

BATTLETECH™

EXPERIMENTAL™
TECHNICAL
READOUT:

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GUNSLINGERS

INTRODUCTION

INCOMING
MESSAGE

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TO: Paladin Janella Lakewood
FROM: Ghost Knight XX
Date: 1 January 3146

Open any technical digest printed in the last forty years and you'll see one recurring theme. Somewhere in the introductory text or the précis descriptions or combat performance reports you'll see the phrase "Star League-era technology" used to describe an advanced component or weapon system. The original Star League was an unprecedented technological developer, with uncounted scientific breakthroughs in all aspects of society, but in the aftermath of the Succession Wars the only real interest the Great Houses had was in military technology—and even in that specific focus, the Star League did not disappoint.

Advanced materials and weaponry were rediscovered shortly before the return of Kerensky's Clans and rushed into frantic production. Once the invasion was halted and the Inner Sphere discovered that the Clans had progressed technologically beyond even the high water mark of the Star League their scientists threw extraordinary efforts into designing and manufacturing evermore advanced and devastating weaponry. Some of these advances were honest breakthrough of original thought, but the majority was distilled from the raw materials provided by the Star League centuries ago. Technicians and engineers pored through the Helm memory core and any old references they could locate, rebuilding long-forgotten prototypes and retesting failed experiments.

Much of that research has been gathered here, combined from the fragmentary records of all four remaining Successor States and those archives that survived the Word of Blake's occupation of Terra. Stefan Amaris the Usurper captured Terra and its collaborationist population intact, and used the knowledge and manufactories available there to try and create the ultimate weaponry to hold back General Kerensky's onslaught. Many prototypes were designed, far more than ever reached initial production, as both sides jockeyed for an edge against the other. We have endeavored to draw a sampling of these systems both as a tribute to the ingenuity of those engineers and scientists and as a tool to developing newer systems of our own. The Republic of the Sphere represents the best of the Inner Sphere, but the Clans are still out there. The Capellan Confederation still covets its former worlds. Conflict, although greatly lessened, is still present, and if the RAF is to protect the Republic worlds it must have the best weaponry available.

And so we offer this treatise, a digest of several of the prototypical and unique craft of the Star League, in the hopes that the information may lead to the development of a new and more powerful tool to safeguard the Republic. None of these vehicles made it beyond prototype stage, although several of them saw actual combat in the last minutes of Amaris' control of Terra. Several of them had large prototype groups—the long-range recon patrol variant of the Beagle, for instance, ran to fifty-seven chasses before the SLDF decided to pass on the design. Most of them used equipment that never made it to standard production in the SLDF, although all the technologies have survived to the present era. In one instance, the *Rifleman III*, its actual construction was only conjecture before the reclamation of old ruins after the Word of Blake's defeat. Its wreckage was discovered beneath a collapsed skyscraper in Buenos Aires, and Republic technicians and archeologists have been studying it and combing the archives for technical data.

Advancement in military technology, as with any other technology, has always been trial-and-error. We hope to assuage some of the errors to come, but showcasing the errors of the past.

—Introduction to *The Old School: Prototype Weaponry of the First Star League* by Doctor Harrison Beech, Geneva Press, 3084.

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Gunslingers* provide players with a sampling of the various custom designs that have existed during the last days of the First Star League. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

The rules for using 'Mechs, vehicles and fighters in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

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CAT35XT013

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



MON-66GX MONGOOSE GUNSLINGER

Field Testing Summation: Customized MON-66 Concept

Producer/Site: Diplan 'Mechyards/Ozawa

Supervising Technician: Georges Fordham

Project Start Date: 2 April 2766

Non-Production Equipment Analysis:

Null-Signature System

Chameleon Light Polarization Shield

Overview

Although long prized among front line forces for its role as a scout, the *Mongoose* was also a popular choice for light 'Mech-graduates of the Star League's Gunslinger program on Mars. Fast, well-armed, and familiar, the *Mongoose* remained preeminent until its near-extinction during the Succession Wars, with few variants made to its basic design. When researching the model for possible upgrades in the 3050s, ComStar discovered the technical specs for a dueling prototype that Diplan 'Mechyards offered to the SLDF's elite Gunslingers.

For a duelist the *Mongoose* was overburdened by its scouting equipment; the *ronin* never attacked from ambush, and their duels nearly always took place in well-regulated areas, with little opportunity for deceit. In order to make the *Mongoose* a more deadly fighter, Diplan stripped out the electronics and increased the weaponry. Four medium lasers—two in each arm—provided adequate fields of fire and a very respectable barrage capability against the other lightweight opponents *Mongoose Gunslingers* could expect to face. For added power, a six-tube short-range missile battery was installed in the chest, providing an excellent "surprise" against opponents who would not expect a scout 'Mech to have such formidable armament.

Increased armor protection helped provide for better resilience, but the real defensive power lay in what the Diplan engineers replaced the scout electronics with. Including the Null-Signature anti-infrared system and the visual-masking Chameleon Light Polarization Shield, the *Mongoose Gunslinger* would have been the only light 'Mech of its day to mimic the capabilities of the infamous *Exterminator* BattleMech. The intended tactic—especially against long-range 'Mechs—was to use this ability to foil enemy sensors long enough for the *Mongoose* to close in, where its superior short-range firepower and maneuverability would make it possible for the warrior to maintain contact until their opponent was defeated.

A single *Mongoose Gunslinger* was created as a demonstrator, but the SLDF command never approved the project, citing the 'Mech's expense and concerns that MechWarriors trained on standard *Mongoose*s would be inclined to use these machines "inappropriately."

Type: **Mongoose Gunslinger**

Technology Base: Inner Sphere (Experimental)

Tonnage: 25 tons

Equipment

		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	89	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		4
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	Location	Critical	Tonnage
2 Medium Lasers	RA	2	2
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
2 Medium Lasers	LA	2	2

Notes: The Null Signature System occupies 1 slot in every location except the HD; The Chameleon LPS occupies 1 slot in every location except the HD and CT; Features the following Design Quirks: Easy to Pilot, Obsolete/2767



EXPERIMENTAL

WVN-5UX WYVERN CITY

Field Testing Summation: Customized WVN-5N Refit

Producer/Site: Maltex Corporation/Errai

Supervising Technician: Thacksin Satsipavta

Project Start Date: 14 May 2685

Non-Production Equipment Analysis:

Supercharger

Command Console

Vehicular Grenade Launchers

Overview

The *Wyvern* earned a valiant reputation as an urban combatant, but this combat style meant that many unit commanders were forced deeper into battle when they should have been directing their troops. A number of *Wyvern* battalions were decapitated when the commander was accidentally killed in close-quarters action, and so in 2685 Maltex Corporation offered for trials a prototype *Wyvern City* command BattleMech to be used in *Wyvern* battalions.

The heart of the *Wyvern City* is the cockpit command console that allows the battalion commander to direct his troops while a MechWarrior fights the machine. In trials the efficiency of the battalion increased by more than thirty percent when commanded by an officer in a *Wyvern City*. Attempts to place company commanders in the same vehicle in simulators had the opposite effect—leading some Star League Defense Force analysts to conclude that the more direct command style employed by frontline officers requires them to be engaged in active combat.

The weaponry of the *Wyvern City* was modified as well, to supplement the likely outlier role of the command 'Mech. The long-range missile launcher was replaced by a second six-tube short-range missile system for closer bombardment strength. The large laser was upgraded to an extended-range model to keep the command 'Mech dangerous at longer ranges, and two torso-mounted grenade launchers provide a defense against the ambush-style swarming attacks that cost many *Wyvern* battalion commanders their lives in the Concordat.

To further protect the commander, Maltex increased the *Wyvern's* armor protection and added a high-powered supercharger to help the *Wyvern City* escape dangerous situations. During the trials, however, aggressive SLDF officers used the supercharger to keep pace with their troops and to reach crisis points more quickly. This aggressiveness was one of the factors that led the SLDF procurement officers to pass on the design.

The command vehicle was noticeably different in appearance, and when the SLDF added their own evaluation scenarios to Maltex's, this difference allowed the *Wyvern City* to be picked out from the surrounding *Wyverns* much more quickly. While it was true that the battalion's performance improved while the CO was active, once the *Wyvern City* was removed, this efficiency collapsed. The SLDF decided the answer was in better training for standard *Wyvern* officers and declined Maltex's upgrade. The initial four prototypes were scrapped in 2687.

Type: **Wyvern City**

Technology Base: Inner Sphere (Experimental)

Tonnage: 45 tons

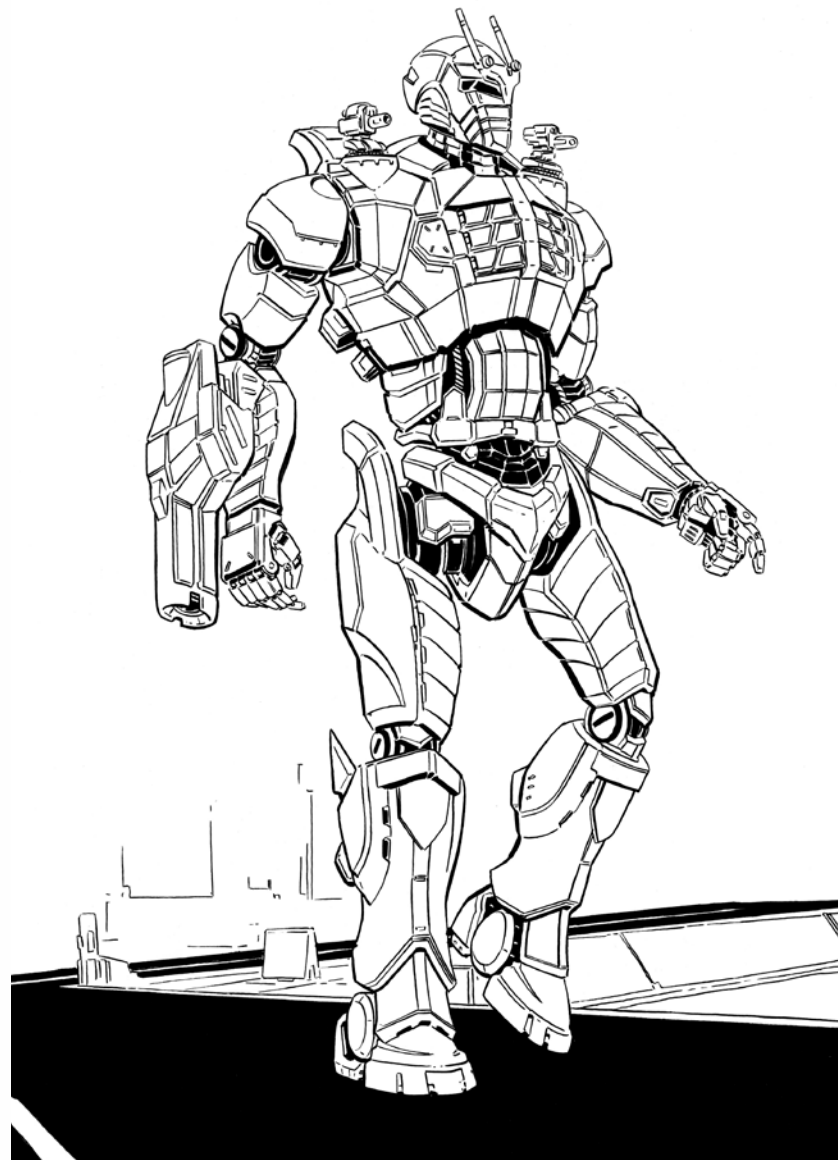
Equipment

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	180	7
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
Command Console	H	1	3
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Veh Grenade Launcher	RT	1	.5
CASE	RT	1	.5
Supercharger	CT	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Veh Grenade Launcher	LT	1	.5
CASE	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jet	RL	1	.5
Jump Jet	LL	1	.5

Notes: Features the following Design Quirks: Command BattleMech, Distracting, Obsolete/2687



EXPERIMENTAL

SCR-1X-LAM SCREAMER LAM

Field Testing Summation: Original Land-Air 'Mech Prototype Chassis

Producer/Site: Martinson Armaments

Supervising Technician: Hideki Fujiwara

Project Start Date: 12 January 2774

Non-Production Equipment Analysis:

Land-Air 'Mech

Overview

During the years of Kerensky's campaign to liberate the Terran Hegemony, Amaris the Usurper used every means he could gather to resist General Kerensky's advance. The foundries of the Hegemony poured equipment and resources into Amaris' war machines; its people were conscripted to provide labor for massive fortifications; and its scientists and engineers were bent to the task of designing super weapons to slaughter the SLDF when they landed on worlds Amaris considered his.

The Land-Air 'Mech was a Star League project with great potential but very poor application, and the most experienced engineers were trapped in the Hegemony when Amaris and his collaborators took over. By the midpoint of Kerensky's assault those engineers were coerced, threatened, and forced to begin design work on a LAM for Amaris' forces, and although the project never reached any further than a single prototype the design specifications remain.

Built on the heaviest LAM chassis available the *Screamer*, as it was designated, was intended as a quick-strike vehicle to harass advancing forces and keep them off-balance while line forces moved to cut them off. Its main defense was speed—as an AirMech or aerospace fighter—and cover, as a BattleMech. With ground movement profiles similar to other BattleMechs of its weight class it would tend to blend in. A single extended-range PPC provided powerful and inexhaustible long-range firepower; two internal bomb bays were included for use as an aerospace fighter, and when combined with the strafing power of the PPC gave the *Screamer* impressive teeth.

The design team created an entire presentation on the *Screamer*'s intended use, and given their background in Star League strategy and tactics the presentation was quite useful, but Amaris' planners discarded their plans almost immediately and began simulations using the *Screamer* not as a harassment unit but as a line-of-battle combatant. In that role, the *Screamer* failed miserably, and Amaris procurement officers quickly sent the design team back to the table. One team member did manage to escape the design facility and smuggle the plans to the SLDF, but the Star League Army lacked the production facilities to put the *Screamer* into production.

The sole prototype was destroyed in the initial attacks on Terra, when its pilot crashed during conversion resisting the invasion of Europe.

Type: **Screamer LAM**

Technology Base: Inner Sphere (Experimental)

Tonnage: 55 tons

Equipment

Internal Structure:

LAM Conversion Equipment:

Engine:

Walking MP:

Running MP:

Jumping MP:

AirMech Cruise MP:

AirMech Flank MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

ER PPC

2 Bomb Bays

2 Bomb Bays

Jump Jet

Jump Jet

Jump Jet

Jump Jet

Mass

5.5

6

15.5

0

3

3

9

Internal
Structure

Armor
Value

3

18

6

13

5

8

13

9

21

6

18

5

14

17

Location

Critical

Tonnage

RA

RT

LT

RT

LT

RL

LL

3

2

2

1

1

1

1

7

2

2

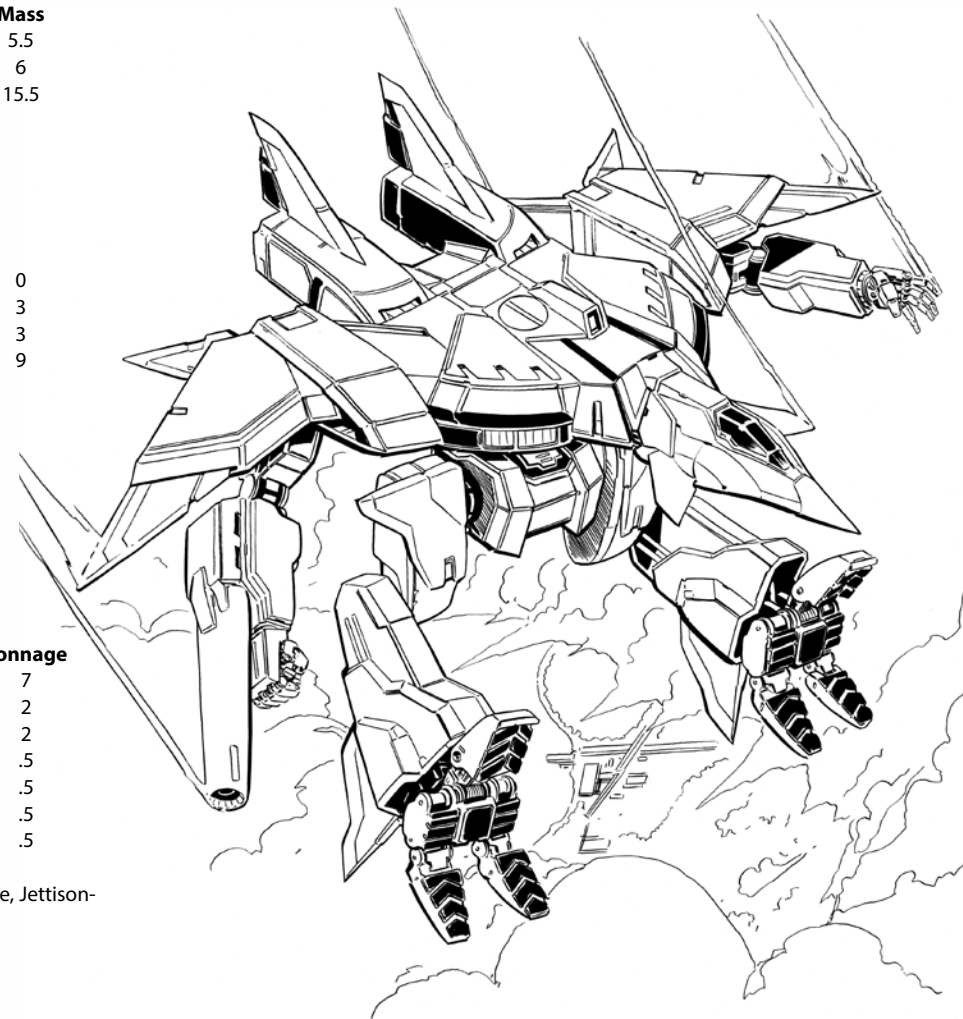
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Notes: Features the following Design Quirks: Prototype, Jettison-Capable Weapon/ER PPC, Obsolete/2778



EXPERIMENTAL

EXT-4DX EXTERMINATOR CAINE

Field Testing Summation: Customized EXT-4D Refit

Producer/Site: Briden BattleMechs Unlimited, Errai

Supervising Technician: Jennifer Dartmouth

Project Start Date: 12 October 2574

Non-Production Equipment Analysis:

Supercharger
Laser Insulators

Overview

Although history records the Gunslingers of the Star League Defense Force as the elite warriors of the Star League facing the *ronin* of the Draconis Combine in duels, not all duelists were graduates of the Gunslinger program. Lieutenant Caine Barclay was the designated duelist for the short-lived Forty-First Assault Battalion, a special attack unit that mixed several classes of BattleMech in its companies. His *Exterminator* was a special test-bed model refitted by Briden BattleMechs technicians for dueling.

Although the *Exterminator* was already a popular BattleMech amongst the Gunslingers, both for the name and for its mixed of speed and offense, Caine directed a number of changes. Because most duels took place in known environments and with little cover, he had the engine replaced with a smaller model that dropped the *Exterminator's* total speed. Instead of the usual speed and jump jets Briden added both a supercharger and myomer acceleration signal circuitry, which gave Caine's 'Mech incredible burst speed. In ground tests the enhanced *Exterminator*, despite the smaller engine, outran a *Locust*.

The standard *Exterminator's* medium lasers were replaced with a battery of six medium pulse lasers, which offered greater damage and accuracy at the expense of range. With the supercharger and MASC, Caine wasn't greatly concerned with closing the range. An anti-missile system protects the *Exterminator* while it closes, and experimental laser insulators help keep the medium pulse lasers' heat under control. By alternating the insulators' usage with cooling periods, Caine could actually maintain a higher rate of fire without losing efficiency.

In combat, Caine's *Exterminator* proved very effective. The *ronin* expected a faster *Exterminator* blinking in and out of focus beneath its Null-Signature System, with long-range missiles and regular medium lasers. Caine's leisurely approach (to their eyes), taunting them with his null-sig turned off, often prompted them to action—action Caine would viciously exploit with his burst of speed and accurate fire. The insulators often meant more sustained barrages than the *ronin* could handle. In a quick string of victories Caine gathered a record of ten wins and no losses. His CO recommended him for the Gunslinger program—Caine refused.

In his last duel, Caine's opponent was ready—and his *Exterminator* failed him. In the first exchange of fire in the duel, three of his insulators failed and exploded, and the *ronin's* short-range missile barrages quickly depleted his anti-missile system. Three minutes later, Caine Barclay was dead and his *Exterminator* destroyed.

Type: **Exterminator Caine**

Technology Base: Inner Sphere (Experimental)

Tonnage: 65 tons

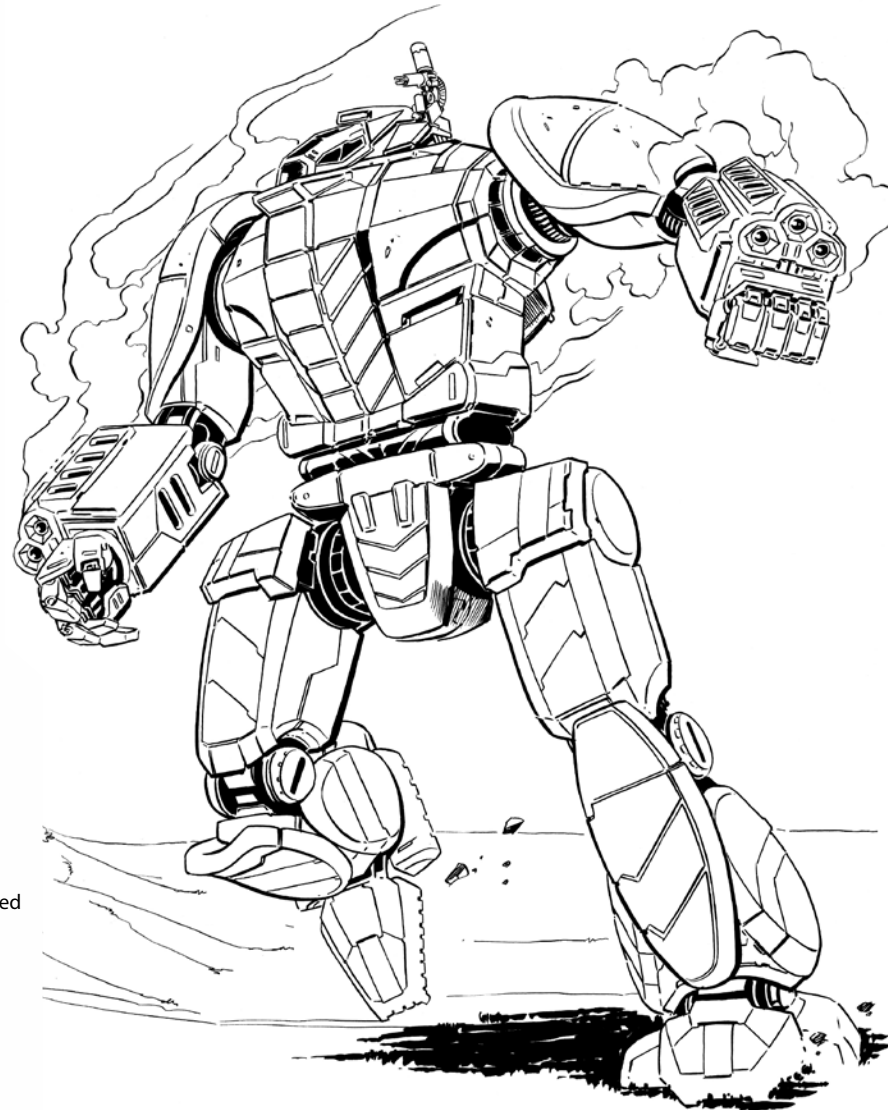
Equipment

Equipment		Mass
Internal Structure:		6.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8 (13)	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	211	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	32
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
3 Medium Pulse Lasers	RA	3	6
3 Laser Insulators	RA	3	1.5
Anti-Missile System	H	1	.5
Ammo (AMS) 12	RT	1	1
Supercharger	CT	1	1.5
MASC	LT	3	3
3 Medium Pulse Lasers	LA	3	6
3 Laser Insulators	LA	3	1.5
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Distracting, Extended Torso Twist, Obsolete/2577



EXPERIMENTAL

THG-11 ECX THUG JOSE

Field Testing Summation: Custom THG-11E Refit

Producer/Site: Maltex Corporation/Errai

Supervising Technician: Abner Delacroix

Project Start Date: 29 December 2772

Non-Production Equipment Analysis:

Null-Signature System

Command Console

Overview

Jose Magellan was a mercenary who served with Amaris' forces during General Kerensky's war against Amaris. He was a particularly sadistic man who enjoyed ambushes and attacking already-damaged opponents, and as the war against Kerensky heated up his talents brought him higher and higher retainers from Amaris' generals. In fact, one contract he served on Errai brought him a refit for his *Thug* that made it an even more deadly tool for his chosen ministrations. In fact, his handlers were so impressed with the machine that they consulted on the modifications and signed Magellan to a long-term contract.

The signature PPCs were removed and replaced with extended-range large lasers, while an extralight fusion engine freed up enough mass to add three more short-range missile launchers. Thus, his *Thug* could launch up to thirty SRMs at a time. Excellent armor protection and enough double heat sinks to fire most of his weapons at once made the *Thug Jose* a potent ambusher, but Maltex was not finished.

A captured null-signature system was installed to help make the hidden *Thug* stealthier. Carefully emplaced inside a building or forest, the *Thug* was all but undetectable to enemy sensors. Because Magellan's sense of the most opportune time to launch an ambush exceeded even the most successful Rim Worlds officer, a command console was installed that allowed the officer riding with Magellan to signal the general ambush at the precise moment Magellan launched his. To aid in Magellan's combat, four jump jets were added to give the *Thug* greater mobility.

Jose Magellan's *Thug* was given a baptism of fire during the Star League assault on New Earth, where Magellan was placed with an Amaris battalion defending the city of Golf against an SLDF combat team. Magellan's *Thug* launched the initial defensive ambush from inside the hollowed-out shell of a hospital, crushing a pair of *Wyverns* in his initial rush. Once the battle was joined he used his jump jets and null-signature system to launch supplemental tactical ambushes again and again on unsuspecting SLDF units. The Amaris officer in the cockpit with him got increasingly off-balance as the Amaris forces were destroyed—examination after Magellan's *Thug* was finally brought down showed the man dead of a single pistol shot to the head. Magellan was later executed, and his *Thug* sold for scrap.

Type: **Thug Jose**

Technology Base: Inner Sphere (Experimental)

Tonnage: 80 tons

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

ER Large Laser

Command Console

3 SRM 6

Ammo (SRM) 15

2 SRM 6

Ammo (SRM) 30

ER Large Laser

Jump Jet

Jump Jet

Jump Jet

Jump Jet

320 XL

4

6

4

14 [28]

232

Internal
Structure

3

25

17

13

17

Mass

8

11.5

4

4

3

14.5

Armor
Value

9

35

10

25

8

25

31

Location

RA

H

RT

RT

LT

LT

LA

RT

LT

RL

LL

Critical

2

1

6

1

4

2

2

1

1

1

1

Tonnage

5

3

9

1

6

2

5

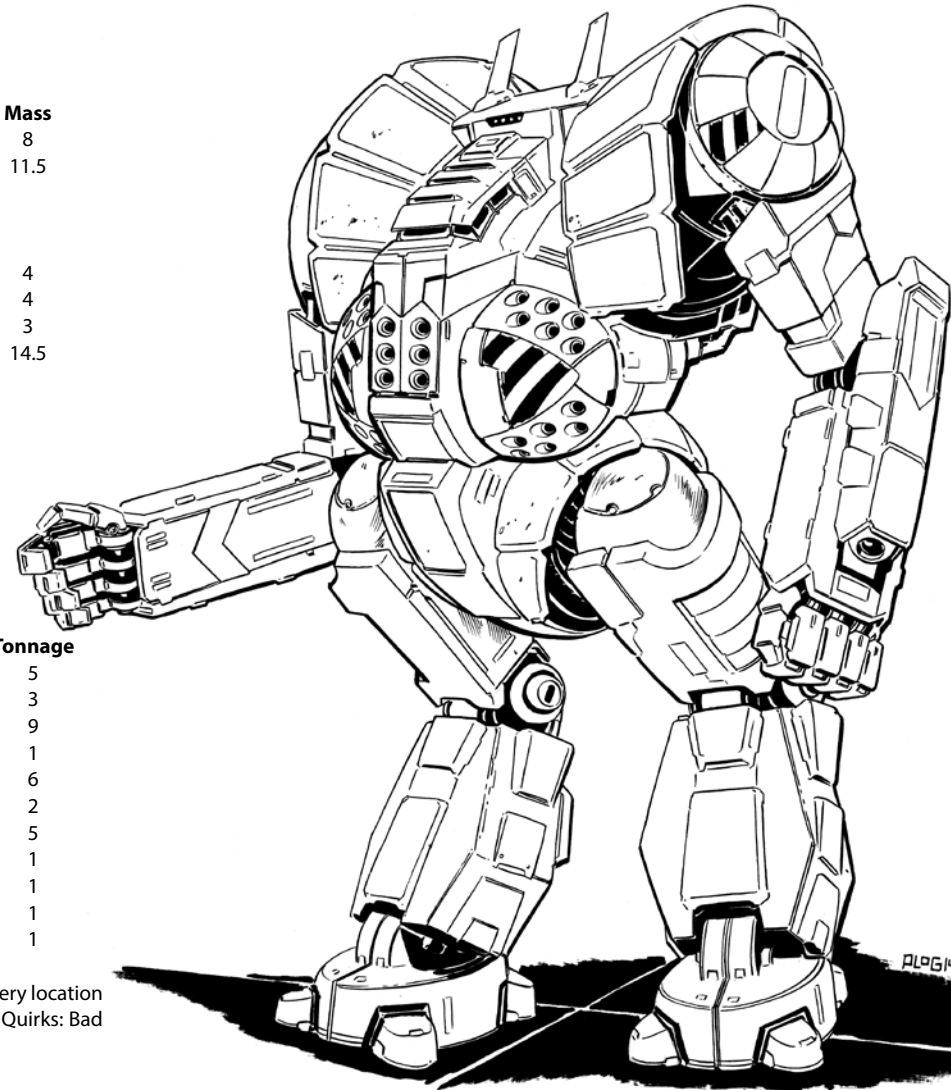
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Notes: The Null Signature System occupies 1 slot in every location except the Head; Features the following Design Quirks: Bad Reputation, Non-Standard Parts, Obsolete/2776



EXPERIMENTAL

RF2-A RIFLEMAN III

Field Testing Summation: Prototype RFL Assault Chassis

Producer/Site: Krupp Armaments

Supervising Technician: Unknown

Project Start Date: 1 January 2776

Non-Production Equipment Analysis:

Null-Signature System

Overview

There have always been apocryphal stories about super-'Mechs since the day the first *Mackie* stepped on that tank. One of those stories was attributed to the fall of Terra when General Kerensky defeated Stefan Amaris the Usurper, of a 'Mech-killing *Rifleman* that defeated nearly a whole company of Star League Defense Force 'Mechs in Geneva. This story has long been the staple of barroom talk across the Inner Sphere, but archeologists in Geneva recently unearthed a former battle site and the entombed wreckage of a 'Mech fitting the description.

At ninety tons, the *Rifleman III* was the heaviest *Rifleman*-style BattleMech on record, and it was clearly nothing else. The relic's right arm was intact, with enough common parts to classic RFL molds making identification easy. Once the cockpit was opened and the ROMs recovered, scientists were able to recreate the 'Mech's history. It was designed at Krupp Armament Works as a companion to Amaris' other "doomsday" 'Mechs like the *Screamer*. Only the recovered prototype was finished in time for the invasion, and—according to its ROMs—it did destroy more than nine SLDF BattleMechs before succumbing to damage (thanks in part to at least one supporting ammo support unit).

Designed to strike from ambush, the *Rifleman III* used a null-signature system to remain shielded inside cover, usually a building. It used an extralight engine but was just as slow as an *UrbanMech*. It was a very unarmored machine, as are most all *Rifleman*-style machines. It used only the most basic of heat sinks, but it didn't need any more. The 'Mech wasn't designed to do more than carry its weapons into battle: four Gauss rifles.

Although the *Rifleman III* carried an insufficient supply of both armor and ammunition it was perfectly designed for its role—which was to burst from concealment and demolish the nearest enemies with incredible physical and psychological firepower. From the recovered ROMs it appears the pilot ambushed a patrol, decapitating the leader and then blasted the next 'Mechs to slag before succumbing to damage.

The archaeologists who recovered the wreckage have passed the ROMs on to Devlin Stone's bureaucracy, but no information has come forth about possible exploitation. None of the extant Star League records have mention of the *Rifleman III*, but Krupp has denied us access to their internal archives.

Type: **Rifleman III**

Technology Base: Inner Sphere (Experimental)

Tonnage: 90 tons

Equipment

Internal Structure:

Engine: 180 XL

Walking MP: 2

Running MP: 3

Jumping MP: 0

Heat Sinks: 10

Gyro: 0

Cockpit: 3

Armor Factor: 168

Internal
Structure

Head 3

Center Torso 29

Center Torso (rear) 8

R/L Torso 19

R/L Torso (rear) 6

R/L Arm 15

R/L Leg 19

Mass

9

3.5

0

2

3

10.5

Armor
Value

9

31

8

20

6

16

18

Weapons and Ammo

Location

Critical

Tonnage

Gauss Rifle RA 7 15

Ammo (Gauss) 8 RA 1 1

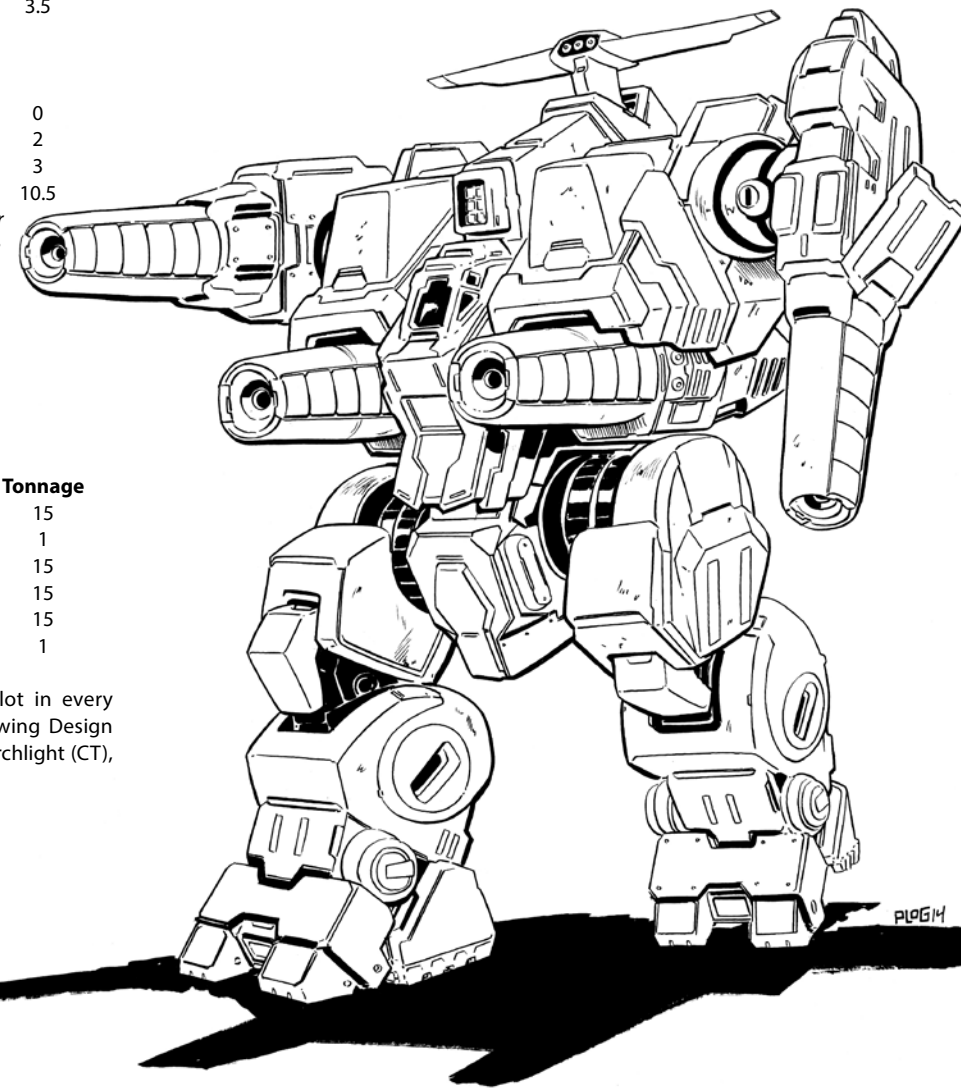
Gauss Rifle RT 7 15

Gauss Rifle LT 7 15

Gauss Rifle LA 7 15

Ammo (Gauss) 8 LA 1 1

Notes: The Null Signature System occupies 1 slot in every location except the head; Features the following Design Quirks: Prototype, Fast Reload, Multi-Trac, Searchlight (CT), Obsolete/2778



EXPERIMENTAL

BEAGLE LRRP

Field Testing Summation: Experimental Beagle Variant

Producer/Site: Numall Armored Vehicles

Supervising Technician: Mahmoud ibn-Khabar

Project Start Date: 23 November 2723

Non-Production Equipment Analysis:

Flotation Hull
Mine Dispensers
Supercharger

Overview

The Star League's Beagle scout tank was designed as little more than a high-speed platform to carry the Beagle Active Probe into combat, and in this role the platoons of Beagle sent forward excelled. Many SLDF commanders quickly became dependent on their Beagle crews, though, and began forcing them into more traditional recon roles that the tank was ill-suited for. After a crew was lost in the Periphery trying to locate a bandit group in the wilds where orbital observation wasn't an option, Numall offered a prototype variant for consideration to the SLDF.

Designed to operate individually, the long-range reconnaissance patrol version of the Beagle retained the Beagle Active Probe but little else. The Numall design team rebuilt the vehicle so the hull was buoyant, so that long runs could be made over water without the worry of crew rest. The laser weaponry originally built in was removed and a flamer placed in the nose as a strictly defensive weapon—a half-kilometer long firebreak is far more intimidating to an enemy than a medium laser. To discourage pursuit the Beagle LRRP carried two mine dispensers, allowing it to lay its own minefield to discourage ground-bound pursuit. Once it has laid its defenses an integral supercharger allows it to escape very quickly.

The SLDF approved a trial group of twelve vehicles, and these twelve were broken into four groups and sent to the Periphery for operational testing. Only one group encountered any actual combat, against Taurian separatists in the Concordat. The four vehicles broke apart and scouted much of Brisbane's southern continent, using their flotation hulls to cross the straits between islands. One of the vehicles located the separatist base and used its mines to deny them access to their vehicle hangars. Although the separatists' airborne assets eventually coursed and sunk the Beagle while it was trying to escape, the SLDF detachment was able to capture the criminals and maintain the peace.

Despite this success the SLDF procurement team deemed the new Beagle unviable and passed on the contract, and the remaining eleven test vehicles were eventually destroyed during the defense of New Earth against Amaris' coup.

Type: **Beagle LRRP**

Technology Base: Inner Sphere (Experimental)

Movement Type: Hover

Tonnage: 15 tons

Equipment

Internal Structure:

Engine:

95

Type:

Fusion

Cruising MP:

9

Flank MP:

11 (18)

Heat Sinks:

10

Control Equipment:

Lift Equipment:

Armor Factor (Ferro):

44

Armor

Value

Front

14

R/L Side

11/11

Rear

8

Mass

1.5

4.5

0

1

1.5

2.5

Weapons and Ammo

Flamer

Location

Tonnage

1

2 Mine Dispensers

Front

1

Beagle Active Probe

Rear

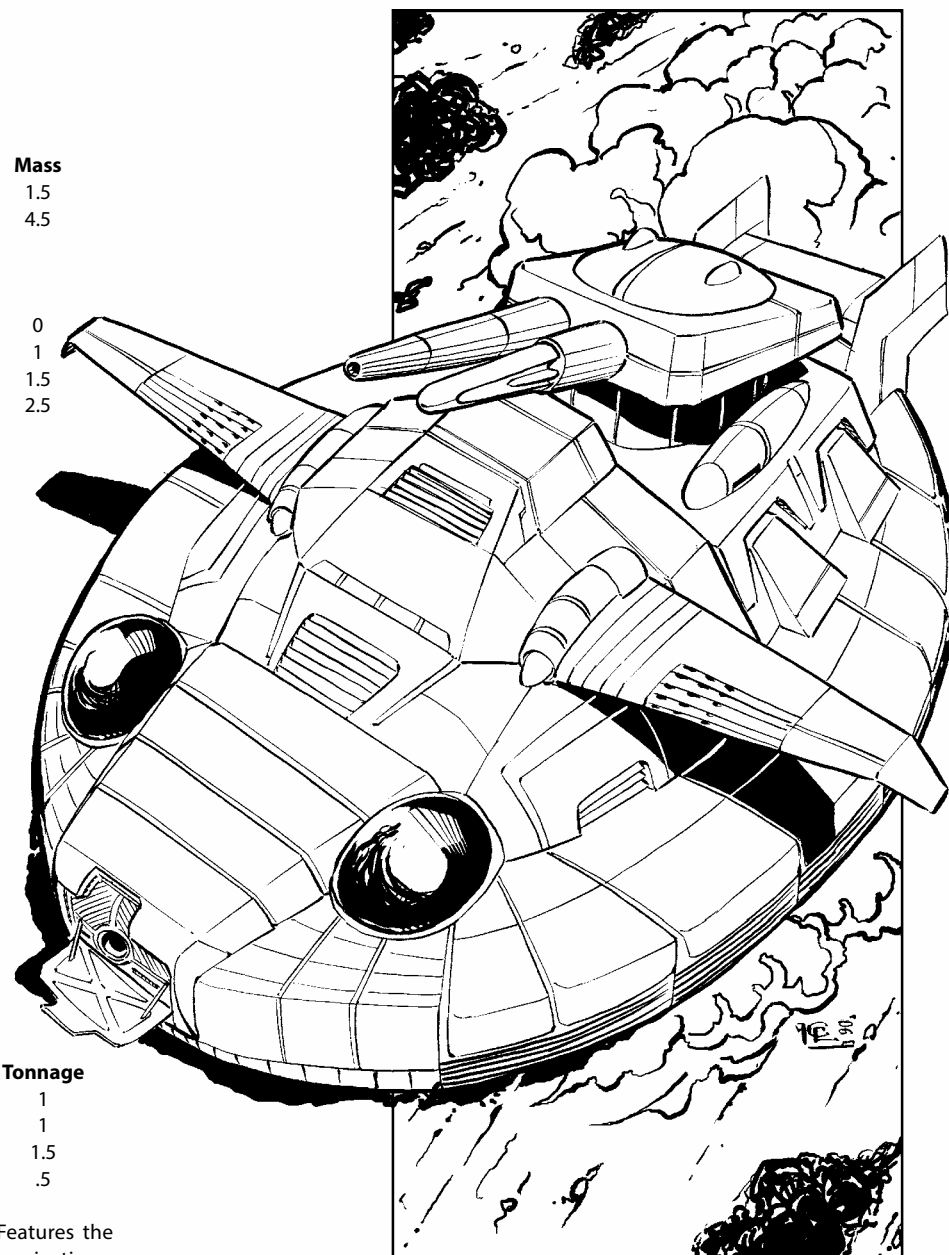
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Supercharger

Body

.5

Notes: Uses Flotation Hull Chassis Modification; Features the following Design Quirks: Improved Communications, Obsolete/2767



EXPERIMENTAL

CYRANO FURY

Field Testing Summation: Advanced Cyrano Refit

Producer/Site: Paulina Weapons

Supervising Technician: Heather Gainsborough

Project Start Date: 12 March 2754

Non-Production Equipment Analysis:

VTOL Chin Turret

Overview

The Fury Teams of the SLDF special operations command were the elite infantrymen of the Defense Force, capable of nearly any mission with easily equal the reputation of today's DEST troops or Rabid Foxes. They commanded the most secret missions and used the most advanced technology possible, including the very first instances of powered combat armor, the Nighthawk suit. In addition, they routinely customized equipment and vehicles to suit their own uses, and we've uncovered one such instance.

The Cyrano VTOL was a hardy craft during its heyday, but the Fury Teams took six and rebuilt them to suit their needs for rapid battlefield insertion and special operations. The conversion was such a success that Paulina considered offering the model for general sale, but the Amaris civil war erupted before those plans could be brought to fruition.

Instead of the single large laser, the Fury version carried three medium lasers in a chin turret. Although shorter-ranged, this trio of lasers could actually deliver more overall damage, and the ability to fire to the sides or rear while still flying toward their target made them invaluable. An anti-missile system mounted in the nose made it more likely the Cyrano Fury would be able to penetrate enemy defensive nets, and when stealth wasn't an option, a Guardian ECM suite provided electronic cover.

With four tons of reconfigurable infantry bay the Cyrano Fury could deliver a standard platoon-size force of Fury infantrymen or four Nighthawk power armor troopers, all deployable from a rear ramp that mounted a machine gun for providing cover while unloading. Fury teams—whether three normal squads or a power armor squad—practiced exiting the Cyrano quickly and could often get off in less than six seconds. The Cyrano Fury would then lift and orbit the site, providing cover or distraction fire or moving to engage secondary targets.

All six Cyrano Furies were gathered for the assault on Terra, and all six were lost attacking a Reagan space defense system control facility in South America during the opening waves of the invasion. Because of nearby civilian sites the special-operations attempt was made first but when the active defenses destroyed the squads in the air a more conventional assault was begun, regardless of the casualties. We cannot speculate if any of the Fury Teams that departed with General Kerensky during the Exodus took the specifications for the Cyrano Fury with them, but none have appeared in Clan arsenals or records.

Type: **Cyrano Fury**

Technology Base: Inner Sphere (Experimental)

Movement Type: VTOL

Tonnage: 30 tons

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Turret Equipment:

Armor Factor (Ferro):

160

Fusion

10

15

10

35

Armor
Value

10

Front

R/L Side

5/5

Rear

5

Rotor

2

Turret

7

Mass

3

6

0

4.5

3

.5

2

Weapons and Ammo

3 Medium Lasers

Guardian ECM Suite

Anti-Missile System

Ammo (AMS) 12

Machine Gun

Ammo (MG) 100

Infantry

Location

Turret

Body

Front

Body

Rear

Body

Body

Tonnage

3

1.5

.5

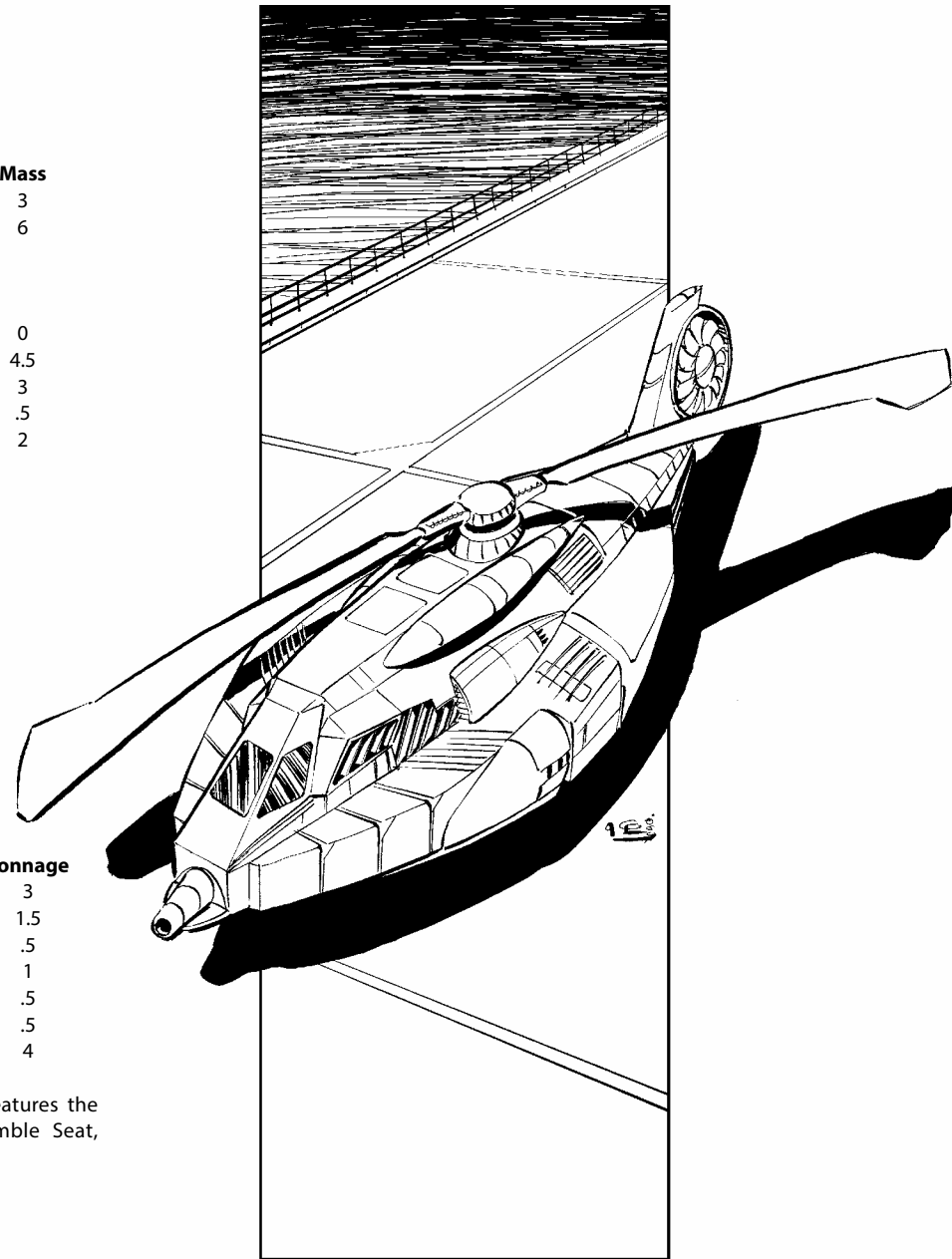
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.5

.5

4

Notes: Features VTOL Chin Turret Modification; Features the following Design Quirks: Easy to Pilot, Rumble Seat, Obsolete/2787



RHINO HAGAR

Field Testing Summation: Custom Rhino Refit

Producer/Site: Leopard Armor/Terra

Supervising Technician: Henrietta Hagar

Project Start Date: 23 July 2765

Non-Production Equipment Analysis:

Dual Turret

Overview

Star League Defense Force Sergeant Hagar Henrickson commanded the Rhino tank called Chuy on New Vandenburg, but his real calling was mechanics. He was an inveterate tinkerer and, after engineering an accident required Chuy's entrance to the repair bays, somehow convinced his battalion commander to authorize a radical modification to Chuy's frame.

Henrickson added a second turret and moved one of the long-range missile launchers there. The additional mass required him to remove the lighter LRM racks entirely but meant that Chuy now had two independently-targetable LRM batteries. An anti-missile system offered frontward defense, and he made sure the second turret was just as well armored as the rest of the Rhino. For close-in defense he added a medium laser to each turret. While not a lot of firepower, the lasers provided enough cover that enemy infantry would be unlikely to rush the tank with satchel charges.

During the certification trials the battalion CO arranged to get his battalion back to strength, Henrickson's crew and Chuy put on quite a show of supporting fire for simulated allies. In one memorable instance, the tank was supporting troops in opposite directions at once and using its lasers to keep sappers at bay when Henrickson charged the Rhino forward toward an opposing force Zephyr. Although the tanks did not touch, the umpires ruled the Zephyr destroyed by damage while Chuy kept firing until her ammunition bins were dry.

Sergeant Henrickson and his Chuy were quickly shuffled up the chain far enough to catch the eye of a procurement officer, but the rebellion of New Vandenburg and the quick-following fall of Terra and the Hegemony meant the project was quickly abandoned and Chuy sent back to the line. The tank served with distinction but was destroyed in the campaign to conquer the Rim Worlds Republic. Hagar Henrickson survived the tank's destruction but was injured. He was posted to the small R&D division moving with Kerensky's forces, where he continued to tinker.

Type: **Rhino Hagar**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 80 tons

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Turret Equipment:

Armor Factor:

Front

R/L Side

Rear

Turret 1

Turret 2

240

Fusion

3

5

10

320

Armor

Value

60

50/50

40

60

60

Mass

8

17.5

0

4

3

20

Weapons and Ammo

LRM 20

Medium Laser

LRM 20

Medium Laser

Anti-Missile System

Ammo (LRM) 24

Ammo (AMS) 12

Location

Turret 1

Turret 1

Turret 2

Turret 2

Front

Body

Body

Tonnage

10

1

10

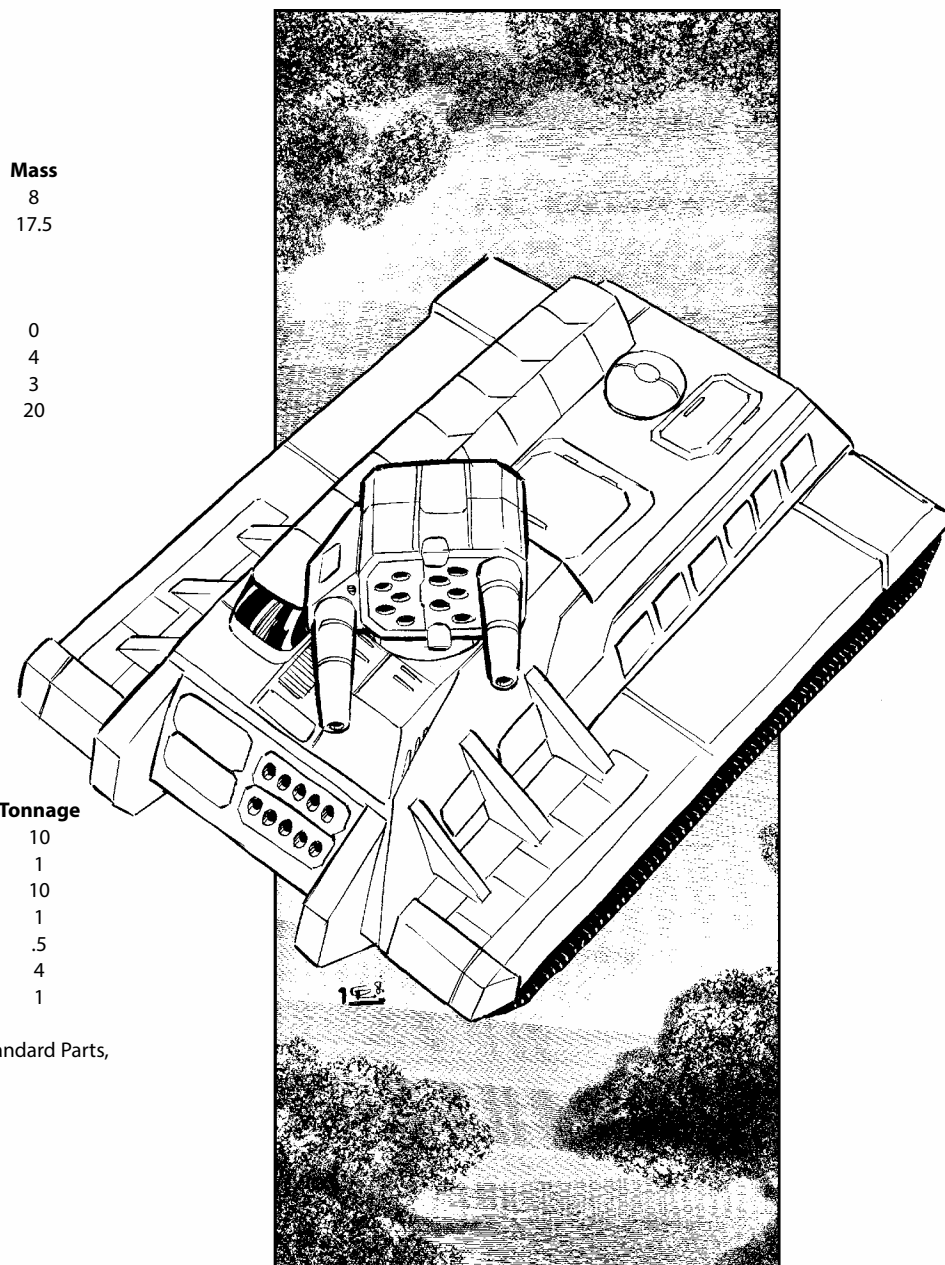
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.5

4

1

Notes: Features the following Design Quirks: Non-Standard Parts, Trailer Hitch, Obsolete/2769



BURKE II SUPERHEAVY TANK

Field Testing Summation: Experimental Superheavy Prototype

Producer/Site: Leopard Armor

Supervising Technician: Mathias Gustasson

Project Start Date: 12 August 2776

Non-Production Equipment Analysis:

Super-Heavy Chassis

Overview

The Burke Heavy Tank was a favorite of any armored formation that had access to them, and Amaris' forces occupying Terra were no exception. The Rim Worlders became so enamored of them, in fact, that they directed Leopard Armor—at gunpoint, most likely—to design and prototype a super-heavy version that was even more fearsome in defense than the standard model.

As the more conventional Schrek PPC Carrier would later prove on the battlefields of the Succession Wars, three PPCs on a single turret are a power not to be ignored. The Burke often suffered on the attack, as it lacked the speed to keep up with swift advances, but it was always an excellent choice for holding ground. Amaris' forces, like no others, had ground to hold: Terra.

At 140 tons, the Burke II outmassed even the aptly-named Behemoth, but the Leopard engineers went to great pains to keep to the successful aesthetic found in the original Burke. Instead of a trio of particle projection cannons, the Burke II's incredible turret mounts four class-20 autocannons—double the firepower of even the fearsome Demolisher Heavy Tank. Like the original, a pair of front-mounted long-range missile launchers provide some deterrent ability, but the Burke II's crews always intended for the enemy to close, so they rarely fired the prototype's missiles in combat.

Like the similarly-designed *Rifleman III*, the Burke II lacked adequate armor protection for sustained combat, but its intense firepower would have meant sustained combat was unlikely. Only two frames had been constructed for trials when the SLDF returned to Terra, but both participated in the Amaris defense of Europe. According to records, the pair operated on the tarmac of a dilapidated airport near Munich, using the port's heavy walls to mask their movement and ambush SLDF armor as it came onto the tarmac. It wasn't until one of the Burke II's ran out of ammunition and an SLDF 'Mech lance arrived that the tanks were overrun. The molds and production lines were destroyed when the SLDF recaptured Leopard Armor, and no one has attempted to recreate the Burke II since then.

Type: **Burke II Superheavy Tank**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 140 tons

Equipment

Internal Structure:

Engine:

280

Type:

Fusion

Cruising MP:

2

Flank MP:

3

Heat Sinks:

10

Control Equipment:

0

Turret Equipment:

7

Armor Factor (Ferro):

107

Armor

Value

Front

22

Front R/L Side

14/14

Rear R/L Side

14/14

Rear

11

Turret

18

Weapons and Ammo

4 AC/20s

Location

Turret

Ammo (AC) 40

Body

2 LRM 5

Front

Ammo (LRM) 24

Body

Mass

28

24

0

7

6

6

Tonnage

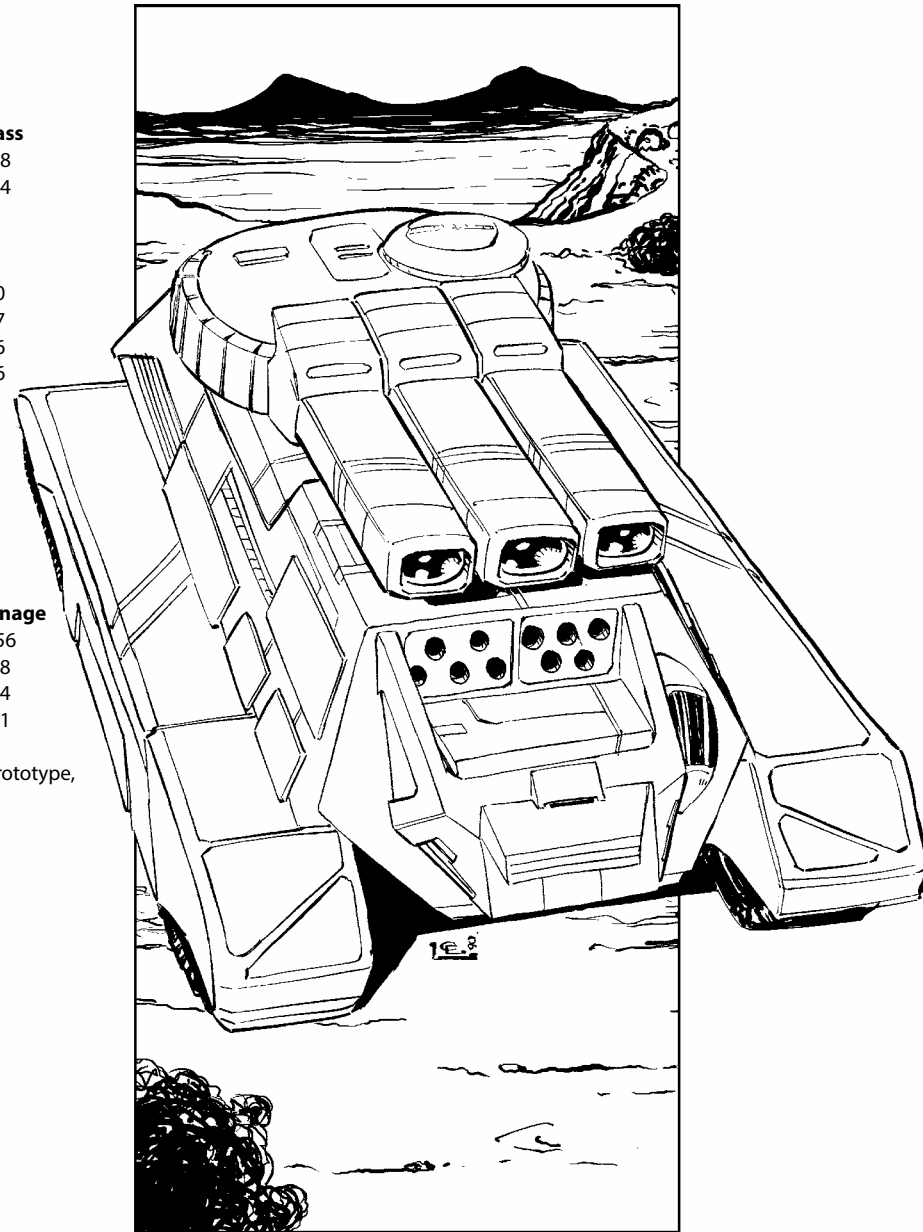
56

8

4

1

Notes: Features the following Design Quirks: Distracting, Prototype, Trailer Hitch, Rumble Seat, Obsolete/2787



SWF-606CA SWIFT AARON

Field Testing Summation: Custom *Swift* Airframe Refit

Producer/Site: Caletra Fighters/Terra

Supervising Technician: Aaron Farragut

Project Start Date: 2 May 2756

Non-Production Equipment Analysis:

Laser Insulators

Overview

Although we're inundated with stories of modern mercenaries, units like the Gray Death Legion and Wolf's Dragoons or Group W, many people seem to forget that there was a sizable mercenary trade even during the Star League era. The decision to let exiting Star League soldiers purchase their equipment led to a proliferation of weaponry that was impossible to stem, and many of those soldiers took their toys and turned a coin with them.

Aaron Haversham was a pilot with the Terran Hegemony Armed Forces who mustered out with his *Swift* in 2755. He took his retirement bonuses, combined with a nest egg he'd been building, and took his fighter to Caletra Fighters of Terra for some modifications. Swapping engines freed enough mass to replace the standard weaponry with three medium pulse lasers, and black market connections earned him three laser insulators destined for *Chippewas* to outfit his craft. Taking the completed craft, he took ship for the Federated Suns and hung his shingle as a mercenary, eventually finding employment in the Crucis March with a militia dealing with bandit problems.

Although three medium pulse lasers are not weaponry really threatening to massive DropShips, the Aaron's *Swift* was faster than most of the outdated fighters the bandits possessed—if they possessed any fighters at all. The laser insulators brought the pulse lasers' heat under control well enough that Aaron could keep up a continuous stream of fire far longer than most other fighters, and he used that to good effect in ground-support missions when the militia located the bandits' baseworld. It wasn't until the militia force was returning home that they encountered the main body of the pirate force doing the same. Aaron's *Swift* and the other few militia fighters quickly launched to try and deal what damage they could.

In a ninety-minute engagement, Aaron and the other fighters managed to cripple one of the pirate DropShips before being forced to withdraw. Aaron's *Swift* was damaged in the final exchange, holing his cockpit and damaging his escape systems. Turning the *Swift* around, Aaron repeatedly strafed the DropShip until his air was nearly gone.

Then he rammed it, destroying both vessels. The militia renamed one of their DropShips *Aaron Haversham* in his honor.

Type: **Swift Aaron**

Technology Base: Inner Sphere (Experimental)

Tonnage: 25 tons

Equipment

Engine:	250 XL	
Safe Thrust:	12	
Maximum Thrust:	18	
Structural Integrity:	12	
Heat Sinks:	10	
Fuel:	320	
Cockpit:		
Armor Factor (Ferro):	71	
	<i>Armor Value</i>	
Nose	22	
Wings	17/17	
Aft	15	

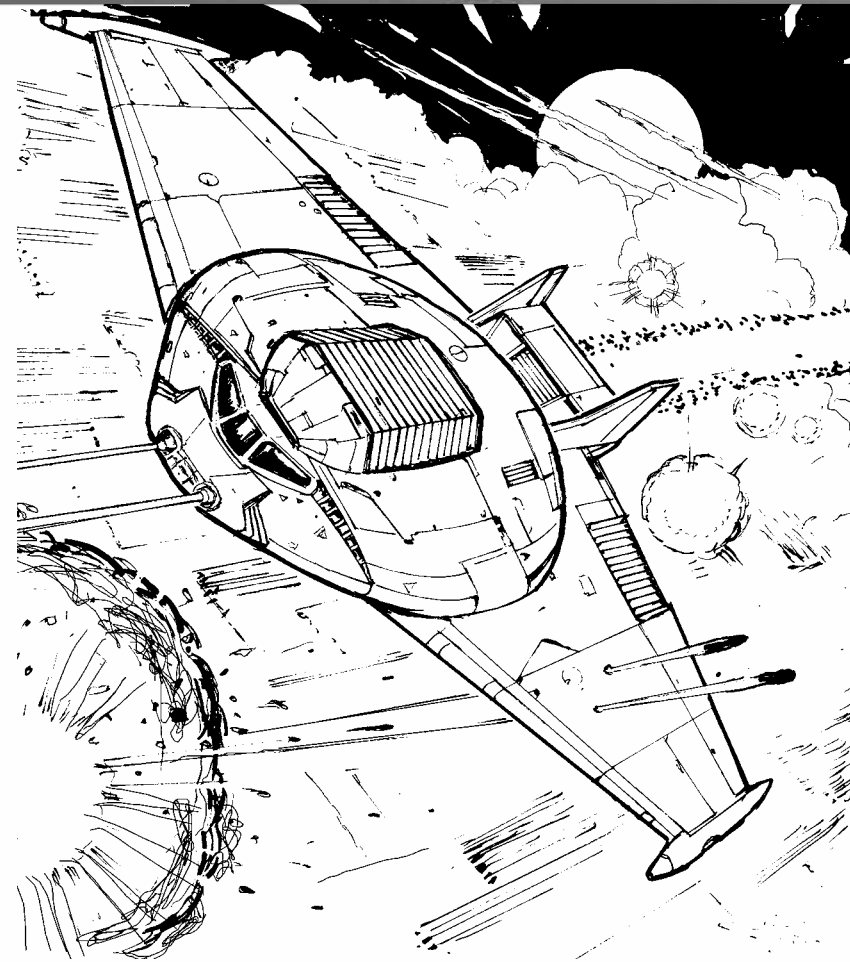
Mass

6.5
0
4
3
4

Weapons and Ammo

	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
3 Med Pulse Lasers	Nose	6	12	6	—	—	—
3 Laser Insulators	Nose	1.5	-3	—	—	—	—

Notes: Features the following Design Quirks: Easy to Pilot, Non-Standard Parts, Obsolete/2760



HCT-213BC HELLCAT II HERMAN

Field Testing Summation: Custom Hellcat II Variant

Producer/Site: Mitchell Vehicles/Graham IV

Supervising Technician: Herman Boyle

Project Start Date: 25 March 2774

Non-Production Equipment Analysis:

Command Console

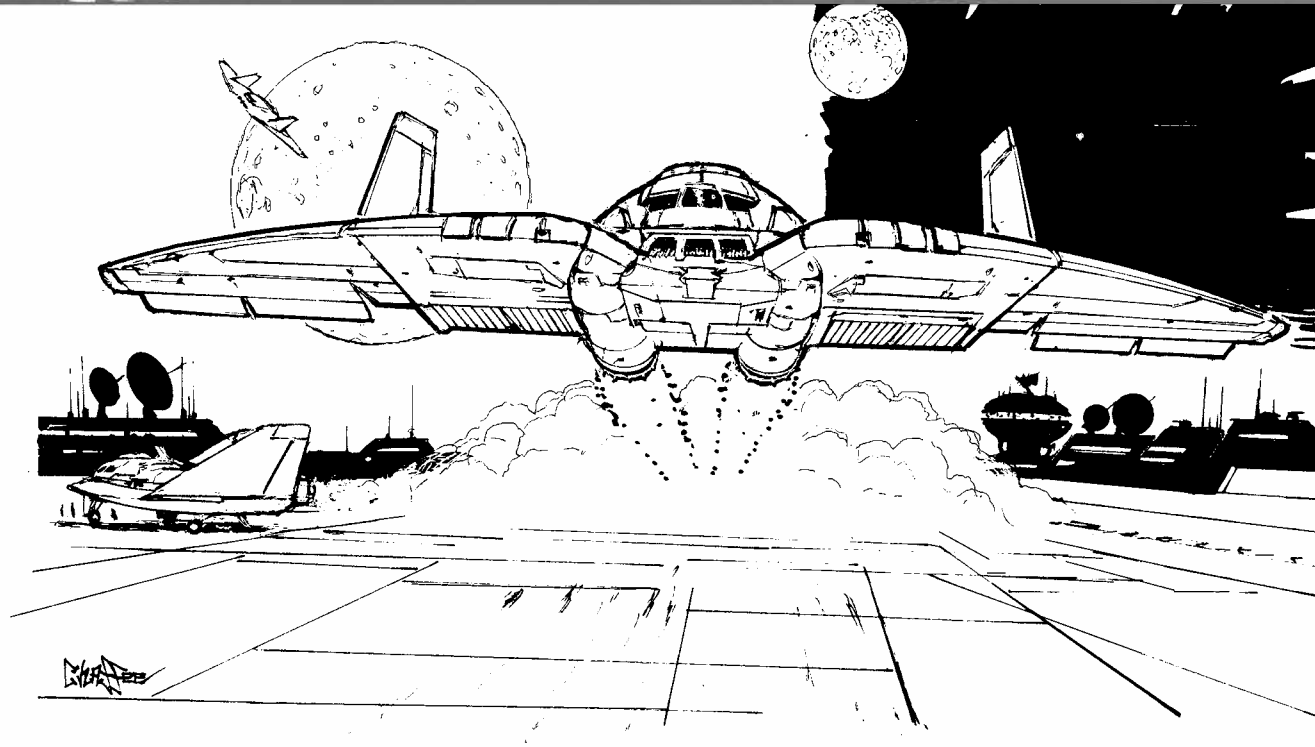
Overview

Major Herman Boyle was one of the officers involved in the defense of Graham IV from the returning Star League Defense Force, and he and his squadron did excellent work in making the approaches to Amaris-controlled Graham as dangerous to the Star League troops as possible. Using their modified *Hellcat IIs*, they cost the SLDF many fighters and significant damage to several DropShips before the Kerensky forces even touched land.

By stripping the *Hellcats* nearly to the frame, Major Boyle's squadron was able to mount a pair of massive space mine dispensers in the fighters' tail. Because the fighters were no longer meant for frontline combat their armor was slashed and their weaponry reduced to a pair of nose-mounted medium lasers. In order to help them spread mines, the fuel payload for each fighter was increased to eleven tons—more than a fifth of the mass of the entire fighter.

In order to aid the squadron in mine operations the fighters were also refitted with cockpit command consoles for a navigator to keep more accurate track of where they'd already placed their minefields. In also added to the mission time for each flight—the navigator was a qualified pilot, so it wasn't uncommon for the squadron to go on long ballistic missions and switch off pilots, spreading mines far out of orbit along the likely approach corridors.

Boyle's squadron was still spreading mines when the SLDF flotilla arrived in-system to begin reducing the Rim Worlds defenses. By operating from a DropShip for resupply they were able to keep the SLDF aerospace planners from anticipating exactly where all the minefields were, and it wasn't long before losses inflicted by mines induced the SLDF to stop proceeding in-system and instead focused on destroying the minelayers. Despite reinforcements from Graham itself Boyle's squadron was destroyed and Boyle himself captured and taken aboard the SLDF flagship for interrogation. In an instance of bitter irony, a freak hit from a mine one of his fighters had laid breached the interrogation cell where he was being held and killed him.



Type: **Hellcat II Herman**

Technology Base: Inner Sphere (Advanced)

Tonnage: 50 tons

Equipment

Equipment		Mass
Engine:	250 XL	6.5
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10	0
Fuel:	880	11

Equipment

Equipment		Mass
Cockpit:		3
Armor Factor (Ferro):	80	4.5
	Armor Value	
Nose	15	
Wings	20/20	
Aft	25	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Medium Laser	Nose	2	6	5	—	—	—
Command Console	Nose	3	—	—	—	—	—
2 Space Mine Dispensers	Aft	20	—	—	—	—	—

Notes: Features the following Design Quirks: Easy to Maintain, Improved Communications, Obsolete/2776

KIMAGURE SURPRISE

Field Testing Summation: Modified Kimagure Hull Refit

Producer/Site: SLDF Naval R&D

Supervising Technician: Jasper Cochrane

Project Start Date: 2 February 2756

Non-Production Equipment Analysis:

Light Mass Driver

Overview

SLS *Surprise* was a *Kimagure*-class pursuit cruiser in the Star League Navy, commissioned in 2756 by Captain Belinda Pace and assigned to the Hegemony home fleet. Based on obscure research, *Surprise* was taken into one of the orbital shipyards around Titan and blacked out for nine months. When she emerged, observers noted a large new port forward and the lack of broadside armament. She quickly made sail for the Periphery near the Taurian Concordat for trials, with a small observer fleet following.

Once reaching the test range three jumps from the Concordat *Surprise* went to general quarters and maneuvered to face a target asteroid. With observers in nearby DropShips and WarShips, Captain Pace ordered the main gun powered and fired, and the first mounted firing of a light mass driver on a Star League WarShip took place.

Similar in theory to the massive naval Gauss rifles popular in SLDF shipbuilding pens, the mass driver hurled an even larger mass with surprising velocity toward a target and destroyed it with pure kinetic energy. The damage imparted was even greater than that of the largest naval Gauss cannons and the admirals of the SLDF were greatly impressed. Of course, aboard *Surprise* several conclusions had already been reached.

First, the weapon was a massive power drain, and several interior junction boxes has been overtaxed by the sudden draw and blown out. *Surprise's* forward and broadside armament were inoperative for several minutes after the mass driver fired. Also, the designers had improperly calculated the recoil generated by accelerating so large a mass so quickly—the firing had warped frames for twelve compartments aft of the gun mount and crewmen as far away as the stern had reported “a disturbing shudder.” Petty officers quickly reported a number of seals burst and dispatched damage control teams. According to *Surprise's* logs, Captain Pace claimed “...one more shot like that and we'll be rubble, too.”

None of those flaws discouraged SLDF admirals, who immediately ordered a second redesign phase intended to reinforce *Surprise's* scantlings and power distribution, but historical events quickly got out of hand. When the Amaris Civil War broke out *Surprise* was half-disassembled in the Titan yards, and Captain Pace ordered her scuttled rather than surrendered to the Amaris navy.

KIGAMURE SURPRISE

Tech: Inner Sphere (Experimental)

Introduced: 2756

Mass: 780,000 tons

Length: 758 meters

Sail Diameter: 980 meters

Fuel: 5,100 tons (12,500 points)

Tons/Burn-day: 39.52

Safe Thrust: 5

Maximum Thrust: 8

Sail Integrity: 5

KF Drive Integrity: 17

Heat Sinks: 2,500 (5,000)

Structural Integrity: 70

Armor

Fore: 180

Fore-Sides: 150

Aft-Sides: 139

Aft: 120

Cargo

Bay 1: Fighters (36) 6 Doors

Bay 2: Cargo (17,493 tons) 5 Doors

DropShip Capacity: 2

Grav Deck: 2 (65 and 85-meter diameter)

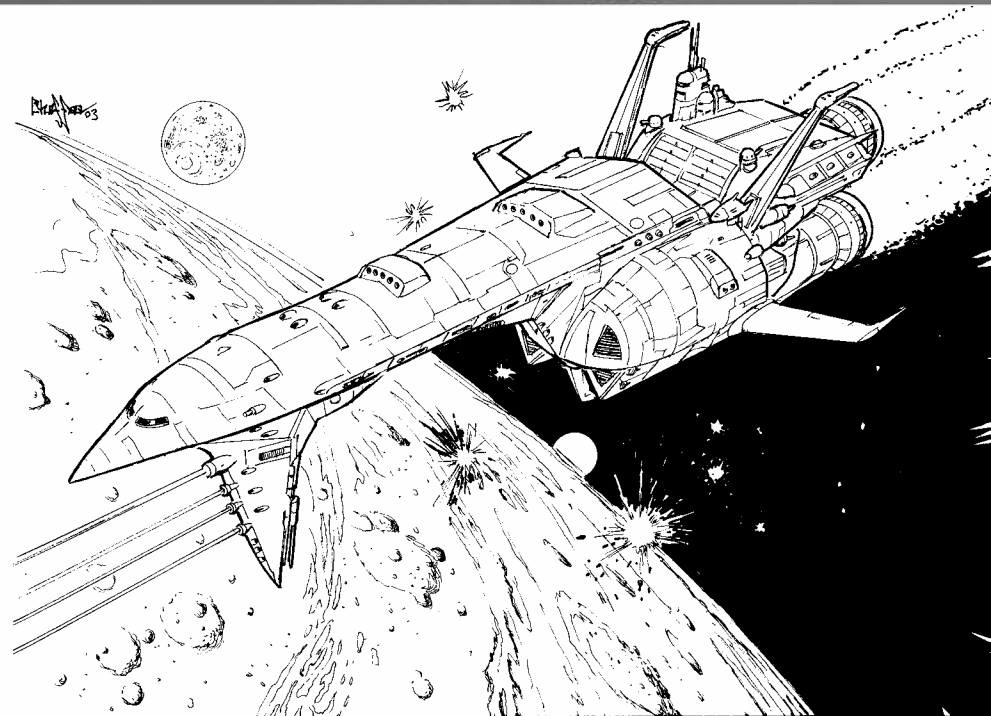
Life Boats: 20

Escape Pods: 20

Crew: 50 officers, 155 enlisted/non-rated, 80 gunners, 30 marines, 72 bay personnel

Ammunition: 30 rounds of Light Mass Driver ammunition (900 tons), 360 rounds of LB 10-X AC ammunition (36 tons), 40 rounds of NAC/10 ammunition (8 tons)

Notes: Equipped with 1,045 tons of Ferro-carbide armor and a lithium-fusion battery system



Weapons Arc (Heat) Type Nose (90 Heat)	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
4 ER Large Laser	48	3 (32)	3 (32)	3 (32)	—	Laser
6 Small Pulse Laser	12	2 (18)	—	—	—	Point Defense
1 Light Mass Driver (30 rounds)	30	60	60	60	—	Capital AC
FR/FL (294 Heat)						
2 Medium NPPC	270	18	18	18	18	Capital PPC
6 LB 10-X AC (90 rounds)	12	4 (36)	4 (36)	—	—	LB-X AC
6 Small Pulse Laser	12	2 (18)	—	—	—	Point Defense
RBS/LBS (1,456 Heat)						
4 Heavy NPPC	900	60	60	60	60	Capital PPC
4 Medium NPPC	540	18	18	18	18	Capital PPC
6 Small Pulse Laser	12	2 (18)	—	—	—	Point Defense
AR/AL (474 Heat)						
2 Heavy NPPC	450	30	30	30	30	Capital PPC
6 LB 10-X AC (90 rounds)	12	4(36)	4 (36)	—	—	LB-X AC
6 Small Pulse Laser	12	2 (18)	—	—	—	Point Defense
Aft (192 Heat)						
2 NAC/10 (40 rounds)	60	20	20	20	—	Capital AC
6 ER Large Lasers	72	5 (48)	5 (48)	5 (48)	—	Laser
5 Large Pulse Laser	50	5 (45)	5 (45)	—	—	Pulse
6 Small Pulse Laser	10	2 (15)	—	—	—	Point Defense

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mongoose Gunslinger MON-66GX

Movement Points: Tonnage: 25
Walking: 8 Tech Base: Inner Sphere
Running: 12 (Experimental)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2 [M.C.S.]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Chameleon Light Polarization Shield	*	—	[E]	—	—	—	—
1	Null Signature System	*	—	[E]	—	—	—	—

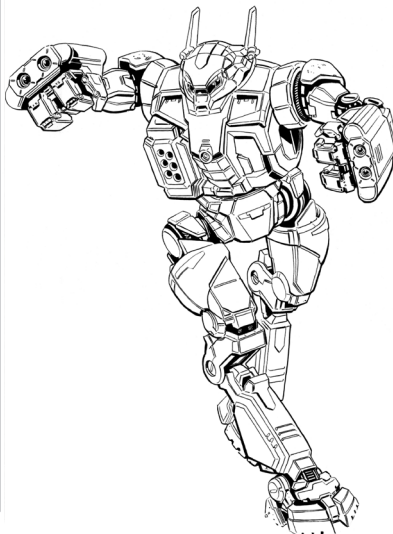
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WARRIOR DATA

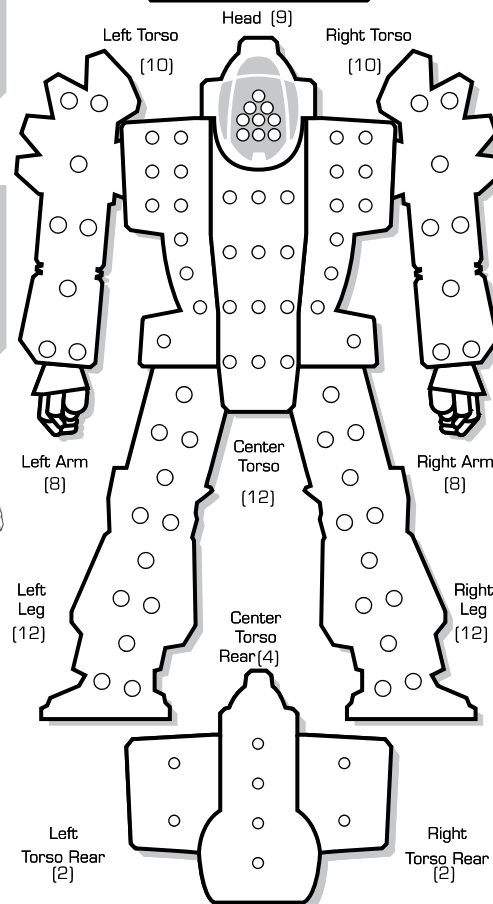
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

- Null Signature System
- Chameleon Light Polarization Shield
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

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

1-3

- Null Signature System
- Chameleon Light Polarization Shield
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Chameleon Light Polarization Shield

Head

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

Center Torso

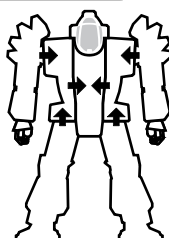
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Null Signature System
- Endo Steel

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

- Null Signature System
- Chameleon Light Polarization Shield
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

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

1-3

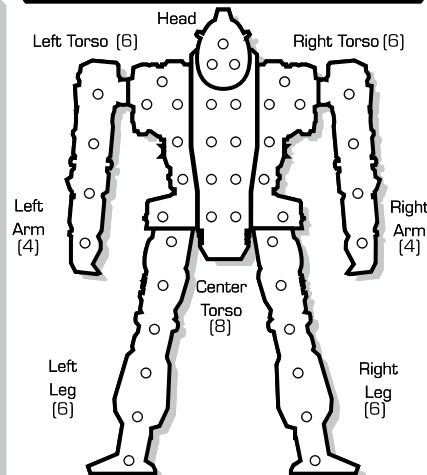
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Null Signature System
- Chameleon Light Polarization Shield
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Chameleon Light Polarization Shield

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wyvern City WVN-5UX

Movement Points: Tonnage: 45
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 [8] (Experimental)
 Jumping: 4 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M.C.S]	—	3	6	9
1	Vehicular Grenade Launcher	RT	1	[AE,OS]	—	—	—	1
1	SRM 6	LT	4	2/Msl [M.C.S]	—	3	6	9
1	Vehicular Grenade Launcher	LT	1	[AE,OS]	—	—	—	1
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19

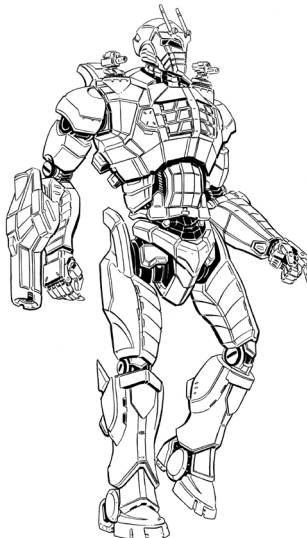
BV: 1,273

WARRIOR DATA

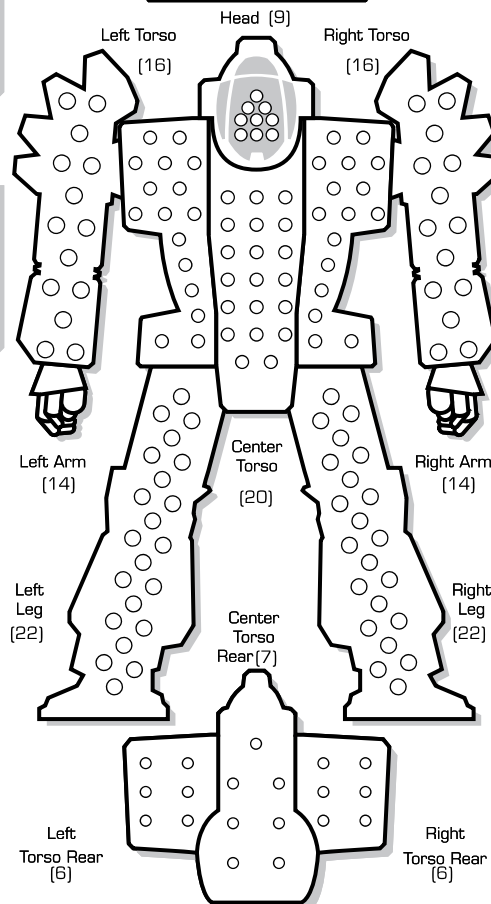
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

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

Right Torso

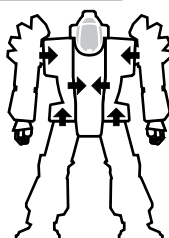
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Vehicular Grenade Launcher
- Ammo [SRM 6] 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Supercharger
- Endo Steel

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



Damage Transfer Diagram

Left Leg

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

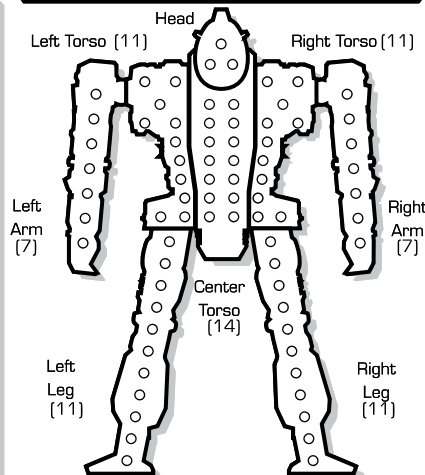
Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Vehicular Grenade Launcher
- Ammo [SRM 6] 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: **SCR-1X-LAM Screamer LAM**

Tonnage: 55 Tech Base: Inner Sphere
(Experimental)

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode
Walking: 5	Cruising: 12	Safe Thrust: 5
Running: 8	Flank: 18	Max Thrust: 8
Jumping: 4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	Aero
1	ER PPC	RA	15	10	—	7	14	23	10 (L)
									[DE]
2	Bomb Bay	RT	—	[E]	—	—	—	—	—
2	Bomb Bay	LT	—	[E]	—	—	—	—	—

Fuel: 80

BV: 1,144

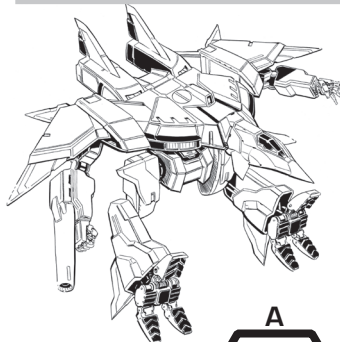
WARRIOR DATA

Name: _____

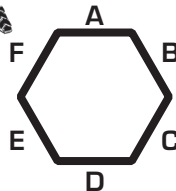
BattleMech
Gunnery Skill: _____ Piloting Skill: _____

Aerospace
Gunnery Skill: _____ Piloting Skill: _____

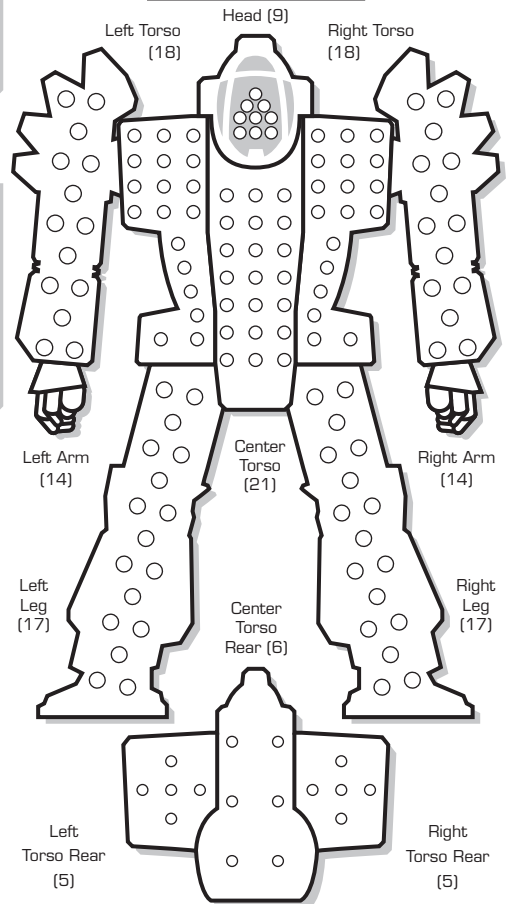
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Advanced
Movement
Compass



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Landing Gear
- Avionics
- Jump Jet
- Bomb Bay
- Bomb Bay
- Roll Again

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Landing Gear
- Roll Again

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

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

CATALYST
game labs

Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

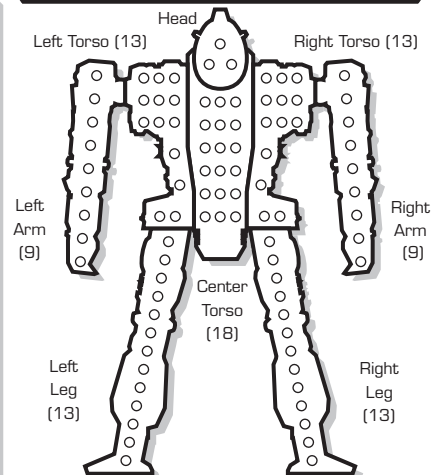
- Landing Gear
- Avionics
- Jump Jet
- Bomb Bay
- Bomb Bay
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double (AirMech +3)
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
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+	○

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: Exterminator Caine EXT-4DF

Movement Points: 5 Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [13] (Experimental)
 Jumping: 5 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
3	Laser Insulator	RA	—	[E]	—	—	—	—
3	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
3	Laser Insulator	LA	—	[E]	—	—	—	—
3	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

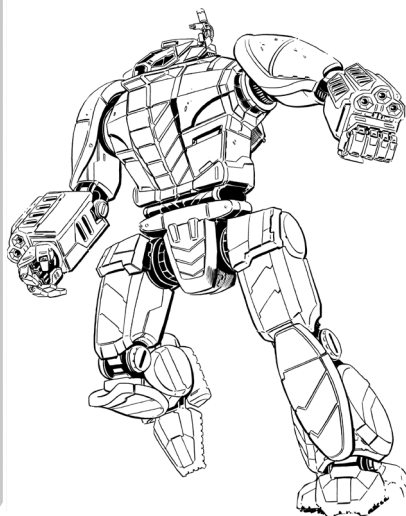
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WARRIOR DATA

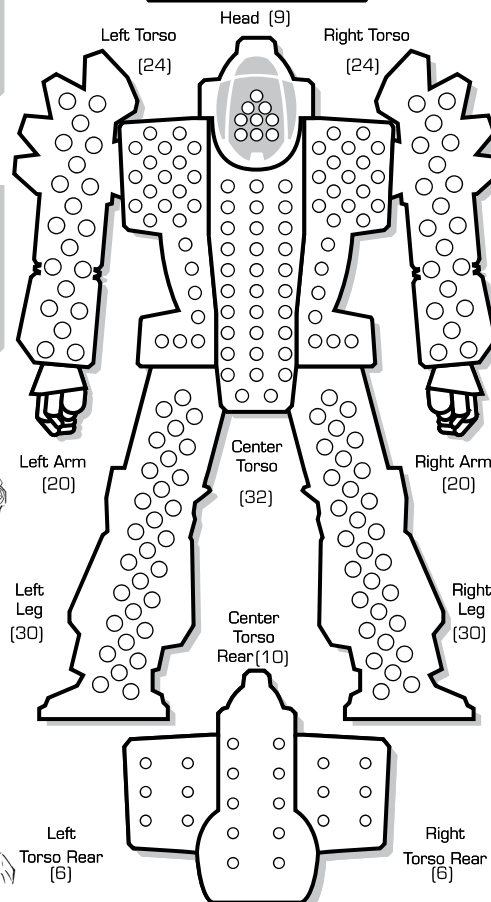
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Pulse Laser
- Laser Insulator
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- MASC

1-3

- MASC
- MASC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- AMS
- Sensors
- Life Support

Center Torso

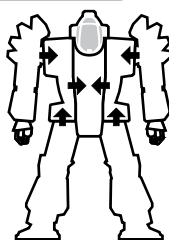
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Supercharger

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Laser Insulator

1-3

- Medium Pulse Laser
- Laser Insulator
- Medium Pulse Laser
- Laser Insulator
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (AMS) 12

1-3

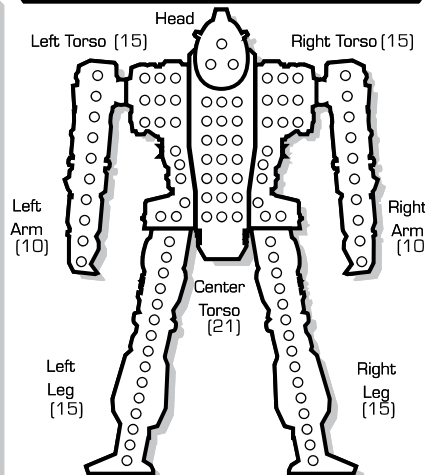
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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: Thug-11ECX Jose

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 (Experimental)
 Jumping: 4 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	SRM 6	RT	4	2/Msl [M.C.S.]	—	3	6	9
2	SRM 6	LT	4	2/Msl [M.C.S.]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

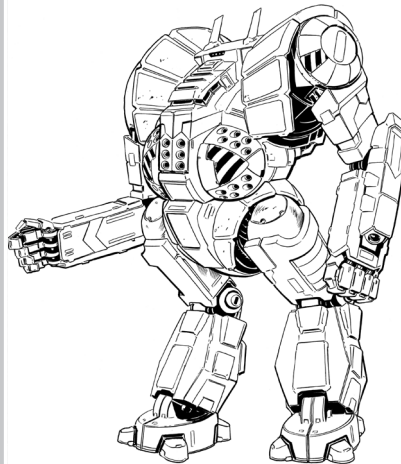
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WARRIOR DATA

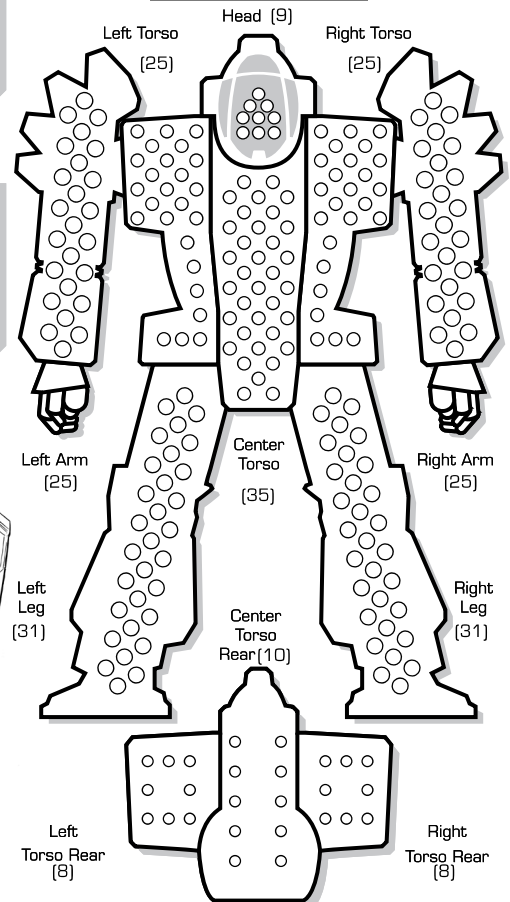
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- SRM 6
- SRM 6
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

1-3

4-6

Left Leg

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

Head

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

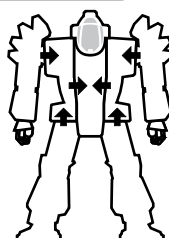
Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- SRM 6
- SRM 6
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

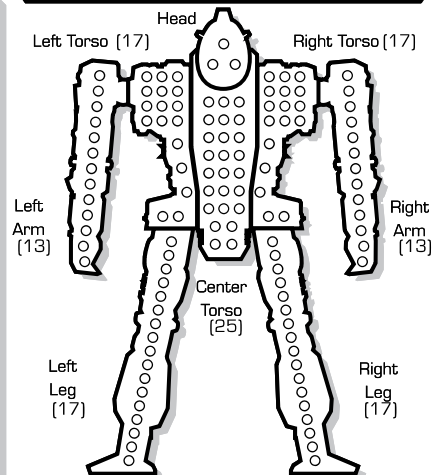
1-3

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman III RF2-A

Movement Points: **Walking:** 2 **Running:** 3 **Tonnage:** 90 **Tech Base:** Inner Sphere (Experimental) Star League **Era:**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Null Signature System	*	—	[E]	—	—	—	—

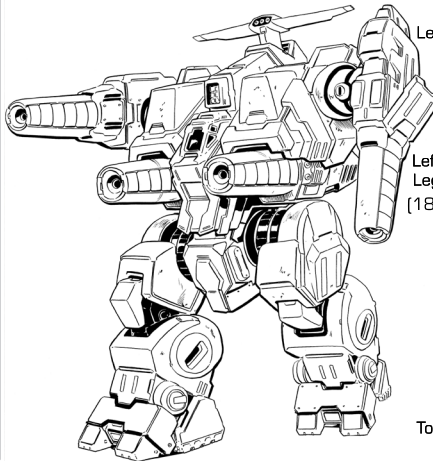
BV: 1,819

WARRIOR DATA

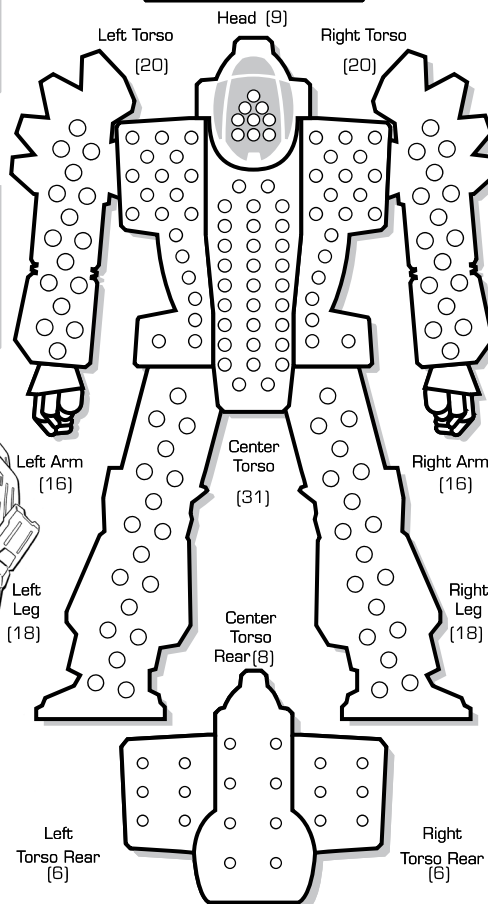
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4-6 Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

Left Torso

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
- 4-6 Ammo (Gauss) 8
5. Null Signature System
6. Roll Again

Left Leg

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 Heat Sink
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
- 4-6 4. Gauss Rifle
5. Gauss Rifle
6. Null Signature System

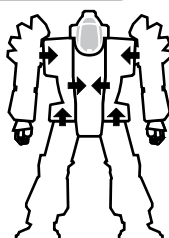
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
5. Heat Sink
6. Null Signature System

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. 1-3 Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

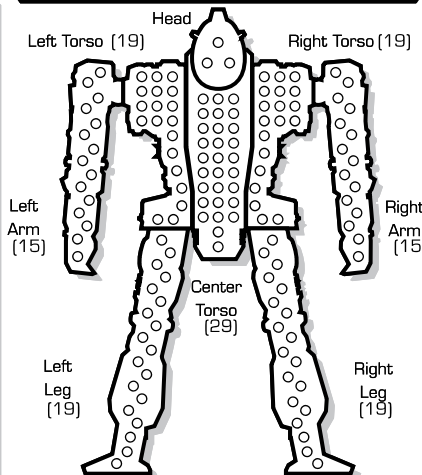
Right Torso

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
- 4-6 4. Ammo (Gauss) 8
5. Null Signature System
6. Roll Again

Right Leg

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Heat Sink
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
- 4-6 4. Gauss Rifle
5. Gauss Rifle
6. Null Signature System

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Beagle LRRP

Movement Points: 15
 Cruising: 9
 Flank: 14 [18]
 Movement Type: Hover
 Engine Type: Fusion Engine

Tonnage: 15
 Tech Base: Inner Sphere
 (Experimental)
 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	Flamer	FR	2	—	1	2	3
			[DE,H,A]				
2	Vehicular Mine Dispenser	RR	[E]	—	—	—	—

CREW DATA

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

CRITICAL DAMAGE

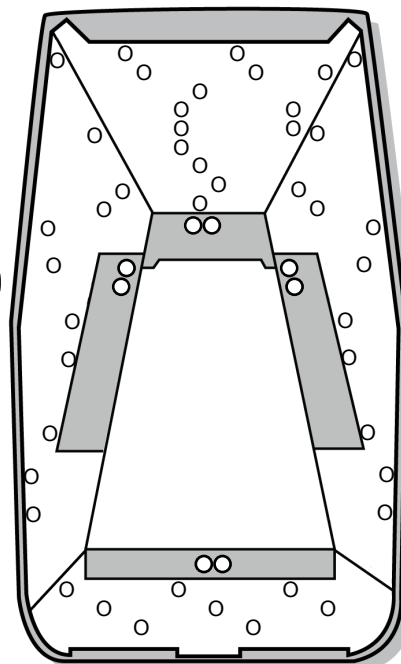
Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐+1 ☐+2 ☐+3 ☐D
 Motive System Hits ☐+1 ☐+2 ☐+3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐

[11]

Left Side Armor

Right Side Armor

[11]

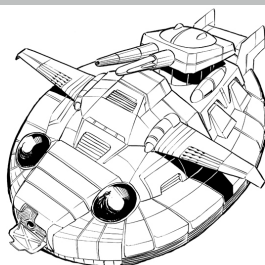


Rear Armor
[8]



CVT: 219

BV:



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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™

ADVANCED V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: **Cyrano Fury**

Movement Points: **Tonnage: 30**
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 (Experimental)
 Engine Type: Fusion Engine **Era:** Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	AMS	FR	—	0	0	—	—
1	Machine Gun	RR	2 [PD] [PD]	—	1	2	3
3	Medium Laser	TU	5 [DB, AI] [DE]	—	3	6	9

Infantry Compartment(4 tons)

Ammo: (Machine Gun) 100, (AMS) 12

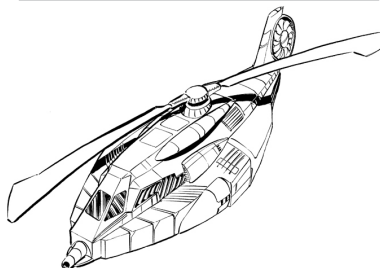
BV: 594

CREW DATA

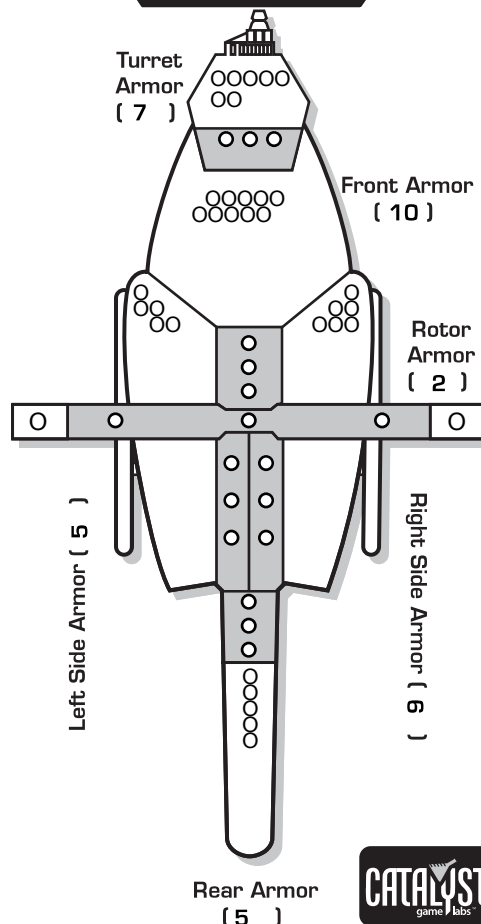
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

VTOL ELEVATION TRACK

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

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

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	SIDE	REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotors Destroyed	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

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

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

BATTLETECH™

ADVANCED GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rhino Hagar

Movement Points: 3
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 80
Tech Base: Inner Sphere
[Experimental]
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	RR	[E]	—	—	—	—
1	Trailer Hitch	TU	1/Msl [M.C.S]	6	7	14	21
1	LRM 20	TU	5 [DE]	—	3	6	9
1	Medium Laser	FT	1/Msl [M.C.S]	6	7	14	21
1	LRM 20	FT	5 [DE]	—	3	6	9

Ammo: [LRM 20] 24, [AMS] 12

CBV: 1,574

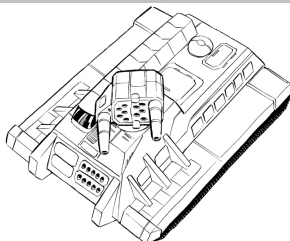
BV:

CREW DATA

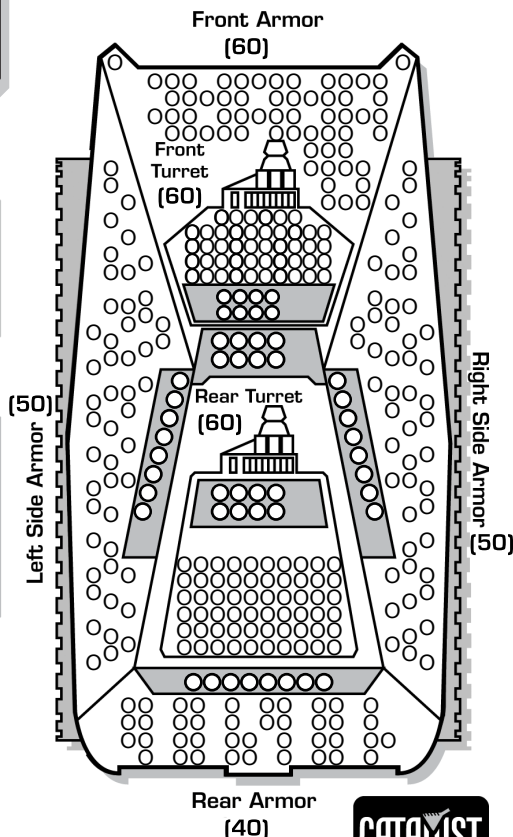
Crew: _____
Gunnery Skill: _____ Driving Skill: _____
Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



CATALYST
game labs

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

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™

SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Burke II Superheavy Tank**

Movement Points: Tonnage: 140
 Cruising: 2 Tech Base: Inner Sphere
 Flank: 3 (Experimental)
 Movement Type: Tracked Era: Star League
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	Trailer Hitch	RR	[E]	—	—	—	—
4	AC/20	TU	20 [D,B,S]	—	3	6	9

Ammo: [LRM 5] 24, [AC/20] 40

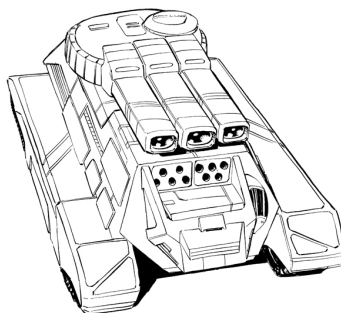
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CREW DATA

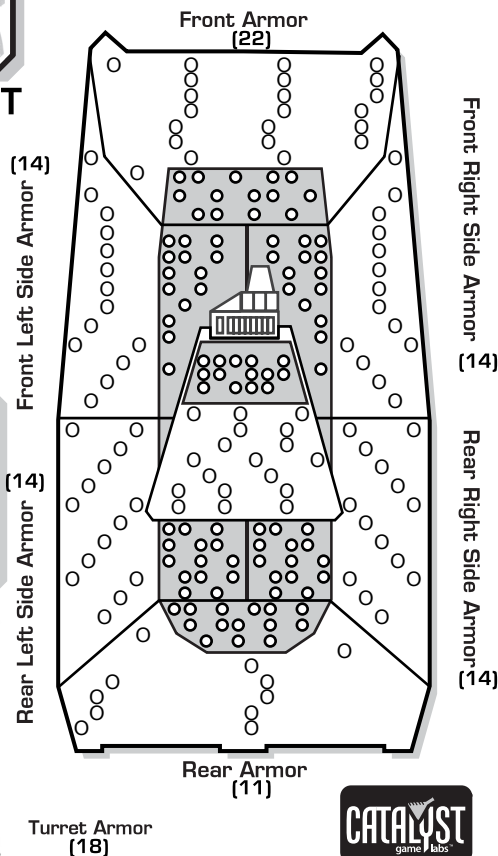
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



SUPER-HEAVY VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)S	Side (critical)S
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.

SIf 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

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

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

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

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Swift Aaron

Thrust: Tonnage: 25
 Safe Thrust: 12 Tech Base: Inner Sphere
 Maximum Thrust: 18 Era: Experimental
 Star League

Weapons & Equipment Inventory

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

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
3	Laser Insulator [E]	N	0	—	—	—	—
3	Medium Pulse Laser [P]	N	4	6	—	—	—

Fuel: 320 Points

BV: 633

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 3 (22)

Left Wing
 Damage Threshold
 (Total Armor)
 2 (17)

Structural
 Integrity:
 12

Right Wing
 Damage Threshold
 (Total Armor)
 2 (17)

Aft Damage
 Threshold
 (Total Armor)
 2 (15)

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: TYPE

Thrust: Tonnage: 50
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Era: Advanced
 Star League

Weapons & Equipment Inventory

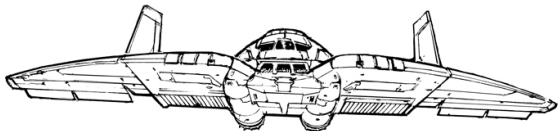
Standard Scale

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

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Medium Lasers [DE]	N	6	5	—	—	—
1	Command Console [PE]	N	—	—	—	—	—
2	Space Mine Dispensers [PE]	A	—	—	—	—	—

Fuel: 880 Points

BV:



ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 2 (15)

Left Wing
 Damage Threshold
 (Total Armor)
 2 (20)

Structural
 Integrity:
 7

Right Wing
 Damage Threshold
 (Total Armor)
 2 (20)

Aft Damage
 Threshold
 (Total Armor)
 3 (25)

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



ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold
(Total Armor)
18 (180)



WARSHIP RECORD SHEET

WARSHIP DATA

Type: Kimagure Surprise

Name: _____ Tonnage: 780,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 5 (Experimental)
Maximum Thrust: 8
DropShip Capacity: 2
Fighters/Small Craft: 36 / 0 Launch Rate: 12

Weapons & Equipment Inventory

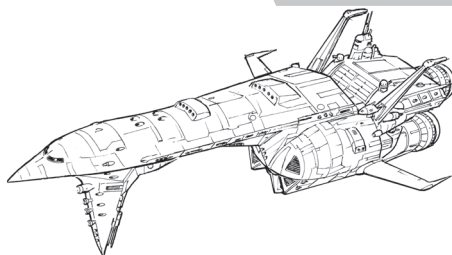
Capital Scale		(1-12) (13-24)(25-40)(41-50)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1 Light Mass Driver (30 rounds)	N	30	60	60	60	—
2 Medium NPPC	FR/FL	270	18	18	18	18
4 Heavy NPPC	RBS/LBS	900	60	60	60	60
4 Medium NPPC	RBS/LBS	540	18	18	18	18
2 Heavy NPPC	AR/AL	450	30	30	30	30
2 NAC/10 (40 rounds)	A	60	20	20	20	—

Standard Scale		(1-6) (7-12) (13-20)(21-25)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 ER Large Laser	N	48	3 (32)	3 (32)	3 (32)	—
6 Small Pulse Laser	N	12	2 (18)	—	—	—
6 LB 10-X AC (90 rounds)	FR/FL	12	4 (36)	4 (36)	—	—
6 Small Pulse Laser	FR/FL	12	2 (18)	—	—	—
6 Small Pulse Laser	RBS/LBS	12	2 (18)	—	—	—
6 LB 10-X AC (90 rounds)	AR/AL	12	4(36)	4 (36)	—	—
6 Small Pulse Laser	AR/AL	12	2 (18)	—	—	—
6 ER Large Lasers	A	72	5 (48)	5 (48)	5 (48)	—
5 Large Pulse Laser	A	50	5 (45)	5 (45)	—	—
6 Small Pulse Laser	A	10	2 (15)	—	—	—

Grav Decks:
Grav Deck #1: 65-meter
Grav Deck #2: 85-meter

Cargo:
Bay 1: Fighters (36) (6 doors)
Bay 2: Cargo (17,493 tons) (5 doors)

BV: 22,644



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 387 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escape Pods: 20/20

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 2,500 (5,000)
Heat Generation Per Arc
Nose: 90
Left/Right Fore: 294 / 294
Left/Right Broadside: 1,456 / 1,456
Left/Right Aft: 474 / 474
Aft: 192