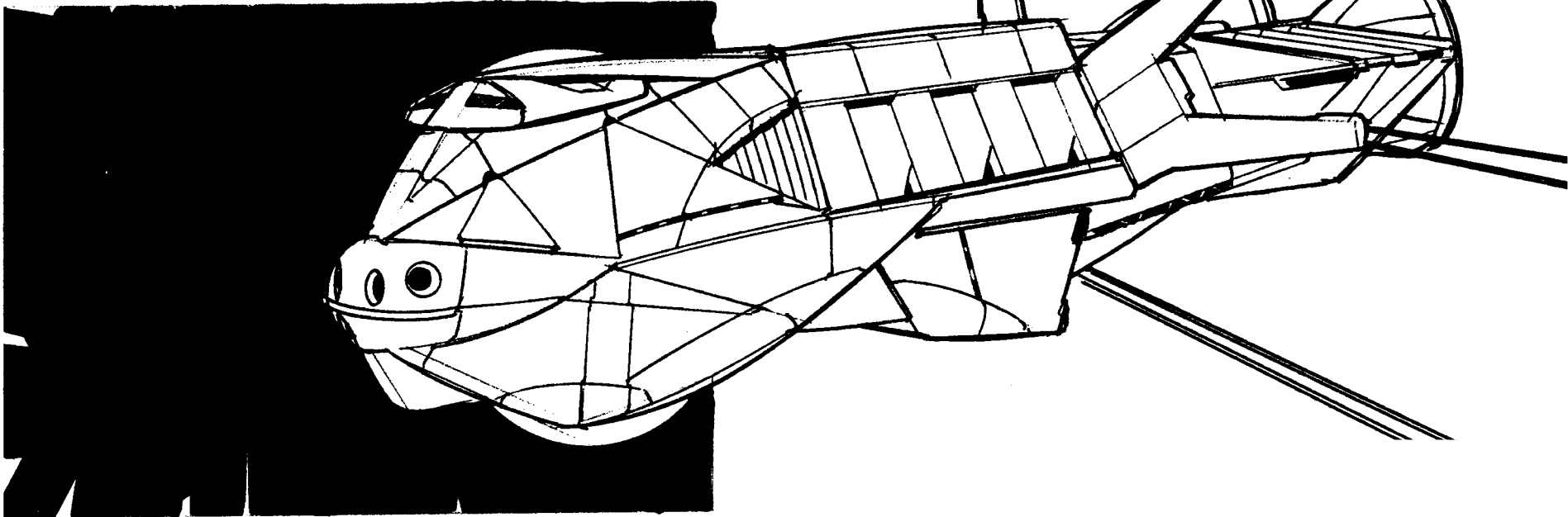
As construction continued on three prototype hulls, the numerous setbacks and additional costs mounted, drawing greater scrutiny from a number of oversight committees. While these monitors had

a potential military impact, the potential political impact of their possible failure was orders of magnitudes greater. Internal divisions, even among the Star League admiralty, quickly formed, with pro-monitor and anti-monitor camps ignoring any data that failed to agree with their positions. Combat simulations and technical projections won the first victories in favor of the monitors, with most simulations showing overwhelming victories between the heavily armed monitors against larger jump-capable opponents. Unfortunately, these tactical advantages paled in comparison with the logistical studies ordered by Admiral Arthur Ubuntu, who led the challenge against AMHITRITE as the construction effort stretched past eight years without a single prototype emerging from its slip.

Ubuntu's studies quickly revealed that, in addition to the greater manpower needs each monitor would need by dint of their extra firepower alone, the support apparatus needed for widespread deployment of monitors would quickly outstrip the Hegemony's naval resources. This monumental problem primarily stemmed from the monitors' inability to perform their own jumps. Ubuntu noted that the monitors' sheer mass—well beyond the scale of the largest DropShips of the day—would force the SLDF to use YardShips to transport and deploy each monitor fleet to its duty station, an expensive proposition as any sizable monitor presence in any given system would thus require dozens—perhaps even hundreds—of such jumps, even for the systems nearest to Terra. Counter-proposals to ship monitors in pieces via specialized DropShips for on-site assembly proved equally untenable, as this would still effectively require the YardShips to do the assembly work in any system that lacked shipyards large enough to do the work locally.

To make matters worse, after disputing computer simulations that underscored the physical dangers of moving monitors in this fashion, Commodore Basquiz, as head of the project, insisted on a "live test", in which one of the half-completed prototypes would be moved from Mars to New Earth via the SLS J. Swift, a Newgrange-class YardShip. After tugboats were needed to get the prototype from its shipyard in Martian orbit to the Swift, the YardShip was damaged during the mooring process and suffered severe structural and drive damage after the jump to New Earth. The damage was so severe that a second YardShip was needed to take the monitor back to Mars, while the J. Swift needed five months of repairs before she could jump again.

Convinced of the inability to properly produce, deploy, and maintain a suitable fleet of monitors for local system defense even in the Sol system, the Star League scrapped the monitor project, and ordered the incomplete hulls dismantled. Not a single one of the prototypes ever flew under its own power.



LOOSE

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ostscout IIC

Movement Points: Tonnage: 35
Walking: 11 Tech Base: Mixed Tech (Clan)
Running: 17 (Experimental)
Jumping: 13 Era: Jihad

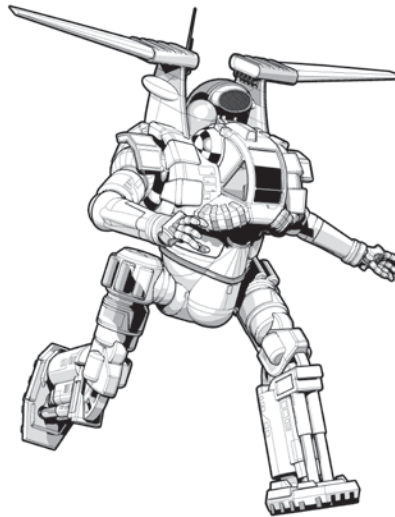
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Bloodhound	LT	—	[E]	—	—	—	6
	Active Probe (IS)							
1	Clan TAG	RA	0	0 [S]	—	5	9	15

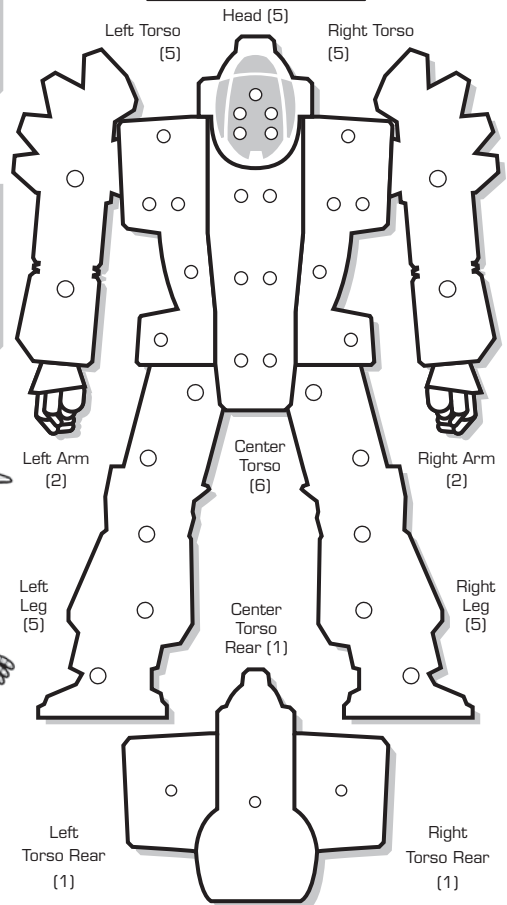
WARRIOR DATA

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
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Angel ECM
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Clan TAG
- Endo Steel

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro (IS)
- XL Gyro (IS)
- XL Gyro (IS)

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Partial Wing
- Partial Wing

- XL Gyro (IS)
- XL Gyro (IS)
- XL Gyro (IS)
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Partial Wing
- Partial Wing

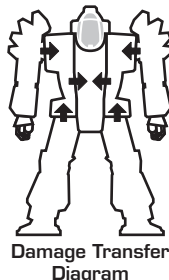
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

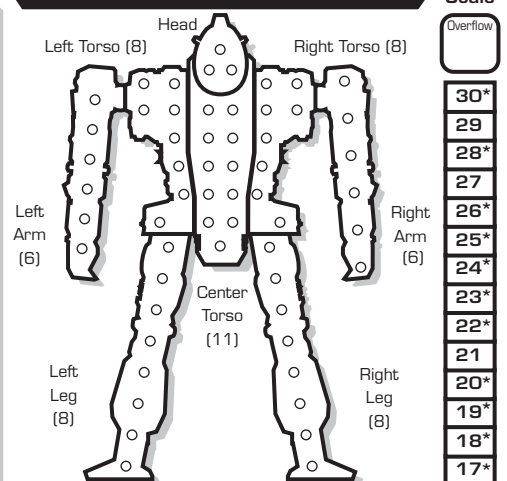
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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: 10 (23) 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: LIB-4T Liberator

Movement Points: Tonnage: 40
Walking: 6 Tech Base: Inner Sphere (Introductory)
Running: 9 Era: Succession Wars

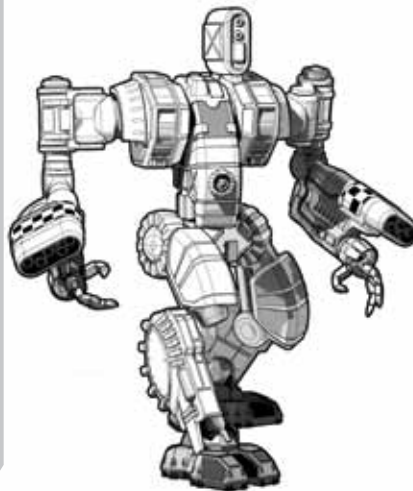
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	LRM 5	RA	2	1/Msl [M,C,S]	—	3	6	9
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21

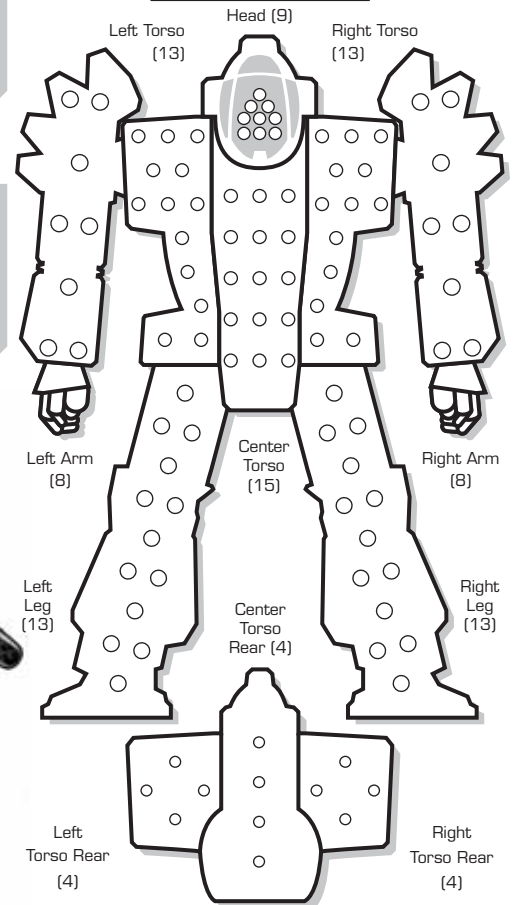
WARRIOR DATA

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
- LRM 5
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Ammo (LRM 5) 24

Center Torso

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

Left Torso

- SRM 2
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

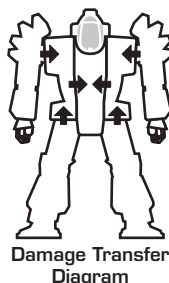
Right Torso

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

Left Leg

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

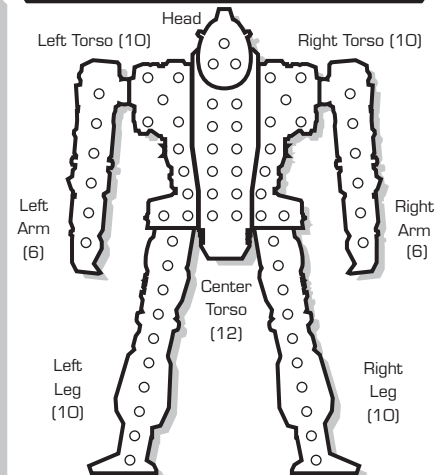
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



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:
30	Shutdown	10 Single
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 Level
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

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: **SCP-X1 SCORPION LAM**

Tonnage: 55 Tech Base: Inner Sphere
(Experimental—Illegal)

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode
Walking: 5	Cruising: 15	Safe Thrust: 5
Running: 8	Flank: 23	Max Thrust: 8
Jumping: 5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min Sht	Med Lng	Aero
1	PPC	RT	10	10 [DE]	3	6	12 18 10(M)
1	SRM 6	RT	4	2/Msl	—	3	6 9 12(S)

[M,C,S]

WARRIOR DATA

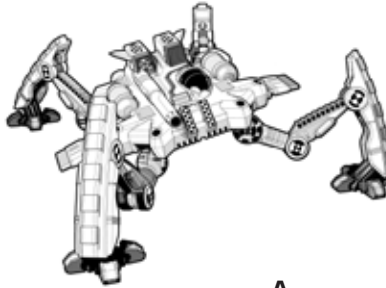
Name: _____

BattleMech Gunnery Skill: _____ Piloting Skill: _____

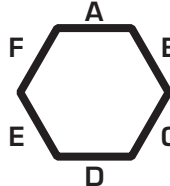
Aerospace Gunnery Skill: _____ Piloting Skill: _____

Hits Taken _____

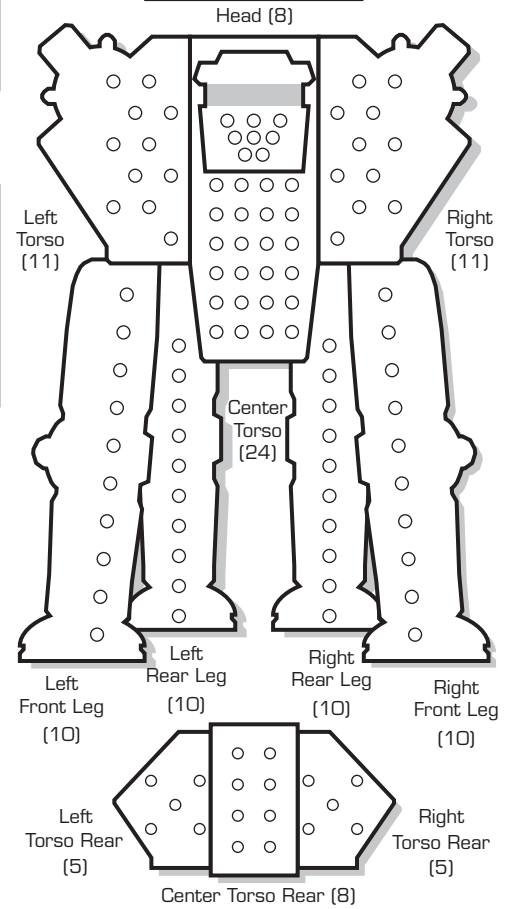
Consciousness# _____



Advanced
Movement
Compass



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

Right Front Leg

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

Center Torso

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

Right Torso

- Landing Gear
- Avionics
- PPC
- PPC
- PPC
- SRM 6

Left Torso

- Landing Gear
- Avionics
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

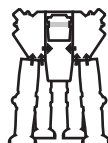
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

Avionics ○○○○
Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○○○○○○○○○○○



Damage Transfer
Diagram



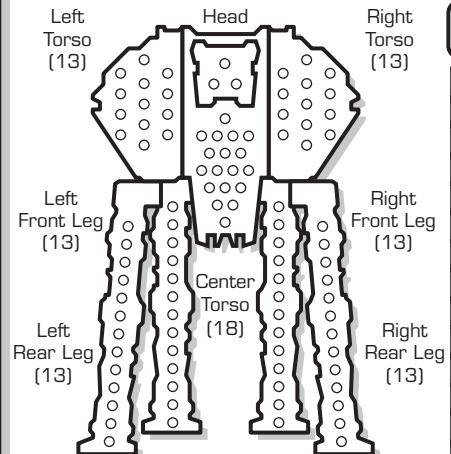
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat
Scale

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	(AirMech +3)
25	-5 Movement Points	
24	/Rand. Movement 10+	
23	+4 Modifier to Fire	
22	Ammo Exp. avoid on 6+	
20	Shutdown, avoid on 8+	
19	-4 Movement Points	
18	/Rand. Movement 8+	
17	Ammo Exp. avoid on 4+	
16	Shutdown, avoid on 6+	
15	+3 Modifier to Fire	
14	-3 Movement Points	
13	/Rand. Movement 7+	
12	Shutdown, avoid on 4+	
11	+2 Modifier to Fire	
10	-2 Movement Points	
9	/Rand. Movement 6+	
8	+1 Modifier to Fire	
7	-1 Movement Points	
6	/Rand. Movement 5+	
5		
4		
3		
2		
1		
0		

BATTLETECH

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: **CPN-1X1 CHAMPION LAM**

Tonnage: 60 Tech Base: Inner Sphere
(Experimental—Illegal)

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode
Walking: 5	Cruising: 15	Safe Thrust: 5
Running: 8	Flank: 23	Max Thrust: 8
Jumping: 5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min Sht	Med Lng	Aero
1	Medium Laser	RT	3	5 [DE]	—	3	6 9 5(S)
2	Medium Laser	LT	3	5 [DE]	—	3	6 9 5(S)
1	SRM 6	LT	4	2/Msl	—	3	6 9 12(S)
	w/Artemis IV FCS			[M,C,S]			

WARRIOR DATA

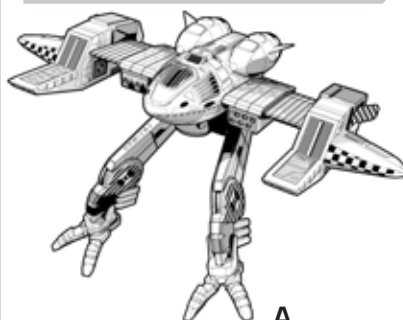
Name: _____

BattleMech Gunnery Skill: _____ Piloting Skill: _____

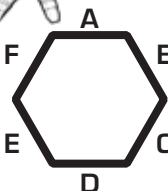
Aerospace Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

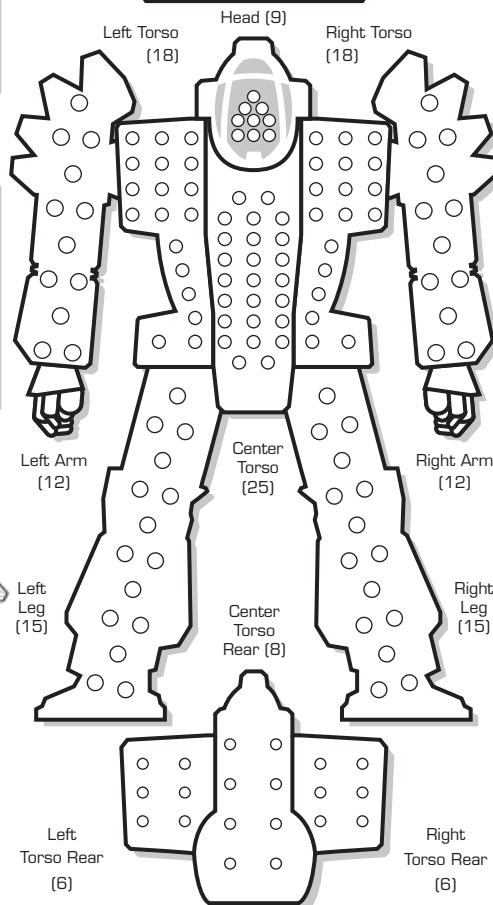
1	2	3	4	5	6
3	5	7	10	11	Dead



Advanced
Movement
Compass



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

Left Torso

- Landing Gear
- Avionics
- SRM 6
- SRM 6
- Artemis IV FCS
- Medium Laser
- Medium Laser
- Ammo (SRM 6 Artemis) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

Right Torso

- Landing Gear
- Avionics
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Avionics ○○○
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Landing Gear ○
Life Support ○

Structural Integrity
○○○○○○○○○○○○○○○○○○○○



Damage Transfer
Diagram



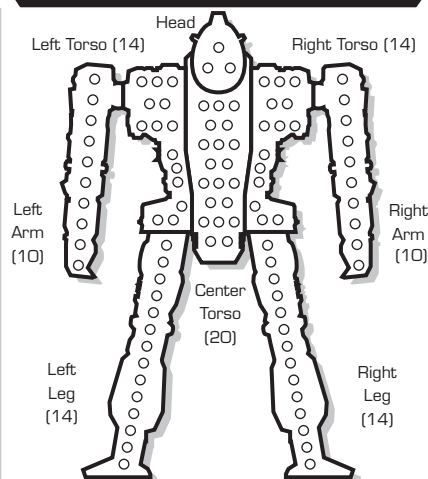
Left Leg

- 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:
30	Shutdown	11
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	(AirMech +3)
25	-5 Movement Points	○○
	/Rand. Movement 10+	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
	/Rand. Movement 8+	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
	/Rand. Movement 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
	/Rand. Movement 6+	
8	+1 Modifier to Fire	
5	-1 Movement Points	
	/Rand. Movement 5+	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SAM-RS2 MATAR

Movement Points: Tonnage: 110
Walking: 2 Tech Base: Inner Sphere
Running: 3 (Experimental—Illegal)
Era: Star League

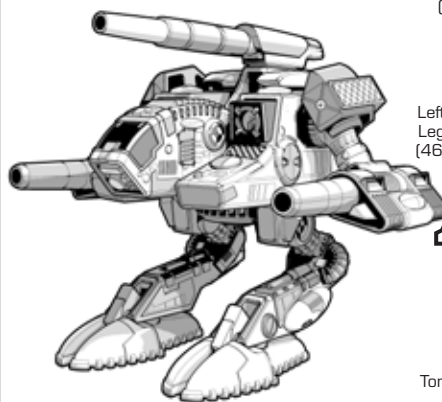
WARRIOR DATA

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

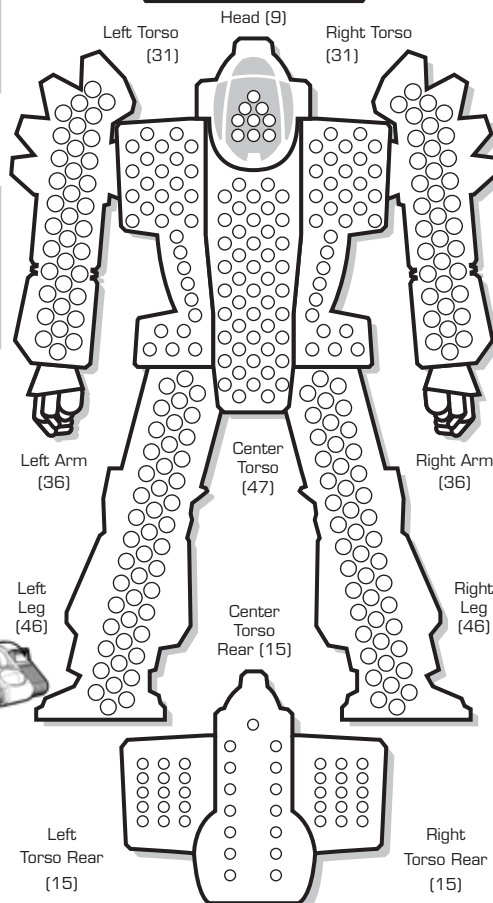
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Flamer	RT	2	2	-	1	2	3
1	Gauss Rifle	LT	1	15	2	7	15	22
1	Flamer	LT	2	2	-	1	2	3
1	Guardian ECM	LL	0	-	-	-	-	6
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	H(R)	4	6	-	2	4	6
1	ER Large Laser	CT	12	8	-	7	14	19



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Large Pulse Laser
- Large Pulse Laser
- Ammo (Gauss) 8

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Flamer
- Ammo (Gauss) 8

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Guardian ECM
- Guardian ECM

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser (R)
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- ER Large Laser
- ER Large Laser

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

Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Large Pulse Laser
- Large Pulse Laser
- Ammo (Gauss) 8

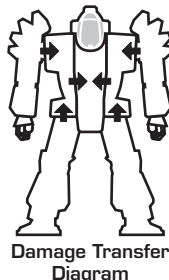
Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

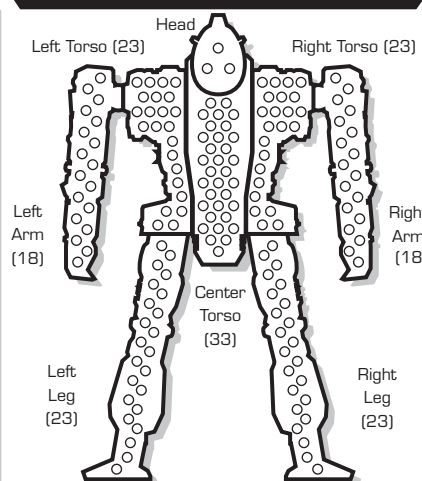
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Flamer
- Ammo (Gauss) 8

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	

BATTLETECH

ARMOR DIAGRAM

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: THORIZER

Movement Points: Tonnage: 35
 Hover Mode Air Mode Tech Base: Inner Sphere
 Cruising: 4 Safe Thrust: 4 (Experimental—Illegal)
 Flank: 6 Max Thrust: 6 Era: Age of War
 Jump: 3 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 2	Front	2/Msl	-	3	6	9
1	SRM 2	Rear	2/Msl	-	3	6	9

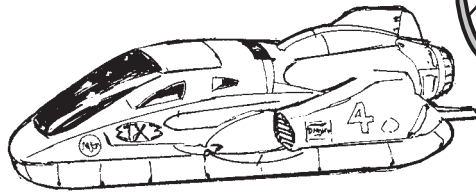
Ammo: (SRM 2) 50

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



BAR: 5

Front Armor
(10)

Left Side Armor (10)

Right Side Armor (10)

Rear Armor
(9)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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



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BATTLETECH

ARMOR DIAGRAM

TRANS-TRACK VEHICLE RECORD SHEET

VEHICLE DATA

Type: **CONDOR TRANS-TRACK**

Movement Points: _____ Tonnage: 50
 Hover Mode Tracked Mode Tech Base: Inner Sphere
 Cruising: 8 Cruising: 3 (Experimental—Illegal)
 Flank: 12 Flank: 5 Era: Succession Wars
 Engine Type: ICE

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/2	Turret	2	4	8	16	24
2	Medium Laser	Turret	3	—	3	6	9
1	Machine Gun	Front	2	—	1	2	3

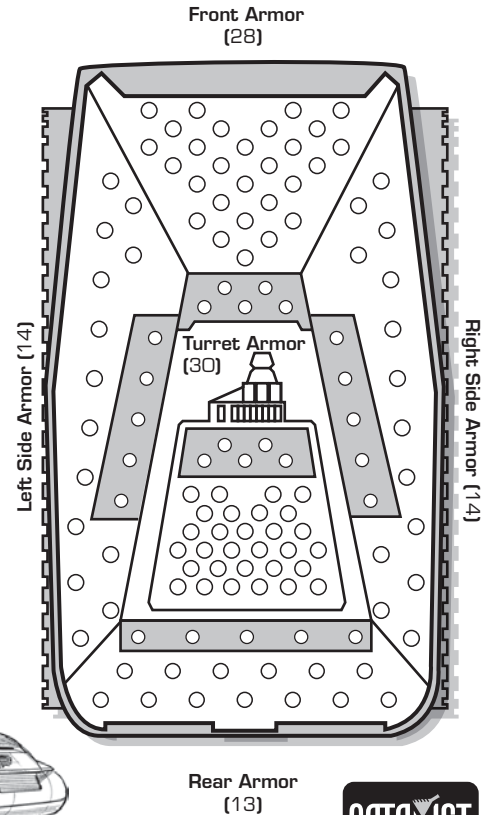
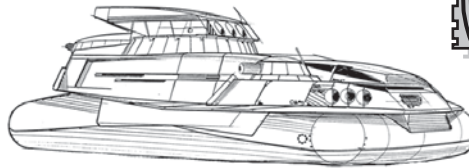
Ammo: [AC/2] 45, [MG] 100

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



Rear Armor
(13)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

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

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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



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BATTLETECH™

NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: NEPTUNE HYPER

Movement Points: Tonnage: 100
 Sub Mode Hydrofoil Mode Tech Base: Inner Sphere
 Cruising: 3 Cruising: 7 (Experimental—Illegal)
 Flank: 5 Flank: 11 Era: Succession Wars
 Engine Type: ICE

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LR Torpedo 20	Front	1/Msl	6	7	14	21
2	SR Torpedo 6	Front	2/Msl	—	3	6	9
1	SR Torpedo 6	Rear	2/Msl	—	3	6	9

Ammo: [LR-T 20] 12, [SR-T 6] 15

CREW DATA

Crew: 8
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

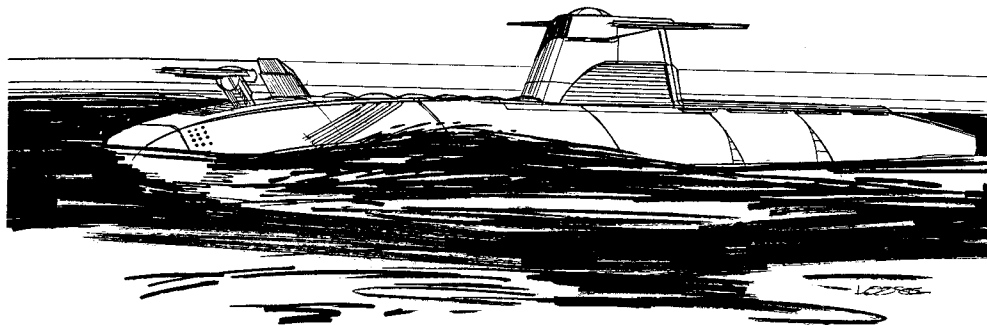
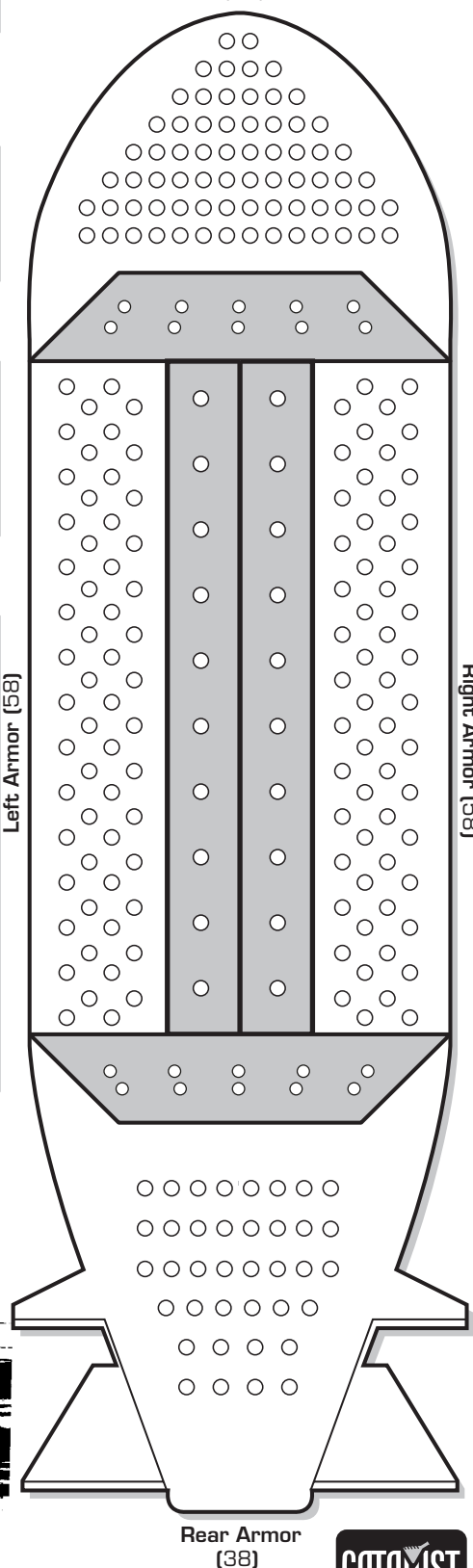
CRITICAL DAMAGE

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

NOTES

ARMOR DIAGRAM

Front Armor
(70)



DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				

Rear Armor
(38)



BATTLETECH

SUPER-HEAVY VEHICLE RECORD SHEET

VEHICLE DATA

Type: MUSE IRONHORSE (TRACTOR)

Movement Points: Tonnage: 600
Cruising: 9 Tech Base: Clan (Experimental)
Flank: 14 Era: Jihad
Movement Type: Rail
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	ER PPC	Turret	15	0	7	14	23
1	Thumper	Turret	15A	-	-	-	21*
2	LRM 15	Turret	1/Msl	0	7	14	21
1	Plasma Cannon	Turret	**	0	6	12	18
2	ER PPC	Front	15	0	7	14	23
1	Plasma Cannon	Front	**	0	6	12	18
1	Plasma Cannon	F Right	**	0	6	12	18
1	Plasma Cannon	F Left	**	0	6	12	18
1	Plasma Cannon	R Right	**	0	6	12	18
1	Plasma Cannon	R Left	**	0	6	12	18

Notes:
Features Armored and Tractor Chassis modifications.

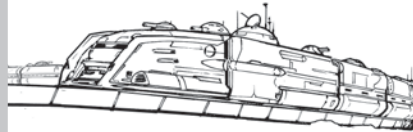
Ammo: [LRM 15] 40, [Plasma Cannon] 100, [Thumper] 200

CREW DATA

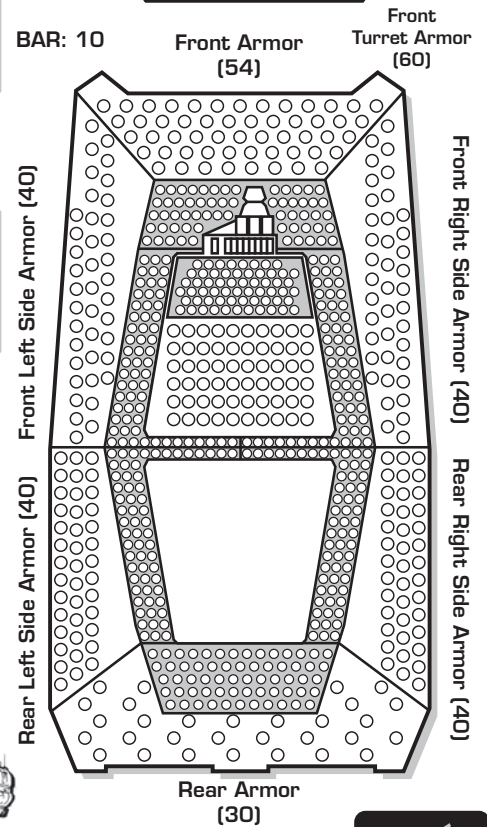
Crew: 16
Gunnery Skill: _____ Driving Skill: _____
Commander Hit ☒+1 Driver Hit ☒+2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Front Turret Locked ☐ Engine Hit ☐
Sensor Hits ☒+1 ☒+2 ☒+3 ☐0
Motive System Hits ☒+1 ☒+2 ☒+3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Ft. Turret ☐



ARMOR DIAGRAM



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SUPER-HEAVY VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:

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

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

SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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

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

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



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BATTLETECH

SUPER-HEAVY VEHICLE RECORD SHEET

VEHICLE DATA

Type: MUSE IRONHORSE (TRAILER)

Movement Points: Tonnage: 600
Cruising: N/A Tech Base: Clan (Experimental)
Flank: N/A
Movement Type: Rail Era: Jihad
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	ER PPC	Turret	15	0	7	14	23
1	Arrow IV	Turret	20A	-	-	-	9*
4	Large Pulse Laser	Turret	10	0	6	14	20
1	Plasma Cannon	Rear	**	0	6	12	18
1	Plasma Cannon	F Right	**	0	6	12	18
1	Plasma Cannon	F Left	**	0	6	12	18
1	Plasma Cannon	R Right	**	0	6	12	18
1	Plasma Cannon	R Left	**	0	6	12	18

Notes:
Features Armored, Tractor, and Trailer Chassis modifications.

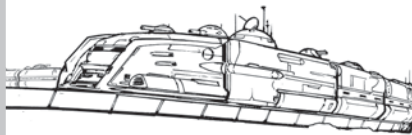
Ammo: (Plasma Cannon) 100, (Arrow IV) 100

CREW DATA

Crew: 16
Gunnery Skill: _____ Driving Skill: _____
Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Engine Hit ☐
Rear Turret Locked ☐
Sensor Hits **+1 +2 +3** **0**
Motive System Hits **+1 +2 +3**
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Rr. Turret ☐



ARMOR DIAGRAM

BAR: 10

Front Armor
(30)

Front Left Side Armor (40)
Rear Left Side Armor (40)

Front Right Side Armor (40)
Rear Right Side Armor (40)

Rear
Turret Armor
(60)
Rear Armor
(54)



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SUPER-HEAVY VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

§If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:

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

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

SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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

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

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



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BATTLETECH™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: SEABASS FLYING SUBMERSIBLE

Movement Points: Tonnage: 20
 Flying Submerged Tech Base: Inner Sphere
 Safe Thrust: 6 Cruising: 6 (Experimental—Illegal)
 Max Thrust: 9 Flank: 9 Era: Jihad

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)
 Qty Type Loc Ht SRV MRV LRV ERV
 Medium Laser [DE] N 3 5 — — —

Fuel: 222 Points

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 1 [7]

BAR: 7

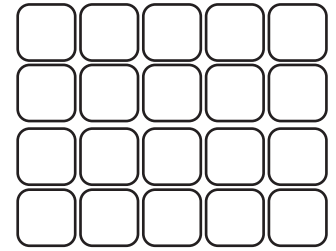
Left Wing
 Damage Threshold
 (Total Armor)
 1 [6]

Right Wing
 Damage Threshold
 (Total Armor)
 1 [6]

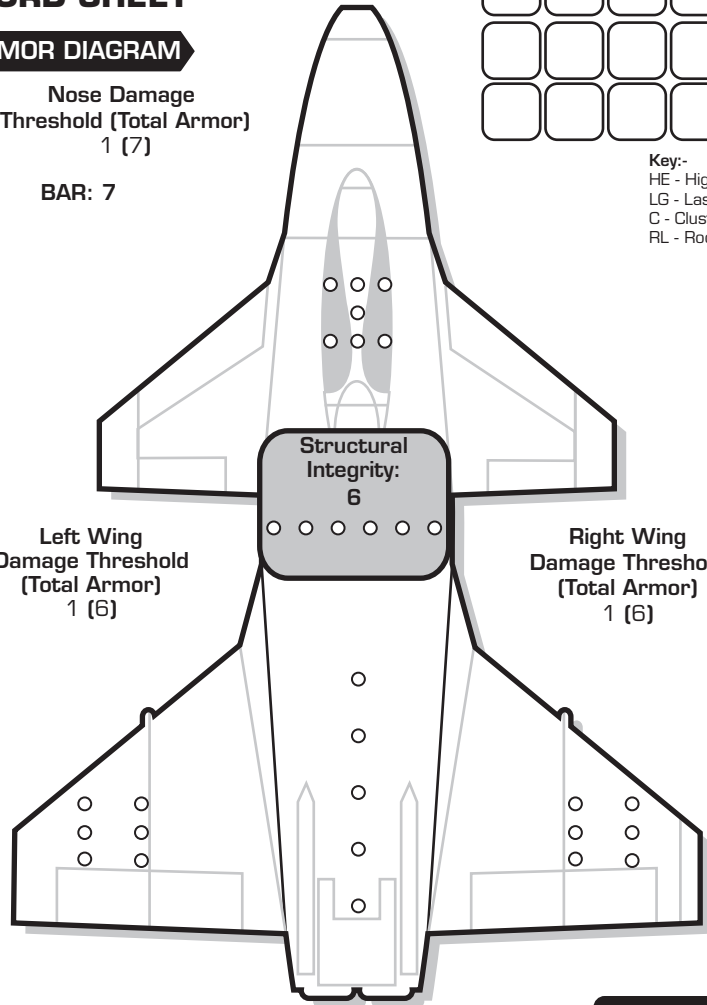
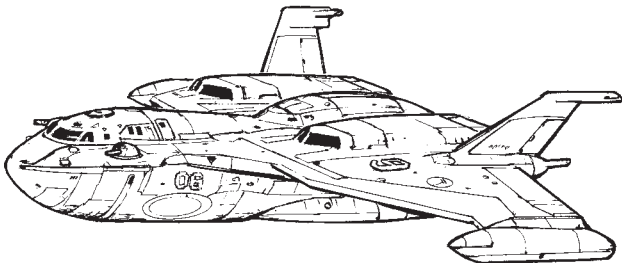
Structural
 Integrity:
 6

Aft Damage
 Threshold
 (Total Armor)
 1 [5]

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
3	5	7	10	11	Dead

 Consciousness #
 Modifier +1 +2 +3 +4 +5

GROUND MAP STRAIGHT MOVEMENT

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

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

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

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

FIGHTER RETURN TABLE

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

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Banshee BSE-X2

Thrust: Tonnage: 50
 Safe Thrust: 5 Tech Base: Inner Sphere (Illegal)
 Maximum Thrust: 8 Era: Clan Invasion

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Medium Laser [DE]	LW	3	5	—	—	—
1	Medium Laser [DE]	RW	3	5	—	—	—

Fuel: 400 Points

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 3 (23)

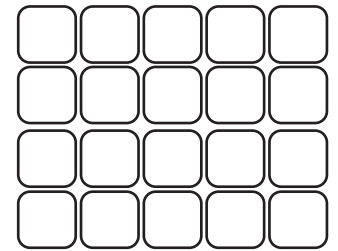
Left Wing
 Damage Threshold
 (Total Armor)
 2 (14)

Structural
 Integrity:
 5

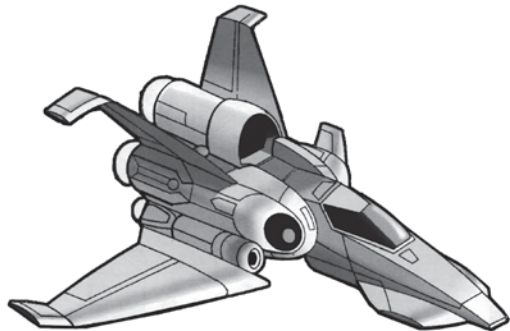
Right Wing
 Damage Threshold
 (Total Armor)
 2 (14)

Aft Damage
 Threshold
 (Total Armor)
 2 (13)

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
3	5	7	10	11	Dead

 Consciousness #
 Modifier

+1	+2	+3	+4	+5
----	----	----	----	----

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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: Cheetah II F-12A

Thrust: Tonnage: 25
 Safe Thrust: 13 Tech Base: Inner Sphere (Intro)
 Maximum Thrust: 20 Era: Succession Wars

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty Type Loc Ht SRV MRV LRV ERV
 1 Small Laser [DE] N 1 3 — — —

Fuel: 320 Points

ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 1 (9)

Left Wing Damage Threshold (Total Armor) 1 (9)

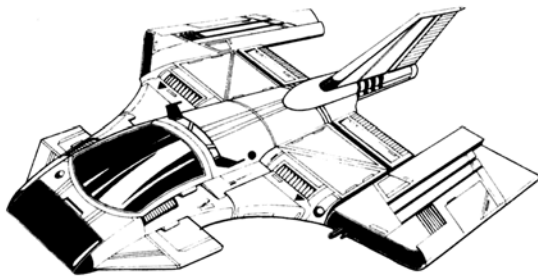
Structural Integrity: 13

Right Wing Damage Threshold (Total Armor) 1 (9)

Aft Damage Threshold (Total Armor) 1 (5)

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
3	5	7	10	11	Dead

 Consciousness #
 Modifier +1 +2 +3 +4 +5

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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

JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

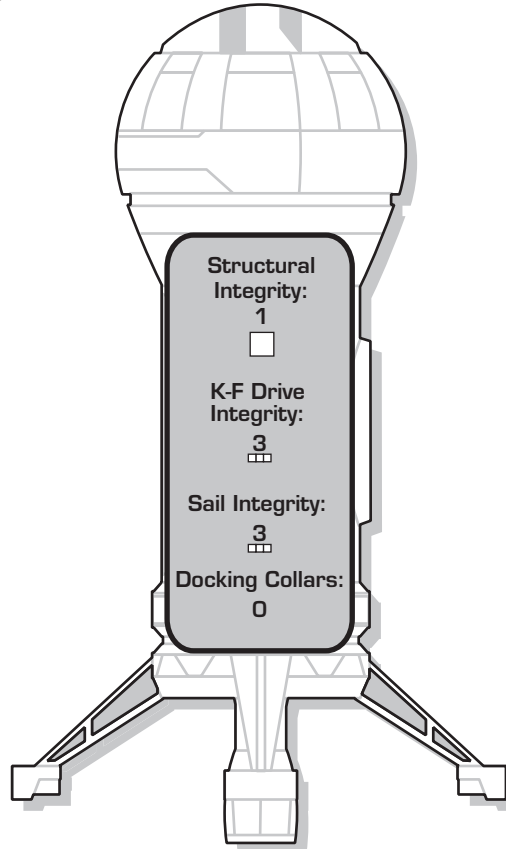
Capital Scale



Nose Damage Threshold
(Total Armor)
1 (6)
[][][][][][]

Fore-Right Damage
Threshold (Total Armor)
1 (4)
[][][][]

Fore-Left Damage
Threshold (Total Armor)
1 (4)
[][][][]



Aft-Right Damage
Threshold (Total Armor)
1 (4)
[][][][]

Aft-Left Damage
Threshold (Total Armor)
1 (4)
[][][][]

Aft Damage Threshold
(Total Armor)
1 (4)
[][][][]

JUMPSHIP DATA

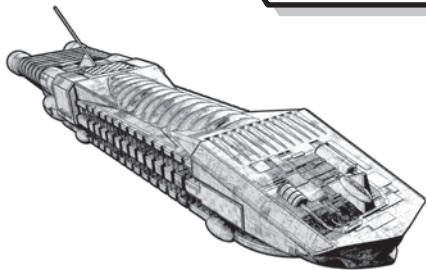
Type: BRIGHT STAR AUTO SCOUT

Name: _____ Tonnage: 60,000
Thrust: _____ Tech Base: Inner Sphere
Station-Keeping Only (Experimental)
Era: Star League
DropShip Capacity: 0
Fighters/Small Craft: 0 / 2 Launch Rate: 2/Turn

Weapons & Equipment Inventory

Cargo:
Bay 1: Small Craft (2) (1 Door)
Bay 2: Cargo (123.5 tons) (1 Door)

Fuel: 1,500



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Modifier
Crew: 0 Marines: 0
Passengers: 0 Elementals: 0
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 1 / 0

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC +2 +4 0
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 0
Right +1 +2 +3 0
Engine -1 -2 -3 -4 -5 0

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 82 Heat Generation Per Arc
Nose: 0
Left/Right Fore: 0 / 0
Left/Right Broadside: 0 / 0
Left/Right Aft: 0 / 0
Aft: 0

BATTLETECH

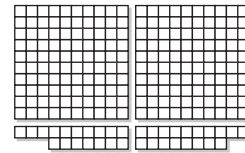
WARSHIP RECORD SHEET

ARMOR DIAGRAM

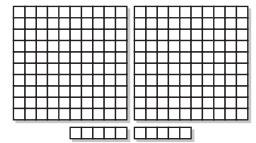
Capital Scale



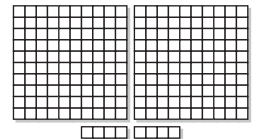
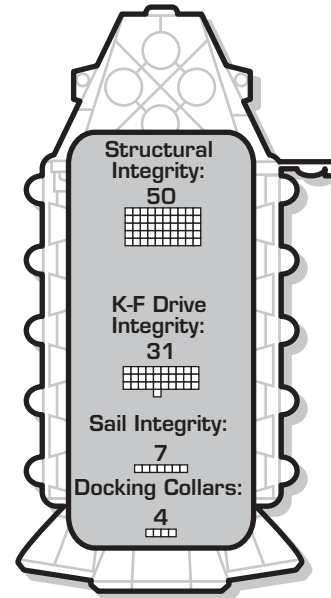
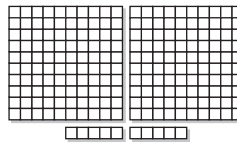
Nose Damage Threshold
(Total Armor)
24 (235)



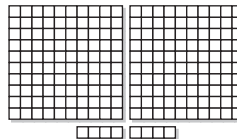
Fore-Right Damage
Threshold (Total Armor)
21 (210)



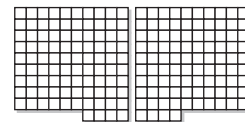
Fore-Left Damage
Threshold (Total Armor)
21 (210)



Aft-Right Damage
Threshold (Total Armor)
21 (208)



Aft-Left Damage
Threshold (Total Armor)
21 (208)



Aft Damage Threshold
(Total Armor)
19 (188)

WARSHIP DATA

Type: ENTERPRISE SUPER CARRIER

Name: _____ Tonnage: 1,600,000

Thrust: _____ Tech Base: Inner Sphere
(Experimental)

Safe Thrust: 2 Era: Jihad

Maximum Thrust: 3

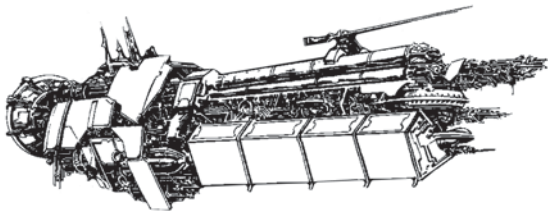
DropShip Capacity: 4

Fighters/Small Craft: 970/0 Launch Rate: 44/turn

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 NL/45s	N	280	18	18	18	18
2 Medium Naval PPC	N	270	18	18	18	18
5 AR/10	N	100	**	**	**	**
0 Anti-Missile Systems (108 rounds)	N	10	—	—	—	—
4 NL/55s	FL/FR	340	22	22	22	22
2 Medium Naval PPC	FL/FR	270	18	18	18	18
3 AR/10	FL/FR	60	**	**	**	**
10 Anti-Missile Systems (108 rounds)	FL/FR	10	—	—	—	—
4 NL/55s	L/R BS	340	22	22	22	22
3 Heavy Naval PPC	L/R BS	675	45	45	45	45
2 NAC/30 (60 rounds)	L/R BS	200	60	60	60	—
2 NAC/35 (20 rounds)	L/R BS	240	70	70	—	—
10 Anti-Missile Systems (108 rounds)	L/R BS	10	—	—	—	—
3 NL/45s	AL/AR	210	14	14	14	14
2 Medium Naval PPC	AL/AR	270	18	18	18	18
3 AR/10	AL/AR	120	**	**	**	**
10 Anti-Missile Systems (108 rounds)	AL/AR	10	—	—	—	—
2 NL/35s	A	104	7	7	7	7
1 Heavy Naval PPC	A	225	15	15	15	15
1 NAC/25 (10 rounds)	A	85	25	25	25	—
10 Anti-Missile Systems (108 rounds)	AL/AR	10	—	—	—	—

Fuel: 10,000



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 2,439 Marines: 0

Passengers: 0 Elementals: 0

Other: 0 Battle Armor: 0

Life Boats/Escapes Pods: 435/640

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	0		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	0	
Right	+1	+2	+3	0	
Engine	-1	-2	-3	-4	-5 0

VELOCITY RECORD

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

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

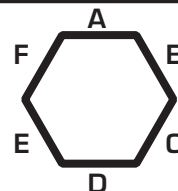
HEAT DATA

Heat Sinks:	Heat Generation Per Arc
2,988	Nose: 820
(5,976)	Left/Right Fore: 760/760
	Left/Right Broadside: 1,605/1,605
	Left/Right Aft: 610/610
	Aft: 584

BATTLETECH



Advanced
Movement
Compass



WARSHIP RECORD SHEET (REVERSE)

WARSHIP DATA (Cont.)

Type: ENTERPRISE SUPER CARRIER

Name: _____

Weapons & Equipment Inventory (Cont.)

Standard Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
8 Large Pulse Lasers	N	80	7 (72)	7 (72)	—	—
8 Large Pulse Lasers	N	80	7 (72)	7 (72)	—	—
8 Large Pulse Lasers	FL/FR	80	7 (72)	7 (72)	—	—
8 Large Pulse Lasers	L/R BS	80	7 (72)	7 (72)	—	—
8 Large Pulse Lasers	AL/AR	80	7 (72)	7 (72)	—	—
8 Large Pulse Lasers	A	80	7 (72)	7 (72)	—	—
8 Large Pulse Lasers	A	80	7 (72)	7 (72)	—	—

Grav Decks:

Grav Deck #1: 50-meter
Grav Deck #2: 50-meter

Cargo:

Bay 1: Fighters (648) (11 Doors)
Bay 2: Cargo (288,220.5) (2 Doors)
Bay 3: Fighters (324) (11 Doors)

ADVANCED MOVEMENT

A vector is active if thrust is applied while the unit is facing that hexside. A vector is inactive if the unit spends no thrust to move through that hexside.

Each time a unit spends thrust, note down that number on the record sheet in the appropriate vector (the vector of the unit's facing). Next, determine the effect of spending thrust by consolidating the active vectors.

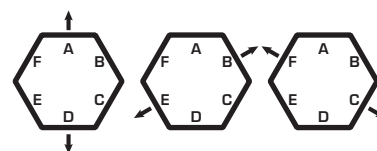
First, consolidate any active opposing vectors (see Opposing Vectors diagram) by subtracting the lowest thrust value from both vectors, reducing one vector to 0.

Next, consolidate the oblique vectors (see Oblique Vectors diagram). When any pair of oblique vectors is active, subtract the lowest of the two thrust values from both vectors (or from both if they are equal), reducing one (or both) oblique vectors to 0, and add the same value to the thrust value of the vector in between.

After consolidating all vectors, a unit should have no more than two active vectors.

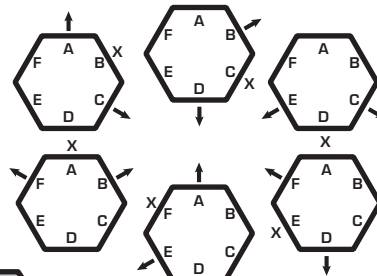
OPPOSING VECTORS

If both vectors marked with arrows are active, subtract an equal amount from both until only one of them is active.



OBLIQUE VECTORS

If both vector markers are active, subtract an equal amount from both and add that amount to vector X.



VELOCITY RECORD

Unit: _____

Turn

Velocity

#	Thrust	Facing	A	B	C	D	E	F	Fuel
1	_____	_____	/	/	/	/	/	/	_____
2	_____	_____	/	/	/	/	/	/	_____
3	_____	_____	/	/	/	/	/	/	_____
4	_____	_____	/	/	/	/	/	/	_____
5	_____	_____	/	/	/	/	/	/	_____
6	_____	_____	/	/	/	/	/	/	_____
7	_____	_____	/	/	/	/	/	/	_____
8	_____	_____	/	/	/	/	/	/	_____
9	_____	_____	/	/	/	/	/	/	_____
10	_____	_____	/	/	/	/	/	/	_____
11	_____	_____	/	/	/	/	/	/	_____
12	_____	_____	/	/	/	/	/	/	_____
13	_____	_____	/	/	/	/	/	/	_____
14	_____	_____	/	/	/	/	/	/	_____
15	_____	_____	/	/	/	/	/	/	_____
16	_____	_____	/	/	/	/	/	/	_____
17	_____	_____	/	/	/	/	/	/	_____
18	_____	_____	/	/	/	/	/	/	_____
19	_____	_____	/	/	/	/	/	/	_____
20	_____	_____	/	/	/	/	/	/	_____

GAME RULES

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

Design Quirks

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

New Design Quirks

The unique nature of the designs presented in this *Experimental Technical Readout* introduce peculiar new Design Quirks unique to virtually any unit ever dubbed a "Boondoggle". These Design Quirks use the optional rules found in *Strategic Operations* (see pp. 193-199, *SO*), as well as few additional Quirks presented in *Technical Readout: Prototypes* and *Interstellar Operations*. Design Quirks are an advanced game rule, with limited game balance, and so they are not appropriate for tournament play. Instead, these unique effects would be far better suited to role-playing or campaign-based games, where greater in-universe depth is desired.

Unless noted otherwise in the Quirk's rules, a Design Quirk may be taken only once per unit.

Negative Quirk: Nonfunctional (5 points)

Available to: All

A unit possessing this quirk has one or more components or pieces of equipment that simply does not work. No amount of repairs or replacement will correct this issue; the unit must be redesigned from the ground up to solve the problem.

A unit can have multiple Nonfunctional quirks, but each must be assigned to the specifically non-operational components they possess.

Negative Quirk: Illegal (0 points)

Available to: All

Units designed with this Quirk do not follow the existing construction rules for some reason, achieving effects that are not normally allowed in game-play, and which can fail spectacularly at any moment. These units should not be employed unless all players agree.

If employed, the opposing player may roll 2D6 to determine if the unit with this Quirk suffers a catastrophic failure once every 6 turns of combat. On a result of 6 or higher, such catastrophic failure occurs in 1D6 of the unit's hit locations (using the Front/Back Hit Locations Table). A Critical Hits check is then made for each failure location determined, applying a +4 modifier to the roll result. On any modified roll result of 13+, the location suffers complete collapse if it is an arm, leg, head, wing, main gun, or turret. This will destroy all items within (and any explosive components checks should be made as appropriate for location destruction). If the affected location is none of the above, it suffers 4 critical hits, determined as normal.

Illegal units suffer an additional +4 target number modifier to repair or replace any damaged or destroyed components, and double all repair and maintenance times for work performed on them. If an Illegal unit repair fails, the item gains the Nonfunctional Quirk as well.

Finally, because they are technically failures at the time of production, Illegal units should also receive the Obsolete Design Quirk (see p. 205, *TRO: Prototypes*), with the year of their obsolescence determined to be the same as their year of introduction.