

BATTLETECH



D O S S I E R S

THE BOUNTY HUNTER





DOSSIERS

THE BOUNTY HUNTER

TO: Precentor-Martial Victor Steiner-Davion
FROM: Precentor Hanna Aedalus
DATE: 11 July 3068
SUBJECT: The Bounty Hunter

Precentor,

Attached is the report you requested concerning the Bounty Hunter. We have collated the material from a wide variety of sources, including some of the diminishing contacts we retain with other intelligence agencies.

As you know, the Bounty Hunter is more than a lone mercenary, but a warrior who relies on a network of talented associates, the extent of which is not fully understood. While every indication we have establishes that the exact composition of the Hunter's combat retinue varies between assignments, we feel confident that the attached dossiers identify those individuals who most likely made up his party at the time of Duke Kai Allard-Liao's abduction on St. Ives.

Once more, I feel that I must reiterate that we have actually been unable to confirm the Bounty Hunter's involvement in the aforementioned event. It remains my considered opinion that—given recent events—the attack may have been perpetrated by the Death Commandos, the Maskirovka, or even the MIIO under the Hunter's colors. I would not even rule out the chance that other bounty hunters were involved, although we have few obvious candidates who have previously demonstrated the competencies necessary to infiltrate, capture and extract an unwilling Kai Allard-Liao.

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Special Thanks: To Brent Evans for starting and pushing the concept. To Herb Beas for putting together a mighty fine RPG. To Iron Wind Metals for giving us such wonderful toys to play with.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA





HOW TO USE THIS PDF

Dossiers: The Bounty Hunter provides players with the character sheets of a small independent lance of MechWarriors, as well as record sheets for their BattleMechs. Along with the provided background material, players can use the Bounty Hunter in their own campaign, either as the opposition, allies, or as ready-for-use player characters.

The **Unit Profile** section includes a brief background on each of the MechWarriors, as well as Design Quirk suggestions for use with the optional Design Quirk rules as found in *Strategic Operations* pp. 193-199. These Design Quirks are optional, and can affect the difficulty level of the Missions.

The **Missions** section provides Tracks for a mini-campaign using the Bounty Hunter, using rules found in *Chaos Campaign Rulebook* and *A Time Of War*. The *Chaos Campaign Rulebook* can be found here, while an abbreviated Quick Start version of *A Time of War* can be found here.

The **Record Sheets** section provides character sheets and record sheets for the MechWarriors and their BattleMechs. To convert a character's relevant Gunnery or Piloting Skill in *A Time of War* over to *Total Warfare*, simply subtract the character's Skill Level from the Skill's Base Target Number (TN) as listed in the Skills block of the Character Sheet. For example, Chris Sante's Piloting Skill Level of 5 in *A Time of War* would have a *Total Warfare* Piloting Skill Rating of 3; Base TN 8 - 5 = 3.



If you enjoy using miniatures in your games, be sure to check out Iron Wind Metals' companion products: *The Bounty Hunter Lance Pack* and *The Bounty Hunter Companions Lance Pack*.





Ensemble Hills
Perkasie, Federated Suns
11 January 3068

The wind pushed the long strands of Halen's grass around, and the red leaves roiled like the sea under the setting sun. Massive Lopez gazelles lazily moved out of the path of the approaching metal giants, as if unaware of the deadly potential each one possessed.

It was another beautiful day on Perkasie, the kind that encouraged the locals to go for long walks in their skin-suits and filter masks—precautions that were always needed against the ever-present Karpov spores. The spores were barely distinguishable from normal fibers, but when inhaled they could cause lung fibrosis and pleural plagues. Exposed human skin would develop tiny, calloused "warts" wherever the spores penetrated. In the rare cases that the spores actually grew, the visible effects were even worse.

Perkasie's planetary economy did not benefit from tourism.

The Bounty Hunter watched as Calvin's Cuirassiers ventured from their base. Situated on one of the taller rises of the Ensemble Hills, the base was an ancient collection of walls and buildings known only by their total lack of involvement in any battle, ever.

The aging Cuirassiers' BattleMechs were heading straight for a lance of pirates that was assaulting the local water purification plant. An *Ostroc* struggled with a nasty—and, likely, very old—limp, but its hindered gait did not slow the rest of its company, anchored as it was by several heavies that could not top sixty-four kph unless they were thrown from a DropShip.

"Looks like their *Catapult* is still down with a busted hip, huh, Calvin? Too bad. Wonder what happened to those actuators you ordered."

Vic Travers spoke to no one in particular. This bothered him. He knew himself well enough to recognize it as a sign of nervousness.

I have been in the business for forty years. Longer than most. Longer than any, really.

The Cuirassiers passed his position without showing any sign that they were aware that they were marching right by a hundred-ton assault 'Mech.

Travers sighed. His hand hovered over the engine switch that would bring his *Marauder II* up to full power.

Am I too old for this? he pondered.

One of his screens blinked with new text. "ARE YOU SURE?"

Walt had grown to know him too well. Travers had doubted himself ever since taking on this last contract. The target had played to his ego; it was one of the biggest fish he had ever sought out. In the MechWarrior game, Kai Allard-Liao was the biggest of all. But maybe he had become too old for this. Maybe he should have retired on the spot; let it be Walt's first contract.

But he knew he couldn't.

In a way, Travers knew that this was what he had signed on for, unknowingly, at a fire with three friends on a far away world. It would be perhaps a century or more before the light from Benjamin's sun on that day would reach this Feddie planet—and right now, he almost felt like that day was indeed *that* long ago.

They had changed the Inner Sphere that night, though he did not understand it at the time.

And soon he would again. Or die trying. *Michi would approve*, he thought. *And Oscar would, too.*

But first he had to deal with the means to that end.

Travers slapped the switch down, activating his BattleMech without responding to Walt's missive. Indicators flashed green, multi-ton weapon systems powered up, and artificial muscles tensed, ready to pull huge armor-clad limbs forward.

The short company that had passed him stirred, suddenly aware that what their sensors had taken nearby boulder was somehow now equipped with a fusion engine and particle cannons. As the *Marauder* reared itself up, his reticule showed gold on the *Ostroc*, and with a gentle caress of the firing studs, he speared the Cuirassier 'Mech with one hyper-sonic metal slug and two electric-blue particle beams. A combination of experience, technology and raw talent conspired against the ancient *Ostroc's* right hip, and its leg separated from the severely mangled assembly. The heavy collapsed in mid-turn.

Travers throttled forward, thundering towards the rest of the company. The camouflage tarp had torn completely away from his BattleMech, exposing a hide of striking green and trademark credit symbols—the second component of his deadly message.

Travers keyed his comm. system to broadcast his words on all channels, and with icy intent issued the last element.

"I am the Bounty Hunter. I am here for your commander. Flee, and live. Stand with him, and die."





DOSSIERS

HISTORY

The following is not intended as a comprehensive description of all the activities attributed to the Bounty Hunter persona, either the current one, or past ones.

Stories of an exemplary mercenary identifying himself as "The Bounty Hunter" date back until the 2920s, when a masked warrior, piloting a green *Warhammer*, gained fame and fortune by cashing in several bounties on notorious MechWarriors. His identity was never confirmed, but he proved his mettle by defeating some of the best warriors of his time, raking in the bounties that often followed the Succession Wars' most deadly combatants. Few of Hunter's targets survived their encounter with him. One unconfirmed, but prevalent, story describes this individual delivering the bodies of the twenty-nine suspects of a major bank heist on El Giza to authorities on Andurien. The bounties on this band, exceptionally high for the times, suggested that the contract may have originated from House Humphreys, and the first Bounty Hunter purportedly retired immediately afterward.

In 2957, another masked individual (who some sources even suggest may have been female) turned up in the Principality of Regulus wearing a full Star League-era MechWarrior combat suit and piloting a green *Warhammer*. Claiming to be "The Bounty Hunter", this warrior delivered the bodies of a band of pirates who had been particularly successful at evading Principality authorities, while plaguing the local trade routes and industries.

Thus began what many now believe to be the Bounty Hunter's legacy, an apparently hereditary tradition that passes down the mask and the mantle of the Hunter from one elite warrior to the next. The means of this inheritance is not fully understood, but the legacy is not necessarily based on familial ties. Some have claimed that its descent involves the actual "sale" of the persona from the current Hunter to his subsequent heir, along with access to key contacts, resources, and a manuscript known as "The Tradition"—a rumored document that contains tradecraft knowledge for both bounty hunters and MechWarriors alike.

The amount of confirmed and unconfirmed incidents involving The Bounty Hunter dramatically increase after 2957, making it difficult to keep track of this warrior legacy. This may be intentional. While some of these events are known to be examples of copycats attempting to cash in on the Bounty Hunter's reputation and anonymity, they only proved how the Hunter's reputation alone had grown so extremely marketable. One example of this is the "Hunter's Bounty"—a second, higher bounty that is paid should the warrior who delivers the kill be confirmed as the *real* Bounty Hunter.

From what can be gleaned, the "second" Bounty Hunter generally worked alone, taking contracts for several years across the Inner Sphere and parts of the Periphery. His (or her) travels are not entirely random, but heavily biased towards chasing some of the highest bounties of the time. Frequently, this Hunter delivered his targets dead. During this time, the Bounty Hunter also used a variety of BattleMechs, including a *Grasshopper*, a *Griffin*, and the aforementioned *Warhammer*.

By the 2980s, the Hunter began to employ backup on an increasingly frequent basis, typically when tracking the most fearsome (and most lucrative) bounties. Initially, this support was apparently ad hoc in nature, possibly involving freelancers on one-off contracts or associations. By the 2990s, this team grew substantially more static, with between four and six compatriots active accompanying the Hunter, each using the same four to six 'Mechs, and all using the same green paint scheme.

This change in operations led some to believe that this was, again, a completely new Bounty Hunter. Indeed, at this time, the Hunter's choice of targets also shifted from those accused of some form of crime, to merely those warriors whose bounties were particularly high. As heroes



and exceptional MechWarriors often attracted bounties from their enemies among other nations, this caused many to begin reviling The Bounty Hunter (who had once been seen as something of a folk hero), as a mere profit-driven mercenary. This was amplified even further when this Bounty Hunter began accepting contracts to take out prominent generals, scientists, engineers, businessmen and others who no longer—or even *never*—had piloted a BattleMech. It was during this time that the trademark green Bounty Hunter 'Mech began displaying credit symbols as well, an act that further incensed his former admirers.

In one particularly notorious example, the Bounty Hunter was traveling towards the Draconis Combine in 2998, to collect the bounty on two AFFS generals he had killed on Markesan (with great loss of life to all around them). While on Le Blanc, the Hunter contracted with a new mercenary company to transport the slain generals—along with a cargo of captured AFFS 'Mechs—into Combine space, reportedly promising to broker a lucrative contract between the mercenaries and the DCMS in turn. But as soon as the mercenaries successfully snuck the Hunter and his retinue past the pursuing AFFS forces, the Hunter and his team killed off the entire mercenary command, and absconded with their BattleMechs and their DropShip.

For the next twenty years, the Hunter seemed to make sport playing Houses against each other, always raising the stakes as he took out nobles, officers, elite MechWarriors and planetary leaders with vicious glee, before crossing borders between assignments. There are some who suggest that this focus on playing upon the ambitions of the nobility indicates yet another change in the Hunter's legacy.

The infamous Natasha Kerensky of Wolf's Dragoons encountered the Bounty Hunter three times. The first, on Nova Roma in 3014, had both MechWarriors tasked with hunting down Janos Marik's loyalists—until the Hunter led Kerensky into a loyalist ambush, salvaging her *Marauder* and the other 'Mechs of her lance. Some say Kerensky acquired the Bounty Hunter's *Warhammer* that day, despite being left for dead by the treacherous Hunter. She swore vengeance, but would not have any opportunity until 3024, on Le Blanc. Full details of this engagement are not understood, but reportedly, this time Michael Hasek-Davion led Kerensky into a trap laid by the Bounty Hunter. (This could have been part of some ploy to achieve a contract with the Wolf's Dragoons, by using a captured Kerensky as leverage, but this theory—like so many about the Bounty Hunter and his dealings, remains unconfirmed.) The ambush failed, but not before the Hunter killed two of Kerensky's MechWarriors out of spite.

The final encounter took place only three years later, on Benet III, when both Kerensky and the Bounty Hunter both found themselves stranded on a hostile world. Against the expectations of many, the two enemies joined forces and left the world together. The Hunter apparently survived his alliance with the Black Widow, despite her blood vendetta against him, but for a short time, the Hunter vanished from the public scene.

The Hunter's activities after Benet III are unconfirmed until a series of actions took place within the Draconis Combine. Here, it is believed that the actual identity of the Bounty Hunter may have been Michi Noketsuna, who used the Hunter's mantle and assets either for personal vengeance after the events on Misery, or to fulfill a contract from an unknown employer. Later evidence has made it clear that this Hunter then passed on the legacy to Vic Travers by 3031, possibly 3030. Initially, Travers acted as if on retainer to the Combine, but by the start of the War of 3039, he—and thus, the Bounty Hunter—once again sought out the highest bounties and contracts available.



By the years prior to the Clan Invasion, the Bounty Hunter's activities had grown few and far between, but he soon became active again against the Clans when they charged against the Inner Sphere in the 3050s. This was uncharacteristic of the Hunter's most recent work, as there remained many steep bounties to be found elsewhere in the Inner Sphere. Though some observers simply presumed the mantle had passed to a new owner again, other theories suggested that Travers craved the challenge of measuring himself against the might of the Clans, and the fact that Smoke Jaguar marks dominated his bounties further indicated that Travers' old Combine heritage factored into his motives as well.

While it is clear that several of his companions didn't survive, the Bounty Hunter succeeded in defeating the Clans in several duels during this time, especially when using the *Mad Cat* he captured from Clan Smoke Jaguar.

Whatever his reasons, these acts made the Bounty Hunter a hero to the Inner Sphere once more—and one of the few who could stand up to the onslaught brought by the children of Kerensky. Yet almost as suddenly as he returned to the fight, the Hunter vanished again in 3051 after a mission on Rasalhague. It is presumed Travers was severely injured at this time, and possibly contemplated retirement.

In 3064, the Bounty Hunter returned, this time taking his missions in both the Chaos March and parts of the Lyrn Alliance. Initially, many observers believed that this Hunter could not be Travers, but a new successor to the legacy. This impression was further reinforced when reports placed both the Hunter's trademark *Mad Cat* and his *Marauder II* in different locations at roughly the same times, suggesting at least one "new" Bounty Hunter—and perhaps even a second successor—was now in play. This speculation, however, ended when some intelligence reports placed Travers on Tikoniv "incognito", just prior to the Bounty Hunter's publicized capture of General Nadine Killson.





VIC TRAVERS

Rank/Position:Bounty Hunter

Born:3004 (64 in 3068)

Affiliation:Bounty Hunter

Home Planet:Annapolis

'Mech:*Mad Cat* Bounty Hunter 2, *Marauder II* Bounty Hunter

MechWarrior Profile

Arguably the most famous MechWarrior in existence, only a very few know the Bounty Hunter's true name. This generation's Hunter currently goes by the name "Vic Travers". It is most likely an alias, but one that has seen consistent use since 3028. Images of this man exist—but none show him outside his trademark armor or 'Mechs. Believed to be well in to his sixties, he is beginning to show his age.

Travers managed to stay off the radar until Michi Noketsuna, the (alleged) previous Bounty Hunter, leveraged him as a resource. Noketsuna himself likely assumed the identity and attendant equipment of the Bounty Hunter from the Wolf's Dragoons, who had acquired them from the prior Bounty Hunter in 3027. It is unclear what became of this man, although some rumors claim that either the Dragoons killed him, or he met with both Noketsuna and Travers at some point early in their career and arranged for his own retirement.

Noketsuna's tenure as the Bounty Hunter was brief, but it appears that he used the Hunter's technology and persona as a vehicle for vengeance. Travers' approach as Bounty Hunter appears to be more pragmatic. The majority of the jobs we know of have been relatively low-key, relying on subterfuge and clandestine operations to come to fruition. While the Bounty Hunter is routinely well informed, Travers relies on intelligence gathering more than most. A lot of this freelance intel work focuses on blackmail and possibly connections with the local organized crime syndicates. This is a bit of a departure from prior Bounty Hunters, but it should be noted that Michi Noketsuna made use of similar means to gain access to his targets. This suggests that Travers was Noketsuna's primary intelligence gatherer, and also indicates that Travers has organized crime connections that likely predate his tenure among the Hunter's companions.

The majority of Travers' contracts as the Bounty Hunter include the standard "dead or alive" capture terms, but while many of his targets have indeed died, most have been brought in alive. This may actually be more of a marketing strategy than actual mercy; many potential customers consider it greater challenge to capture a target alive, and a proven track record of that level of competency is highly prized.

We also have strong indications that Travers has been actively engaged in eliminating his competition. This is sometimes achieved with violence, such as his rather public and brutal execution of Isabella "the Hyena" Cygnus (who had taken to advertising herself as the "new Bounty Hunter") in 3047. It is also presumed Travers violently eliminated the Meticulous Pursuit mercenary team. Other examples suggest Travers' involvement with little tangible evidence.

In at least one instance, Travers has also used persuasion to prompt an early retirement for another rival bounty hunter band in 3044. This affair, which occurred relatively publicly (possibly as a condition of the deal), had Travers "buying off" his competitors, delivering some or all of the payment while clad in his armor. The Cursorial Hunt group cashed out immediately, and all of its members retired. Some did return to the mercenary trade a few years later, but none ever engaged specifically in bounty hunting again.

Travers was fairly active during the FedCom Civil War, following a presumed retirement period between 3051 and 3064 during which he evaded the public eye (and that of most intel organizations). He was also difficult to locate subsequent to the end of the Civil War, leading some to believe he had retired a second time.

Mad Cat Bounty Hunter 2

There are indications that the famed *Mad Cat* the Bounty Hunter captured from Clan Smoke Jaguar has been disposed of, as he has been witnessed exclusively using the GM-sourced *Marauder II* for the last few years. Very recently, it seems Travers has once again deployed a *Mad Cat* in a modified configuration, but this one does not display any of the wear- and damage-related problems the Bounty Hunter's pre-Jihad *Mad Cat*, suggesting this is either a new OmniMech, or a major overhaul of his prior one.

Marauder II Bounty Hunter

The Hunter's *Marauder II* continues to be maintained in excellent condition. It was presumed that GM was initially making the hybrid 'Mech available to the Bounty Hunter both as a test bed and as advertising for a mass-produced version. If this is true, GM has yet to demonstrate the ability to produce the various Clan technologies required for even modest production rates.

Marauder Bounty Hunter 3015

Natasha Kerensky's former *Marauder* was customized in 3015, subsequent to some heavy damage it sustained during a Periphery mission. Its ancient Vlar 300 engine was beyond repair, and replaced with a 225-rated reactor instead. Jump jets were included to compensate for the loss of mobility, and its GM Whirlwind was replaced with a third Hellstar PPC. The third particle cannon, along with three additional Mk II lasers, rely heavily on the use of Star League-era double heat sinks recovered from a lostech cache found during the same mission. All these improvements still allowed the armor shell to be improved by three tons.

Marauder Bounty Hunter 3044

The Hunter's *Marauder* was upgraded again in 3044, shortly after Travers managed to acquire an M-7 Gauss rifle and a 225 XL fusion engine. The Gauss rifle's mass and bulk forced the removal of two lasers and three heat sinks, along with the dorsal HellStar to make room for the large weapon and its sixteen slugs. ER PPCs replaced the remaining two particle cannons in the arms.



WALT URIZEMAN



Rank/Position:Bounty Hunter's Chief Tech
Born:3029 (39 in 3068)
Affiliation:Bounty Hunter
Home Planet:Torrence
'Mech:*Cauldron-Born* Configuration A-Urizeman

MechWarrior Profile

The individual sometimes known as "Walt Urizeman" was born on Torrence, one of the Federated Suns' "Golden Five" worlds. His family seems to have been relatively poor by Torrence standards, but this would mean "Walt's" family was better off than some ninety percent of the Inner Sphere. It also granted Walt an exceptional technical education, which he took to the stars with the Armed Forces of the Federated Commonwealth as a BattleMech technician. After his five-year tour ended in 3055, Walt took a questionably salvaged Clan 'Mech into mercenary service. His tours with a couple of mercenary outfits were brief but cemented his reputation as a technician able to keep mauled BattleMechs in action

with "spit and chewing gum" (including Clan equipment ever-starved for spare parts). Unfortunately, this man was not noted for being an exceptional MechWarrior. His own ride was irreparably shot out from under him during Operation Birddog, and it was shortly thereafter that he turned up as the personal technician to the Bounty Hunter.

Walt is not simply a masterful technician. He has apparently excelled at "field" operations under the Vic Travers' tutelage, serving as a flexible and personable contact for the diverse range of government, mercenary, criminal, and noble individuals with whom the Bounty Hunter deals. In such capacity, Travers appears to place a high level of trust and authority in Walt. With rumors of extensive hands-on training by Travers, it appears that Walt is being groomed as Travers' replacement, and his combat skills have come a long way.

Currently, Walt serves as the second-in-command of the Hunter's organization both by formal rank (which the Hunters do not often formalize) and seniority. He is the longest-serving member with the current Bounty Hunter.

Cauldron-Born A

Urizeman's *Cauldron-Born* is kept in exceptional condition but has no other particular quirks. It is currently fitted in the 'Mech's standard Alpha Configuration.





CHRISTINA “CHRIS” SANTE



Rank/Position: MechWarrior / Bounty Hunter Specialist
Born: 3037 (31 in 3068)
Affiliation: Bounty Hunter
Home Planet: Terra
'Mech: PHX-4L *Phoenix Hawk* (Sante)

MechWarrior Profile

“Chris” Sante is another of the Bounty Hunter’s well-educated technical experts. Her parents reportedly worked for the Aldis Corporation of Terra and oversaw military sales to the Federated Suns. Though born and educated on Terra in the sunny California province, she spent much of her youth in the Federated Suns (nee Commonwealth), and elected to settle in the Suns when the Word of Blake seized Terra and restricted military exports, thus ruining her parents’ modest fortune. Sante had only just joined the AFFS as a MechWarrior when the FedCom Civil War erupted, leaving her caught in the middle of a fratricidal conflict at a time when her own loyalties were in conflict. After her tour ended, mid-

way through the Civil War, she left in disgust and eventually drifted to Solaris VII, where she began working as a BattleMech technician. There, her expertise in electronics and cynicism endeared her to local organized crime syndicates, who employed her to subtly sabotage ‘Mechs and to build and install electronic surveillance equipment. Sante’s professionalism and skill impressed the Yakuza, and it is through them that the Bounty Hunter became aware of her talents.

Sante is a very skilled BattleMech pilot, partly due to her familiarity with the DI computer software, and an adequate gunner. She often assists Walt and Sandy in surveillance operations, typically by providing electronic overwatch, but has enough field craft to physically tail individuals. Unlike Walt, Sante is not overly adept at direct personal interactions, but can stick to a story and bluff her way out of trouble (as she often did when sabotaging the ‘Mechs of the stables for whom she worked). She is often underestimated—as a moderately attractive woman of mixed African descent, youthful appearance, and a bright smile, few suspect this young woman with a disarming interest in technology to be Civil War veteran and lethal mercenary.

PHX-4L Phoenix Hawk (Sante)

Sante’s *Phoenix Hawk* has the following Vehicle Quirk: Easy to Pilot (see p. 193, SO). The Large Laser has been replaced with a Clan model, and a TAG unit has been added to the center torso.





ALEXANDER “SANDY” ROMANOV



Rank/Position: MechWarrior / Bounty Hunter Specialist
Born: 3015 (53 in 3068)
Affiliation: Bounty Hunter
Home Planet: Ovan
'Mech: SHD-2H *Shadow Hawk* (Romanov)

MechWarrior Profile

MechWarrior “Sandy” Romanov is the veteran’s veteran, or at least he acts like it: phlegmatic, laconic, gruff, and cynical, his hair in a perpetual military cut and a glare that can unnerve most adults. The “veteran” can and will disappear in favor of any number of other attitudes that allow Sandy to blend into a crowd when tailing a bounty, but always comes back out when off duty.

Romanov’s military career stretches over four decades. As a scout in the “youth auxiliary” of a Capellan planetary militia, he was humiliated by his realm’s crushing defeat in the Fourth Succession War, though he personally never saw combat. He later joined the CCAF, where his exceptional test scores guaranteed him a MechWarrior’s slot in Romano Liao’s rebuilding military. He participated in the conflict against the Duchy of

Andurien and Magistracy of Canopus as a junior MechWarrior before the insane paranoia of the Romano Chancellery drove him to the mercenary trade, where his lack of a personal BattleMech forced him to start as a vehicle gunner. He eventually recovered his MechWarrior status when he brought down an enemy ‘Mech in salvageable condition and appealed to claim his kill.

Romanov is a solid pilot and an outstanding gunner. Over the course his career, he has quietly become one of the greatest ‘Mech aces in the Inner Sphere. This career is little known thanks to his scattered employment with various mercenary commands, and his apparent lack of interest in publicity. It was this combination of low-key demeanor and skill that led Vic Travers to hire him. Under the Bounty Hunter’s command, Romanov now serves as an anchor unit in the Hunter’s lance, and a “direct action specialist” to back-up the team’s more cerebral members when outside of their ‘Mechs.

During his career, Romanov suffered severe burns to his arms that necessitated the use of myomer prosthetics to replace both of them from the elbow down. The prosthetics are of exceptional quality, virtually indistinguishable from real muscle.

SHD-2H Shadow Hawk (Romanov)

Sandy’s *Shadow Hawk* has the following Vehicle Quirk: Improved Life Support (see p. 195, SO). It is equipped with a Heavy and Light PPC, double-strength heat sinks, as well as a TAG unit. Its jump jet range has been increased to 150 meters.





ROBERT “BOB” FARRELL



Rank/Position: MechWarrior / Specialist
Born: 3032 (36 in 3068)
Affiliation: Bounty Hunter
Home Planet: Claybrooke
'Mech: JVN-11D *Javelin* (Farrell)

MechWarrior Profile

“Bob” Farrell has years of experience in First Free Worlds League Legionnaires, where he excelled as a scout in and out of his 'Mech. During Operation Guerrero, he often parked his 'Mech in the wilderness to investigate the towns and cities of various Sarna March worlds on foot (or in appropriated civilian vehicles), so he could blend into the local populace.

Farrell departed FWLM service at the end of his tour over a matter of personal guilt. During Guerrero, he misidentified an organized outing of khaki-clad junior forest rangers as a March Militia infantry unit that was subsequently shelled. Though absolved of this mistake at his court martial, Farrell never forgave himself, and eventually traveled to Solaris VII where he worked as a bitter (and rather clichéd) private detective until

circumstances drew him back into piloting BattleMechs in the arenas. Vic Travers reportedly hired him at Chris Sante's suggestion, as Farrell had previously aided her in some of her organized crime escapades.

Farrell does not have Walt's gregarious personality, but is a skilled investigator with some formal (if incomplete) detective training. He has an eye for detail that served him well as a scout 'Mech pilot and as an investigator for Travers. While not as tech-savvy as Sante, he is very adept at pulling useful data out of electronic files once he has them. In his modified JVN-11D, Farrell generally avoids direct combat and instead serves as a scout and spotter for the rest of the Hunter's lance.

Unlike the other members of the lance, Bob has a family. His wife is settled in the wilderness of Solaris VII, where she raises their young son.

JVN-11D Javelin

Farrell's *Javelin* has the following Vehicle Quirks: Improved Communications (see p. 195 SO) and Unbalanced (see p. 199, SO). Its medium pulse lasers have been replaced with medium X-pulse lasers, and the C3 slave is replaced by a Clan Active Probe.





DON'T MAKE IT PERSONAL

SITUATION

Water Purification Plant 51
Perkasie, Federated Suns
11 January 3068

Elite MechWarriors can be difficult to employ, especially outside of House Regiments. Their exceptional skills are marketable, and provide excellent leverage. They will never want for a job—as long as they have a 'Mech—and they know it. This arrogance frequently manifests itself in the form of the excessive input they often exercise in any given assignment, and their role in them. Elite MechWarriors often have difficulty taking orders (or even advice) from those above them in the chain of command, especially when those “superiors” are of lesser skills.

A greater problem employers can expect when working with elite MechWarriors is that they are frequently difficult to deploy together in small formations, where their inflated self-esteem and competitive nature makes them disinclined to cooperate with others who might exceed them.

At the same time, the results can be quite devastating when a small force of exemplary MechWarriors *does* find a way to put their egos aside and cooperate—as the mercenaries defending Water Purification Plant 51 discovered.

GAME SETUP

The Attacker sets up half the maps during this mission, using a minimum of two maps (and a maximum of four) placed in any legal configuration. Consider using the Flatlands, Hills, Mountain, and Badlands Tables (see p. 263, *TW*). Hexpacks may be used as well, with maps modified to better match rolling hill terrain.

The Defender should use the same type of maps as the Attacker. One of the maps must hold a significant body of water, either a river that passes across the map, or a lake with at least five adjacent hexes of water to represent an underwater spring. On this map, five buildings must be placed. Consider using the Cities and Roads Hexpack. One of the five buildings must be at least three hexes large, and must be adjacent to the lake or river; this is the water purification plant. The other buildings can be no more than 2 hexes from another building. All buildings are considered to be Light with a CF of 15, and can be no larger than two hexes.

The Defender must place his maps first, and must deploy all units on the map with the water purification plant. All Defender units must be within at least five hexes of the target buildings. Infantry can start inside the buildings. The Defender must pick a side of the mapsheets that is adjacent to the map he is on; this is the Defender's Home Side. The side of the mapsheets opposite of the Defender's Home is the Attacker's Home.

The Attacker must deploy from his Home Side on Turn 1.

Attacker

The Attacker consists of the Bounty Hunter's four companions in their respective BattleMechs. Note that Walk Urizeman's *Cauldron Born* may be equipped in any legal configuration using technology available in 3068, including the one in this Dossier.

Defender

The Defender consists of a combined arms mercenary force known as Lowdon's LongToms. (Despite the name, they actually lack artillery support.) This force must include at least one lance of BattleMechs (to a maximum of 8 'Mechs), one lance of vehicles, and one company of infantry. More of each unit type may be added, but they must never have more vehicles than 'Mechs. All of the LongToms' technology must be Introductory. The LongToms must use the Regular-rated experience column of p. 273, *TW* when randomly determining skills, or simply assign 4 Gunnery and 5 Piloting/Driving/Anti-Mech Skill to each unit.

WARCHEST

Track Cost: 250 WP

Optional Bonuses:

The listed Warchest Points (WPs) are awarded if at least one Objective is completed with the following optional rules (all bonuses cumulative):

Take Five: Use only three of the Hunter's companion 'Mechs. (**Reward: X WP, where X is equal to the 2 times tonnage of the 'Mech not participating**)

OBJECTIVES

1. In One Piece. The objective is a distraction. All Hunter 'Mechs must survive. (**Reward: 300 WP**)

2. Credible Threat. This does not work as a distraction if the defenders do not need to call for reinforcements. Destroy, cripple, or force all opponents to retreat using the Forced Withdrawal rules. (**Reward: 300 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker and Defender both are under Forced Withdrawal (see p. 258, *TW*).

Wait, Who do They Work for?!

All of the Bounty Hunter's associates' 'Mechs are painted a distinctive green with the Hunter's trademark credit symbols on them. The Hunter's reputation is a powerful weapon in its own right, and to a lesser degree, it extends to his companions as well.

Every time the Defender loses a 'Mech, or has one forced to withdraw, roll 2d6. Apply a -1 modifier to the roll for each Defending 'Mech that has been destroyed, crippled, or forced to withdraw at that point. On a modified result of 2 or less, the *entire* Defending force becomes demoralized and must retreat as if all units have met the conditions for Forced Withdrawal.

This roll must be made in whatever phase in which a Defending 'Mech is either destroyed or meets the conditions for Forced Withdrawal. There are no modifiers applied for any vehicles or infantry that are destroyed or forced to withdraw.

AFTERMATH

The attack succeeded in causing a rout among the defending mercenaries. Additional reinforcements were called in the form of Calvin's Cuirassiers.



I HAVE A QUESTION

SITUATION

Ensemble Hills
Perkasie, Federated Suns
11 January 3068

The first step to the ultimate goal of the current bounty is information gathering. Hector Calvin, commander of a severely indebted mercenary company, has the information that's required. Calvin's Cuirassiers have been engaged in a long-term garrison contract on Perkasie for almost a year now, with four more to go.

The Hunter's plan relied on using his companions to hit a nearby Water Purification Plant to provoke the Cuirassiers into engaging the "pirates". It had succeeded, allowing him to ambush the company himself, taking out an *Ostroc* in the first exchange. Ten more 'Mechs remain.

GAME SETUP

The Attacker sets up all maps during this mission, using a minimum of two mapsheets (and a maximum of four) placed in any legal configuration. Consider using the Flatlands, Hills, Mountain, and Badlands Tables (see p. 263, *TW*). Hexpacks may be used as well, with maps modified to better match rolling hill terrain.

The Defender must deploy all units once the Attacker has set up the maps. All Defending 'Mechs must be within at least three hexes of another friendly 'Mech, but none can be placed in adjacent hexes. All Defending 'Mechs must be on the same mapsheet. Finally, the Defender must pick one side of the mapsheet adjacent to the Defenders' map to serve as the *Attacker's* home side. The side of the entire map opposite of the Attacker's home is the Defender's home side. (In this way, the Defender must traverse at least 1 mapsheet to reach his home side.)

The Attacker must deploy within 9 hexes of any of the Defender's 'Mechs.

Attacker

The Attacker consists of the Bounty Hunter in his *Marauder II*. Additionally, his four companions are nearby on a diversionary raid, and may join combat following the rules defined below under *Reinforcements*.

Defender

The Defender consists of 10 BattleMechs from the Calvin's Cuirassiers. You can use any Mercenary or Periphery Random Assignment Table, such as the one found on p. 268 of *Total Warfare*. The Cuirassiers have two heavy 'Mechs, five medium 'Mechs and three light 'Mechs in their command. Randomly determine their skills using the rules found on p. 271 of *Total Warfare*, using the Regular Experience Rating column.

Hector Calvin operates one of the heavy 'Mechs, and has a 3 Gunnery Skill, 5 piloting Skill. The Bounty Hunter knows which 'Mech Hector is in.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

The listed Warchest Points (WPs) are awarded if at least one Objective is completed with the following optional rules (all bonuses cumulative):

+200 I've got this: Use only the Bounty Hunter

OBJECTIVES

1. Survive. The information is critical, but not worth dying for. (**Reward: 700 WP**)

2. Capture Calvin. Hector Calvin's 'Mech must be captured. He has ordered his troops to fight claiming that all ten of them can bring down the Bounty Hunter. He will shut down if his 'Mech is disabled, hoping that the rest of his company will finish the job. This objective fails if Calvin dies. (**Reward: 500 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker and Defender both are under Forced Withdrawal (see p. 258, *TW*).

It's the Goddamn Bounty Hunter!

The Bounty Hunter's reputation is a powerful weapon in its own right, and his 'Mechs are known across the Inner Sphere.

Every time the Defender loses a 'Mech, or has one forced to withdraw, roll 2d6. Apply a -1 modifier to the roll for each Defending 'Mech that has been destroyed, crippled, or forced to withdraw at that point. On a modified result of 3 or less, the *entire* Defending force becomes demoralized and must retreat as if all units have met the conditions for Forced Withdrawal.

This roll must be made in whatever phase in which a Defending 'Mech is either destroyed or meets the conditions for Forced Withdrawal. There are no modifiers applied for any vehicles or infantry that are destroyed or forced to withdraw.

Reinforcements

The Bounty Hunter's companions are en-route to support him, and will arrive in the Movement Phase 12 turns after the start of the scenario. They have not been repaired since the first Track. If the first Track was skipped, assign an amount of damage to each 'Mech equal to the 'Mech's tonnage time 1.5 (rounding all fractions up). Distribute this damage in 5-point clusters. For example, the Walt's *Cauldron Born* would suffer 98 points of damage, distributed in 19 clusters of 5 damage points each, and 1 final cluster of 3 damage points.

Roll any critical hits normally, but if any damage or critical hits would destroy or cripple the 'Mech, roll the damage location over again. If the unit suffers damage that reduces its movement (such as a critical hit to the hip), add 6 turns to its arrival time for every walking MP it has been reduced below 5. For example, if Walt's *Cauldron Born* takes a critical hit to its hip, reducing it to 2 Walking MPs, Walt will arrive 12 + 18 turns after the start of the scenario.

AFTERMATH

By the time the rest of the Hunter's companions showed, the remains of the Cuirassiers were already retreating to their base—and an extremely nervous mercenary captain was facing a man wearing the Inner Sphere's second-most-infamous battlesuit.



MEANS TO AN END

Mission Briefing

In order to have a chance at taking down his prey, the Hunter decides he needs some leverage. In this, the Duke's young daughter, Melissa Allard-Liao, will make a perfect hostage, one that will surely force Kai Allard-Liao to expose himself to capture.

Fortunately, Hector Calvin's son was one of Melissa's childhood friends. Hector provided the information required to find Fernando Calvin, who in turn, provided the information pinpointing Melissa's safe house in Tian-tan, St. Ives. To prevent either one from warning his targets, the Hunter kept both Calvins detained on his modified *Mule*-class DropShip, *Le Blanc*.

Assets

The assets available for this mission are the Bounty Hunter's custom power armor, all personal weapons and equipment, and some black market contacts to acquire additional gear. No gear with Availability D or higher may be acquired within the mission's timeframe. The Hunters' 'Mechs are technically available, but only as a last resort; the Bounty Hunter does not want to expose them until his group is ready to move on Duke Allard-Liao himself.

Opposition

Melissa Allard-Liao is a teenage girl in high school. Her parents have attempted to give her a relatively normal life by having her attend school under an assumed identity. School officials have minimal awareness of this, presuming her to be the daughter of a wealthy industrialist, and tolerating the insertion of bodyguards only as a result of significant "donations". It is clear the girl resents this arrangement, which she feels also led to her father's subsequent estrangement of her older brother, David. Regardless of these factors, four bodyguards are within Melissa's vicinity at any given time, and her total detail numbers twelve bodyguards, and six surveillance personnel.

Tactical Analysis

A frontal assault may place the target at risk. A precision approach is more likely to succeed, but will require careful observation. This is risky as the target's defensive team is specifically monitoring for any signs that the girl in its charge is being cased, raising the risk that careful surveillance may be readily countered or at least discovered. It is also possible the opposition will figure out why Hector Calvin and his son have recently vanished.

Of course, one tactical advantage is that her protectors are strongly disinclined towards hurting the target. Unlike more military objectives, killing Melissa rather than letting her fall into enemy hands will not be an option for her protection detail.

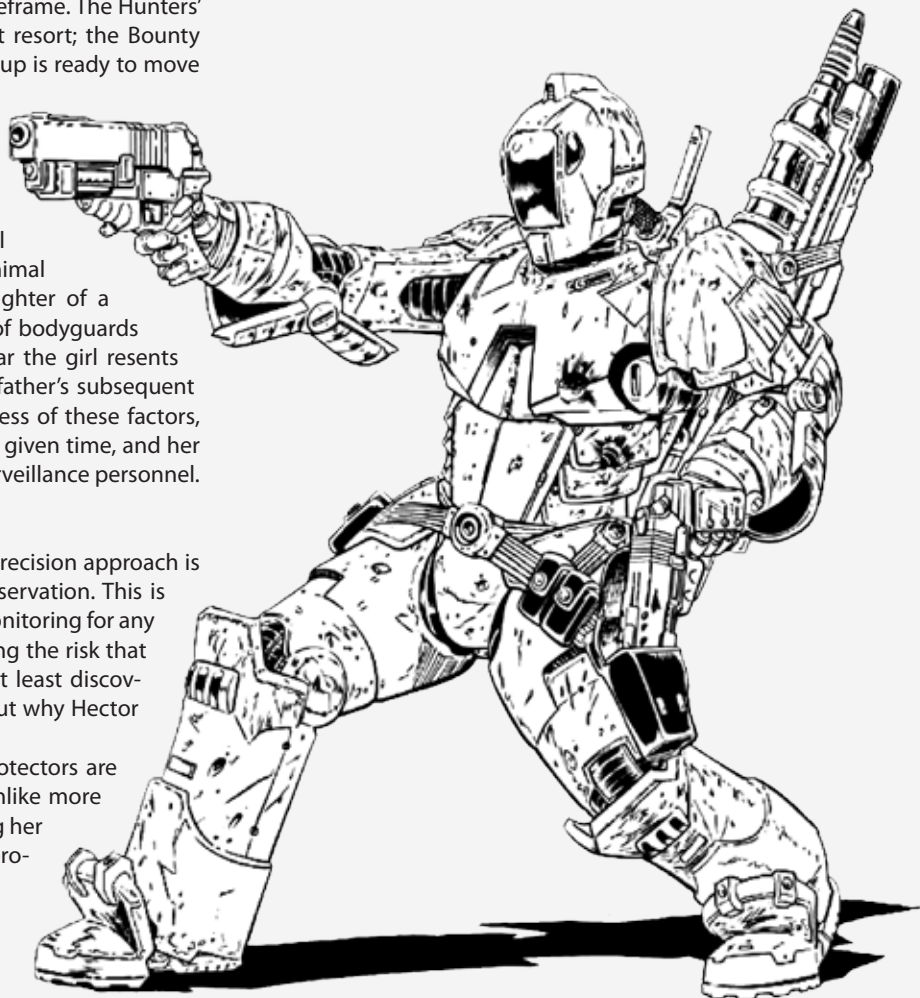
Objectives

Capture the Target—Alive! Without the leverage, it is not likely that the Hunter can capture Duke Allard-Liao without a bloodbath. Likewise, if Melissa dies during the capture attempt, the Hunters will have failed because Duke Allard-Liao will certainly not rest until he's avenged her slaying.

Time Waits for No One. Any plan that requires months to execute is doomed to failure. The Hunters must work very swiftly.

Mission Success Conditions

Successfully capture Melissa Allard-Liao, alive and with minimal injury. Deny the opposition clues as to who has affected the capture.





GM-ONLY SECTION

Enemies

The bodyguards are highly trained Maskirovka operatives with years of experience protecting a human. Use the Soldier Template (p.337, *AToW*) as a guideline for their capabilities. They are well equipped, but all of their gear will focus on concealment while “in the field”, to avoid raising any undue alarm. At the safe house, substantially more firepower is within reach.

The surveillance crew commands a web of monitoring equipment largely clustered around the safe house, and (albeit to a much lesser extent), at Melissa's high school. They are likewise very experienced in personal combat, but equipped with light side arms only. They routinely communicate with the bodyguard detail, keeping them up to speed on local conditions relevant to security, such as weather, traffic conditions, and other anomalies in day-to-day life that could indicate potential hostilities. The commander of the entire detail is among the four bodyguards who work the “day shift”.

Local Conditions

St. Ives is a highly developed and advanced world that has been a prominent in Capellan politics for centuries. The description of El Dorado (p.374, *AToW*) can be used as a general guideline concerning the kinds of technologies and improvements that may be found on St. Ives. (Players with access to *CAT35204 Handbook: House Liao* will find a full description of St. Ives on p. 81 of that book.)

Many of St. Ives' key military industries are located underground, making them difficult targets for any invaders and raiders. It is a well-defended world that has largely recovered from the strains of the recent civil war that merged the former St. Ives Compact back in to the Capellan Confederation.

The safe house is a hardened building that resembles a stand-alone villa with adequate housing for Melissa, her caretakers (butler, cleaner, cook, landscaper) and four bodyguards. The building stands in a wealthy part of Tian-tan, the capital city.

Objectives

The security detail's initial reaction when faced with overwhelming opposition will be to flee with Melissa using one or two of their number, while any remaining guards buy time—with their lives if necessary. This may provide a vulnerability depending on the flight route taken, or any vehicles used to escape. (The safe house is an inconvenient place to access by any form of aircraft, thanks to the sheer number of taller structures nearby.)

Conversely, these guards may attempt to directly engage any threat they perceive as minimal, in the hopes of capturing or killing their attackers without splitting their strength. In such a case, the defenders could possibly be outflanked, enabling the Hunters to either defeat them directly, or to extract Melissa while too many of her guards are distracted.

Additional weaknesses exist whenever Melissa leaves her safe house.

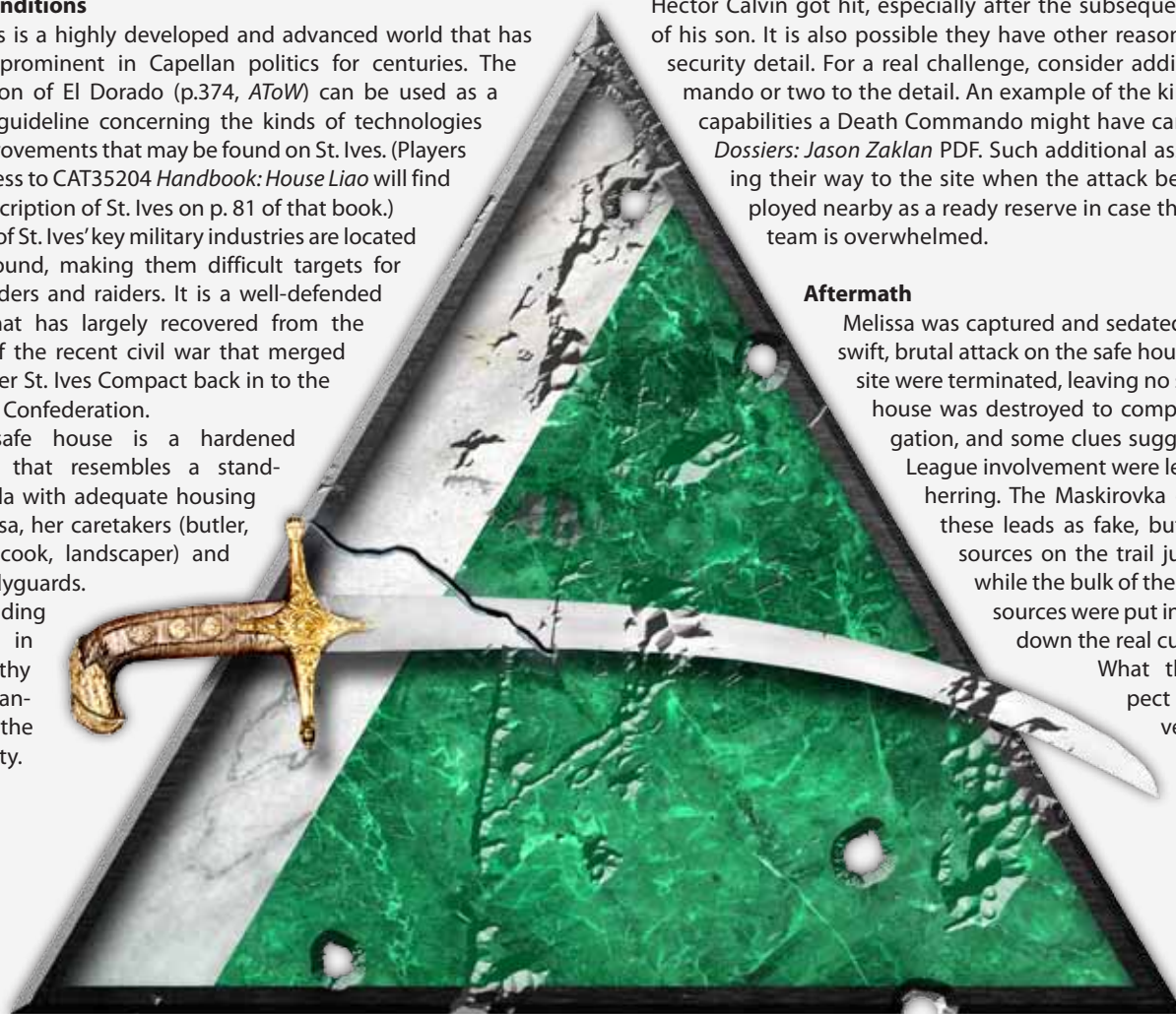
Additional Difficulty

If additional challenge is needed, enhance the amount of security around Melissa. It is conceivable that the Maskirovka figured out why Hector Calvin got hit, especially after the subsequent disappearance of his son. It is also possible they have other reasons to improve her security detail. For a real challenge, consider adding a Death Commando or two to the detail. An example of the kind of skill set and capabilities a Death Commando might have can be found in the *Dossiers: Jason Zaklan* PDF. Such additional assets may be making their way to the site when the attack begins, or even deployed nearby as a ready reserve in case the regular security team is overwhelmed.

Aftermath

Melissa was captured and sedated subsequent to a swift, brutal attack on the safe house. The guards on site were terminated, leaving no survivors. The safe house was destroyed to complicate any investigation, and some clues suggesting Free World League involvement were left behind as a red herring. The Maskirovka quickly dismissed these leads as fake, but put minimal resources on the trail just in case. Meanwhile the bulk of their considerable resources were put into action tracking down the real culprits.

What they did not expect was that, on the very same day, the Bounty Hunter struck again...





YOU'LL ACCEPT MY OFFER

SITUATION

Li-ning Grove
St. Ives, Capellan Confederation
25 June 3068

A green *Mad Cat* adorned with credit symbols stood in the path of a battalion of the First St. Ives Lancers.

"Kai Allard-Liao. I am the Bounty Hunter. I have your daughter. Face me in single combat. Whether you win, or lose, my men will release her. Flee, or send your MechWarriors at me, and she will die, instantly. Should you lose, I will take you with me. If I am impeded in any way in my task, your daughter dies. What say you? You have five seconds."

Five seconds later, a *Ryoken* in gray and ivory livery advanced. "It will be as you say, Bounty Hunter."

GAME SETUP

The Attacker sets up all maps during this mission, using a minimum of two maps, and a maximum of four maps. Consider using the Hill, and Wooded Terrain Tables (see p. 263, *TW*). Alternatively, use a Hexpack to modify maps to better match this guideline.

The Defender selects his starting edge. The Attacker will enter the map from the opposite side of the Defender. Both sides will move on to the map in initiative order.

Attacker

The attacker consists of the Bounty Hunter. He is in his *Mad Cat* Bounty Hunter 2, although he may elect any other legal configuration using equipment available in 3068.

Defender

The Defender consists of Kai Allard-Liao. He is in his *Ryoken B*.

WARCHEST

Track Cost: 500 WP

OBJECTIVES

1. Get him. Capture Kai Allard-Liao alive. This is achieved by disabling his 'Mech without killing him. (**Reward: +2,000 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is under Forced Withdrawal (see p. 258, *TW*).

AFTERMATH

To the surprise of thirty-five Lancer MechWarriors, Kai Allard-Liao did not defeat the Bounty Hunter. Communications flowed between the two 'Mechs throughout their epic duel, but no one knew what was said. Cuffed and bound, the armor-clad Bounty Hunter deposited the Inner Sphere's second-best MechWarrior in the cockpit of his savaged *Mad Cat* before limping towards his DropShip.

The St. Ives Lancers followed, maintaining half a kilometer range from the Hunter as he slowly advanced to its destination. The entire regiment surrounded the Hunter's DropShip as it lifted off, and the First St. Ives Air Lancers shadowed the vessel towards its JumpShip.

Not a single shot was fired; all were bound by their captive Duke's order to hold their fire until his daughter was found. And all believed him when he had vowed to return to St. Ives, prior to his duel with the Bounty Hunter.

Two hours after the JumpShip left the St. Ives system, Melissa Allard-Liao was found unharmed. She had been kept sedated for the extent of her abduction.



BATTLETECH

A TIME OF WAR



THE BOUNTY HUNTER



PERSONAL DATA

Name: Vic Travers Player: _____
 Height: 182 cm Weight: 94 kg Affiliation: Bounty Hunter
 Hair: Black Eyes: Brown Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	<u>4</u>	<u>0</u>	_____
BOD	<u>5</u>	<u>0</u>	_____
RFL	<u>5</u>	<u>0</u>	_____
DEX	<u>5</u>	<u>0</u>	_____
INT	<u>7</u>	<u>0</u>	_____
WIL	<u>7</u>	<u>0</u>	_____
CHA	<u>6</u>	<u>0</u>	_____
EDG	<u>4</u>	<u>0</u>	_____

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate ID	<u>2</u>	<u>p. 108</u>	_____
Connections	<u>8</u>	<u>p. 111</u>	_____
Extra Income	<u>6</u>	<u>p. 116</u>	_____
Good Vision	<u>1</u>	<u>p. 118</u>	_____
Marksman SPA	<u>2</u>	<u>p. 220</u>	_____
Sharpshooter SPA	<u>1</u>	<u>p. 221</u>	_____
Sniper SPA	<u>1.5</u>	<u>p. 221</u>	_____

COMBAT DATA

Condition Monitor			
Standard Damage:	<u>00000</u>	<u>00000</u>	
Fatigue Damage:	<u>00000</u>	<u>00000</u>	<u>0000</u>
Stun:	<u>0</u>	Unconscious:	<u>0</u>
Movement (Meters per Turn)			
Walk:	<u>10</u>	Climb:	<u>5</u>
Run/Evade:	<u>20</u>	Crawl:	<u>3</u>
Sprint:	<u>40</u>	Swim:	<u>11</u>
Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(<u>Torso</u>):	<u>Cooling Suit</u>	<u>(1/1/1/1)</u>
Helmet	(<u>Head</u>):	<u>Neurohelmet, Combat</u>	<u>(2/3/2/1)</u>
<small>+1 to perception; encumbering; may be sealed in hostile environments (1 hour air supply)</small>			
Boots	(<u>Feet</u>):	<u>Plasteel Boots</u>	<u>(4/6/4/4)</u>
Weapon	Skill AP/BD	Range	Ammo Notes
Martial Arts	<u>+4</u> <u>0</u> / <u>1</u> (<u>Melee</u>)	<u>N/A</u>	_____
2 Pistols	<u>+4</u> <u>3B</u> / <u>6</u> (<u>5</u> / <u>15</u> / <u>38</u> / <u>70</u>)	<u>3</u>	<u>Range Mods:</u>
(Sternsnacht Claymore)	____ / ____ (____ / ____ / ____)	_____	<u>+0/-3/-6/-11</u>
Knife	<u>+2</u> <u>1M</u> / <u>1</u> (<u>Melee</u>)	<u>N/A</u>	_____

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting	<u>+6</u>	<u>CHA</u>	<u>8/CB</u>	_____
Appraisal	<u>+3</u>	<u>INT</u>	<u>8/CB</u>	_____
Career/Soldier	<u>+5</u>	<u>INT</u>	<u>7/SB</u>	_____
Demolitions	<u>+3</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Communications	<u>+3</u>	<u>INT</u>	<u>7/SB</u>	_____
Computers	<u>+3</u>	<u>INT</u>	<u>8/CB</u>	_____
Disguise	<u>+5</u>	<u>CHA</u>	<u>7/SB</u>	_____
Driving/Ground Vehicle	<u>+3</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
Forgery	<u>+3</u>	<u>DEX+INT</u>	<u>8/SA</u>	_____
Gunnery/BattleSuit	<u>+3</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
Gunnery/'Mech	<u>+8</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
Interrogation	<u>+5</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Investigation	<u>+5</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Language/English	<u>+5</u>	<u>CHA</u>	<u>8/SA</u>	_____
Language/Japanese	<u>+4</u>	<u>CHA</u>	<u>8/SA</u>	_____
Leadership	<u>+4</u>	<u>WIL+CHA</u>	<u>8/SA</u>	_____
Martial Arts	<u>+4</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
MedTech	<u>+3</u>	<u>INT</u>	<u>7/SB</u>	_____
Melee Weapons	<u>+3</u>	<u>DEX</u>	<u>7/SB</u>	_____
Navigation/Ground	<u>+4</u>	<u>INT</u>	<u>7/SB</u>	_____
Negotiation	<u>+5</u>	<u>CHA</u>	<u>8/CB</u>	_____
Perception	<u>+5</u>	<u>INT</u>	<u>7/SB</u>	_____
Piloting/BattleSuit	<u>+4</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
Piloting/'Mech	<u>+8</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____

Skill	Lvl	Links	TN/C	XP
Protocol/Draconis Combine	<u>+4</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Federated Suns	<u>+1</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Lyrans Alliance	<u>+1</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Mercenaries	<u>+4</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Yakuza	<u>+6</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Security Systems/Electronic	<u>+4</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Sensor Operations	<u>+2</u>	<u>INT+WIL</u>	<u>8/SA</u>	_____
Small Arms	<u>+6</u>	<u>DEX</u>	<u>7/SB</u>	_____
Stealth	<u>+4</u>	<u>RFL+INT</u>	<u>8/SA</u>	_____
Strategy	<u>+4</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Streetwise/Lyrans Alliance	<u>+2</u>	<u>CHA</u>	<u>8/CB</u>	_____
Streetwise/Federated Suns	<u>+3</u>	<u>CHA</u>	<u>8/CB</u>	_____
Streetwise/Draconis Combine	<u>+6</u>	<u>CHA</u>	<u>8/CB</u>	_____
Swimming	<u>+1</u>	<u>STR</u>	<u>7/SB</u>	_____
Tactics/Land	<u>+6</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Technician/Electronic	<u>+1</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Jets	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Mechanics	<u>+3</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Myomer	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Nuclear	<u>+1</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Weapons	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Training	<u>+3</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Tracking/Urban	<u>+4</u>	<u>INT+WIL</u>	<u>8/SA</u>	_____

BATTLETECH

A TIME OF WAR



WALT URIZEMAN



PERSONAL DATA

Name: Walt Urizeman

Player: _____

Height: 178 cm

Weight: 73 kg

Affiliation: Bounty Hunter

Hair: Brown

Eyes: Blue

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	<u>4</u>	<u>0</u>	_____
BOD	<u>5</u>	<u>0</u>	_____
RFL	<u>6</u>	<u>0</u>	_____
DEX	<u>6</u>	<u>0</u>	_____
INT	<u>7</u>	<u>0</u>	_____
WIL	<u>5</u>	<u>0</u>	_____
CHA	<u>6</u>	<u>0</u>	_____
EDG	<u>4</u>	<u>0</u>	_____

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○ ○○○○○○

Fatigue Damage: ○○○○○○ ○○○○○○

Stun: ○

Unconscious: ○

Movement (Meters per Turn)

Walk: 10:

Climb: 5

Run/Evade: 20

Crawl: 3

Sprint: 40

Swim: 10

Personal Armor (Loc)

Armor Type

BAR (M/B/E/X)

Main (Torso): Cooling Vest (1 / 2 / 0 / 1)

Helmet (Head): Neurohelmet, Standard (4 / 4 / 3 / 2)

Boots (Feet): Plasteel Boots (4 / 6 / 4 / 4)

(): (/ / /)

Weapon

Skill AP/BD

Range

Ammo

Notes

Martial Arts +3 0 / 1 (Melee) N/A

Blazer Rifle +4 5E / 4 (65 / 220 / 485 / 1180) 10 PPS

Pistol (Starnacht Claymore) +4 3B / 6 (5 / 15 / 38 / 70) 3 Range Mods: +0/-3/-6/-11

Knife +2 1M / 1 (Melee) N/A

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate ID	<u>2</u>	<u>p. 108</u>	_____
Connections	<u>6</u>	<u>p. 111</u>	_____
Extra Income	<u>4</u>	<u>p. 116</u>	_____
Fast Learner	<u>3</u>	<u>p. 117</u>	_____
Gregarious	<u>1</u>	<u>p. 118</u>	_____
Tech Empathy	<u>3</u>	<u>p. 125</u>	_____
_____	_____	_____	_____
_____	_____	_____	_____

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting	<u>+4</u>	<u>CHA</u>	<u>8/CB</u>	_____
Appraisal	<u>+1</u>	<u>INT</u>	<u>8/CB</u>	_____
Career/Soldier	<u>+3</u>	<u>INT</u>	<u>7/SB</u>	_____
Demolitions	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Communications	<u>+3</u>	<u>INT</u>	<u>7/SB</u>	_____
Computers	<u>+3</u>	<u>INT</u>	<u>8/CB</u>	_____
Disguise	<u>+4</u>	<u>CHA</u>	<u>7/SB</u>	_____
Driving/Ground Vehicle	<u>+2</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
Forgery	<u>+2</u>	<u>DEX+INT</u>	<u>8/SA</u>	_____
Gunnery/BattleSuit	<u>+1</u>	<u>RFL + DEX</u>	<u>8/SA</u>	_____
Gunnery/'Mech	<u>+4</u>	<u>RFL + DEX</u>	<u>8/SA</u>	_____
Interrogation	<u>+4</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Investigation	<u>+4</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Language/English	<u>+4</u>	<u>CHA</u>	<u>8/SA</u>	_____
Language/German	<u>+2</u>	<u>CHA</u>	<u>8/SA</u>	_____
Language/Japanese	<u>+2</u>	<u>CHA</u>	<u>8/SA</u>	_____
Leadership	<u>+3</u>	<u>WIL+CHA</u>	<u>8/SA</u>	_____
Martial Arts	<u>+4</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
MedTech	<u>+1</u>	<u>INT</u>	<u>7/SB</u>	_____
Melee Weapons	<u>+2</u>	<u>DEX</u>	<u>7/SB</u>	_____
Navigation/Ground	<u>+2</u>	<u>INT</u>	<u>7/SB</u>	_____
Negotiation	<u>+6</u>	<u>CHA</u>	<u>8/CB</u>	_____
Perception	<u>+5</u>	<u>INT</u>	<u>7/SB</u>	_____
Piloting/BattleSuit	<u>+2</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	<u>+4</u>	<u>RFL+DEX</u>	<u>8/SA</u>	_____
Protocol/Draconis Combine	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Federated Suns	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Lyrans Alliance	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Mercenaries	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Protocol/Yakuza	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	_____
Security Systems/Electronic	<u>+3</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Sensor Operations	<u>+1</u>	<u>INT+WIL</u>	<u>8/SA</u>	_____
Small Arms	<u>+4</u>	<u>DEX</u>	<u>7/SB</u>	_____
Stealth	<u>+3</u>	<u>RFL+INT</u>	<u>8/SA</u>	_____
Strategy	<u>+5</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Streetwise/Lyrans Alliance	<u>+3</u>	<u>CHA</u>	<u>8/CB</u>	_____
Streetwise/Federated Suns	<u>+3</u>	<u>CHA</u>	<u>8/CB</u>	_____
Survival/Desert	<u>+2</u>	<u>BOD+INT</u>	<u>9/CA</u>	_____
Swimming	<u>+1</u>	<u>STR</u>	<u>7/SB</u>	_____
Tactics/Land	<u>+5</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Technician/Electronic	<u>+3</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Jets	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Mechanics	<u>+6</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Myomer	<u>+4</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Nuclear	<u>+4</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Technician/Weapons	<u>+4</u>	<u>DEX+INT</u>	<u>9/CA</u>	_____
Training	<u>+1</u>	<u>INT+WIL</u>	<u>9/CA</u>	_____
Tracking/Urban	<u>+2</u>	<u>INT+WIL</u>	<u>8/SA</u>	_____



PERSONAL DATA

Name: Chris Sante Player: _____
 Height: 175 cm Weight: 64 kg Affiliation: Bounty Hunter
 Hair: Black Eyes: Brown Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	<u>4</u>	<u>0</u>	_____
BOD	<u>5</u>	<u>0</u>	_____
RFL	<u>6</u>	<u>0</u>	_____
DEX	<u>7</u>	<u>+1</u>	_____
INT	<u>8</u>	<u>+1</u>	_____
WIL	<u>5</u>	<u>0</u>	_____
CHA	<u>4</u>	<u>0</u>	_____
EDG	<u>5</u>	<u>0</u>	_____

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate ID	<u>2</u>	<u>p. 108</u>	_____
Fast Learner	<u>3</u>	<u>p. 117</u>	_____
Fit	<u>2</u>	<u>p. 110</u>	_____
Natural Aptitude (Computer)	<u>5</u>	<u>p. 121</u>	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT DATA

Condition Monitor			
Standard Damage:	00000	00000	
Fatigue Damage:	00000	00000	
Stun: 0	Unconscious: 0		
Movement (Meters per Turn)			
Walk:	10	Climb:	5
Run/Evade:	20	Crawl:	3
Sprint:	40	Swim:	11
Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main (Torso)	:	Cooling Vest	(1/2/0/1)
Helmet (Head)	:	Neurohelmet, Standard	(4/4/3/2)
Boots (Feet)	:	Plasteel Boots	(4/6/4/4)
()	:		(/ / /)
Weapon		Skill AP/BD	Range Ammo Notes
Martial Arts	+3 0 / 1	(Melee)	N/A
Nakjima Laser Pistol	+3 5E / 2	(20 / 30 / 100 / 250)	1 PPS
Mini Stunstick	+2 0E / 3D	(Melee)	1 PPS
	/	(/ / /)	

SKILLS

Skill	Lvl	Links	TN/C	XP	Skill	Lvl	Links	TN/C	XP
Acting (Deception)	<u>+2</u>	<u>(+1)</u> CHA	<u>8/CB</u>		Perception	<u>+5</u>	<u>INT</u>	<u>7/SB</u>	
Career/Soldier	<u>+3</u>	<u>INT</u>	<u>7/SB</u>		Piloting/'Mech	<u>+7</u>	<u>RFL+DEX</u>	<u>8/SA</u>	
Demolitions	<u>+1</u>	<u>DEX+INT</u>	<u>9/CA</u>		Protocol/Terra	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	
Communications	<u>+4</u>	<u>INT</u>	<u>7/SB</u>		Protocol/Federated Suns	<u>+1</u>	<u>WIL+CHA</u>	<u>9/CA</u>	
Computers	<u>+8</u>	<u>DEX+INT</u>	<u>9/CA</u>		Protocol/Lyran Alliance	<u>+1</u>	<u>WIL+CHA</u>	<u>9/CA</u>	
Disguise	<u>+1</u>	<u>CHA</u>	<u>7/SB</u>		Protocol/Yakuza	<u>+2</u>	<u>WIL+CHA</u>	<u>9/CA</u>	
Driving/Ground Vehicle	<u>+2</u>	<u>RFL+DEX</u>	<u>8/SA</u>		Security Systems/Electronic	<u>+6</u>	<u>DEX+INT</u>	<u>9/CA</u>	
Forgery	<u>+3</u>	<u>DEX+INT</u>	<u>8/SA</u>		Sensor Operations	<u>+5</u>	<u>INT+WIL</u>	<u>8/SA</u>	
Gunnery/'Mech	<u>+5</u>	<u>RFL+DEX</u>	<u>8/SA</u>		Small Arms	<u>+3</u>	<u>DEX</u>	<u>7/SB</u>	
Interrogation	<u>+1</u>	<u>WIL+CHA</u>	<u>9/CA</u>		Stealth	<u>+3</u>	<u>RFL+INT</u>	<u>8/SA</u>	
Investigation	<u>+1</u>	<u>INT+WIL</u>	<u>9/CA</u>		Streetwise/Lyran Alliance	<u>+1</u>	<u>CHA</u>	<u>8/CB</u>	
Language/English	<u>+4</u>	<u>CHA</u>	<u>8/SA</u>		Survival/Woods	<u>+1</u>	<u>BOD+INT</u>	<u>9/CA</u>	
Language/Spanish	<u>+1</u>	<u>CHA</u>	<u>8/SA</u>		Swimming	<u>+1</u>	<u>STR</u>	<u>7/SB</u>	
Language/Japanese	<u>+2</u>	<u>CHA</u>	<u>8/SA</u>		Tactics/Land	<u>+2</u>	<u>INT+WIL</u>	<u>9/CA</u>	
Martial Arts	<u>+3</u>	<u>RFL</u>	<u>7/SB</u>		Technician/Electronic	<u>+6</u>	<u>DEX+INT</u>	<u>9/CA</u>	
MedTech	<u>+1</u>	<u>INT</u>	<u>7/SB</u>		Technician/Mechanics	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	
Melee Weapons	<u>+2</u>	<u>DEX</u>	<u>7/SB</u>		Technician/Weapons	<u>+2</u>	<u>DEX+INT</u>	<u>9/CA</u>	
Navigation/Ground	<u>+2</u>	<u>INT</u>	<u>7/SB</u>		Tracking/Urban	<u>+2</u>	<u>INT+WIL</u>	<u>8/SA</u>	
Negotiation	<u>+6</u>	<u>CHA</u>	<u>8/CB</u>						

BATTLETECH

A TIME OF WAR



SANDY ROMANOV

CATALYST
game labs

PERSONAL DATA

Name: Sandy Romanov

Height: 185 cm

Weight: 86 kg

Hair: Blonde-Gray

Eyes: Blue

Player: _____

Affiliation: Bounty Hunter

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	6	0	_____
BOD	6	0	_____
RFL	7	+1	_____
DEX	7	+1	_____
INT	4	0	_____
WIL	7	0	_____
CHA	4	0	_____
EDG	5	0	_____

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○ ○○○○○○ ○○

Fatigue Damage: ○○○○○○ ○○○○○○ ○○○○

Stun: ○

Unconscious: ○

Movement (Meters per Turn)

Walk: 12

Climb: 8

Run/Evade: 25

Crawl: 3

Sprint: 50

Swim: 14

Personal Armor (Loc)

Armor Type

BAR (M/B/E/X)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

Hands (Hands): Type V Prosthetic (/ / /)

Weapon

Skill AP/BD

Range

Ammo Notes

Martial Arts +6 1/2 (Melee) N/A AP +1 from Prosthetics

Sniper Rifle +6 5B/4 (45/150/340/700) 5 p. 266

Sunbeam Laser Pistol +6 4E/4 (15/30/65/200) 4 PPS —

M&G Flechette Pistol +6 1B/4BS (2/5/10/20) 15 Needle; Burst: 5; Recoil: -2

Vibroddagger +4 6M/2 (Melee) 1 PPS

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Combat Sense	4	p. 110	_____
Fit	2	p. 117	_____
Lost Limb (Hand)	-4	p. 121	_____
Lost Limb (Hand)	-4	p. 121	_____
Natural Aptitude (Gunnery/'Mech)	3	p. 121	_____
Pain Resistance	3	p. 121	_____
Prosthetic (Type V)	5	p. 119	_____
Prosthetic (Type V)	5	p. 119	_____

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics/Free-Fall	+2	RFL	7/SB	_____
Acrobatics/Gymnastics	+3	RFL	7/SB	_____
Acting	+2	CHA	8/CB	_____
Art (Storytelling)	+4	DEX+INT	9/CA	_____
Career/Soldier	+6	INT	7/SB	_____
Climbing	+2	DEX	7/SB	_____
Demolitions	+4	DEX+INT	9/CA	_____
Communications	+3	INT	7/SB	_____
Computers	+1	INT	8/CB	_____
Disguise	+2	CHA	7/SB	_____
Driving/Ground Vehicle	+4	RFL+DEX	8/SA	_____
Driving/Sea Vehicle	+1	RFL+DEX	8/SA	_____
Forgery	+3	DEX+INT	8/SA	_____
Gunnery/Aerospace	+2	RFL+DEX	8/SA	_____
Gunnery/Ground Vehicle	+6	RFL+DEX	8/SA	_____
Gunnery/'Mech	+10	RFL+DEX	8/SA	_____
Interrogation	+4	WIL+CHA	9/CA	_____
Investigation	+1	INT+WIL	9/CA	_____
Language/Mandarin	+3	CHA	8/SA	_____
Language/Russian	+4	CHA	8/SA	_____
Language/English	+2	CHA	8/SA	_____
Martial Arts	+6	RFL+DEX	8/SA	_____
MedTech	+2	INT	7/SB	_____

Skill	Lvl	Links	TN/C	XP
Melee Weapons	+4	DEX	7/SB	_____
Navigation/Ground	+2	INT	7/SB	_____
Negotiation	+1	CHA	8/CB	_____
Perception	+5	INT	7/SB	_____
Piloting/Aerospace	+1	RFL+DEX	8/SA	_____
Piloting/Air Vehicle	+3	RFL+DEX	8/SA	_____
Piloting/BattleSuit	+2	RFL+DEX	8/SA	_____
Piloting/'Mech	+5	RFL+DEX	8/SA	_____
Protocol/Capellan Confed.	+2	WIL+CHA	9/CA	_____
Protocol/Federated Suns	+1	WIL+CHA	9/CA	_____
Protocol/Lyrn Alliance	+1	WIL+CHA	9/CA	_____
Running	+3	RFL	7/SB	_____
Security Systems/'Mech.	+3	DEX+INT	9/CA	_____
Sensor Operations	+4	INT+WIL	8/SA	_____
Small Arms	+6	DEX	7/SB	_____
Stealth	+3	RFL+INT	8/SA	_____
Streetwise/Capellan Confed.	+2	CHA	8/CB	_____
Survival/Woods	+1	BOD+INT	9/CA	_____
Swimming	+2	STR	7/SB	_____
Tactics/Land	+2	INT+WIL	9/CA	_____
Technician/Mechanics	+2	DEX+INT	9/CA	_____
Technician/Weapons	+2	DEX+INT	9/CA	_____
Tracking/Wilds	+2	INT+WIL	8/SA	_____

BATTLETECH

A TIME OF WAR



BOB FARRELL



PERSONAL DATA

Name: Bob Farrell

Player: _____

Height: 183 cm

Weight: 75 kg

Affiliation: Bounty Hunter

Hair: Black

Eyes: Hazel

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	5	0	_____
BOD	5	0	_____
RFL	7	+1	_____
DEX	6	0	_____
INT	7	+1	_____
WIL	4	0	_____
CHA	5	0	_____
EDG	3	-1	_____

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○ ○○○○○○

Fatigue Damage: ○○○○○○ ○○○○○○

Stun: ○

Unconscious: ○

Movement (Meters per Turn)

Walk: 12

Climb: 10

Run/Evade: 26

Crawl: 3

Sprint: 52

Swim: 15

Personal Armor (Loc)

Armor Type

BAR (M/B/E/X)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

(): (/ / /)

Weapon

Skill AP/BD

Range

Ammo Notes

Martial Arts +3 0/2 (Melee) N/A

Starfire ER Laser Rifle +4 4E/4 (85/285/625/1300) 6 PPS p. 267

Auto-Pistol +4 3B/4 (5/20/45/105) 10 —

Sonic Stunner +4 0S/4D (2/5/7/10) 1 PPS p. 269

Knife +3 1M/1 (Melee) N/A

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate ID	2	p. 108	_____
Good Vision	1	p. 118	_____
Natural Aptitude (Sensor Operation)	3	p. 121	_____
Patient	1	p. 121	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics/Gymnastics	+3	RFL	7/SB	_____
Acting	+2	CHA	8/CB	_____
Career/Soldier	+3	INT	7/SB	_____
Climbing	+4	DEX	7/SB	_____
Demolitions	+3	DEX+INT	9/CA	_____
Communications	+4	INT	7/SB	_____
Computers	+2	INT	8/CB	_____
Disguise	+2	CHA	7/SB	_____
Driving/Ground Vehicle	+2	RFL+DEX	8/SA	_____
Gunnery/Ground Vehicle	+2	RFL+DEX	8/SA	_____
Gunnery/'Mech	+6	RFL+DEX	8/SA	_____
Interrogation	+2	WIL+CHA	9/CA	_____
Investigation	+7	INT+WIL	9/CA	_____
Language/English	+4	CHA	8/SA	_____
Language/German	+3	CHA	8/SA	_____
Language/Mandarin	+2	CHA	8/SA	_____
Language/Russian	+2	CHA	8/SA	_____
Martial Arts	+3	RFL	8/SB	_____
MedTech	+3	INT	7/SB	_____
Melee Weapons	+3	DEX	7/SB	_____
Navigation/Ground	+6	INT	7/SB	_____
Negotiation	+1	CHA	8/CB	_____
Perception	+8	INT	7/SB	_____

Skill	Lvl	Links	TN/C	XP
Piloting/Air Vehicle	+2	RFL+DEX	8/SA	_____
Piloting/'Mech	+5	RFL+DEX	8/SA	_____
Protocol/Capellan Confed.	+2	WIL+CHA	9/CA	_____
Protocol/FWL	+2	WIL+CHA	9/CA	_____
Protocol/Lyran Alliance	+1	WIL+CHA	9/CA	_____
Running	+4	RFL	7/SB	_____
Security Systems/Electronic	+3	DEX+INT	9/CA	_____
Security Systems/Mech.	+3	DEX+INT	9/CA	_____
Sensor Operations	+8	INT+WIL	8/SA	_____
Small Arms	+4	DEX	7/SB	_____
Stealth	+6	RFL+INT	8/SA	_____
Streetwise/Capellan Confed.	+3	CHA	8/CB	_____
Streetwise/FWL	+3	CHA	8/CB	_____
Streetwise/Lyran Alliance	+3	CHA	8/CB	_____
Survival/Woods	+3	BOD+INT	9/CA	_____
Survival/Desert	+3	BOD+INT	9/CA	_____
Swimming	+3	STR	7/SB	_____
Tactics/Land	+3	INT+WIL	9/CA	_____
Technician/Mechanics	+2	DEX+INT	9/CA	_____
Technician/Electronics	+2	DEX+INT	9/CA	_____
Tracking/Wilds	+4	INT+WIL	8/SA	_____
Tracking/Urban	+4	INT+WIL	8/SA	_____

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ryoken B

Movement Points:
 Walking: 6
 Running: 9
 Tonnage: 55
 Tech Base: Clan
 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/20	LA/LT	7	20/Sht [DB,R/C]	—	4	8	12

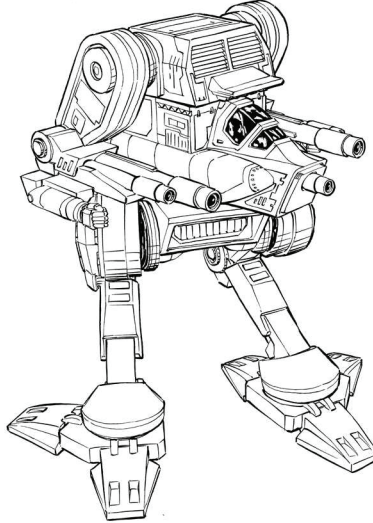
BV: 2,281

WARRIOR DATA

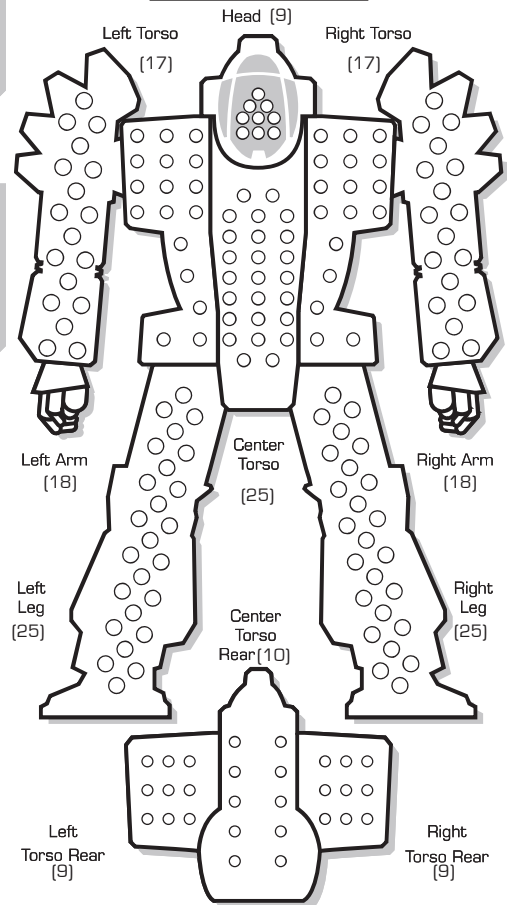
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- 4-6 Ultra AC/20
- Ultra AC/20
- Ultra AC/20

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- 4-6 Hand Actuator
- ER Medium Laser
- ER Medium Laser

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- 4-6 ER Medium Laser
- Roll Again
- Roll Again

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (Ultra AC/20) 5
- 4-6 Ammo (Ultra AC/20) 5
- Endo Steel
- Ferro-Fibrous

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

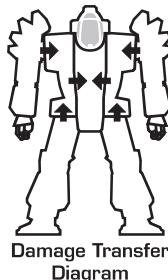
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

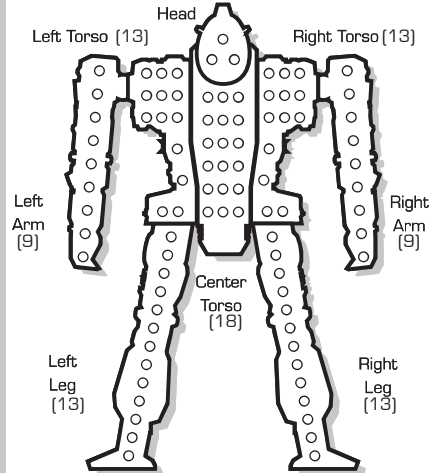
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-5H Sandy

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

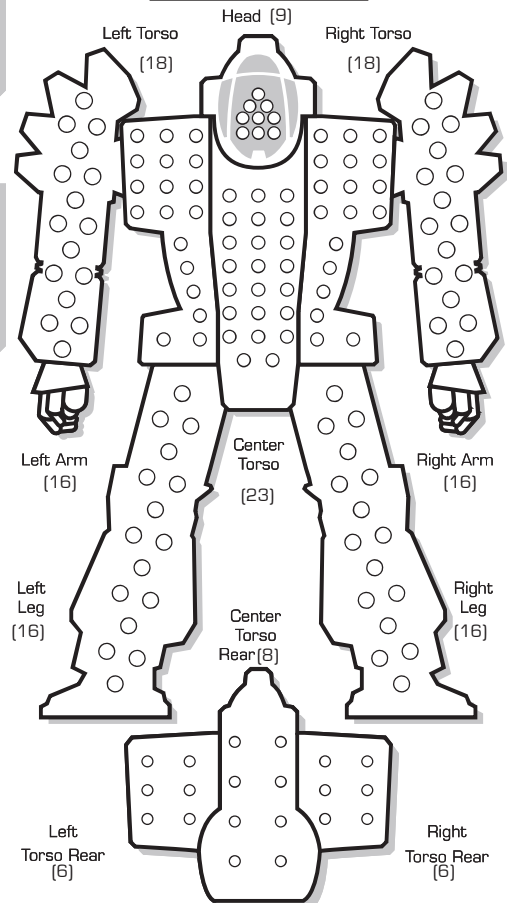
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	9	15
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18

WARRIOR DATA

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



ARMOR DIAGRAM



BV: 1,517

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

- Jump Jet
- Jump Jet
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

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

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

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

Right Arm

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

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

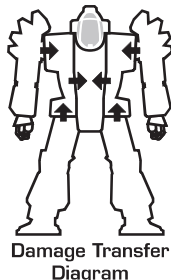
Right Torso

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

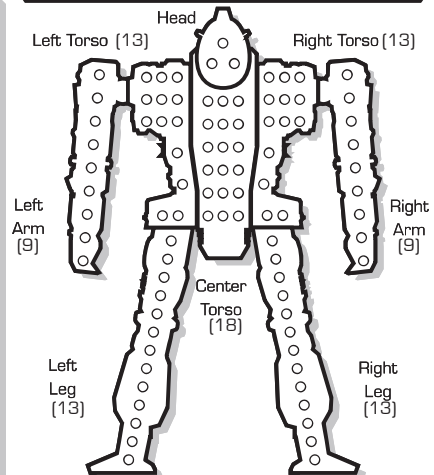
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born A

Movement Points: **Tonnage:** 65
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Era:** Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser(R)	LT	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

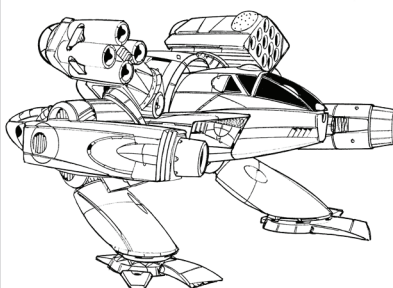
BV: 2,429

WARRIOR DATA

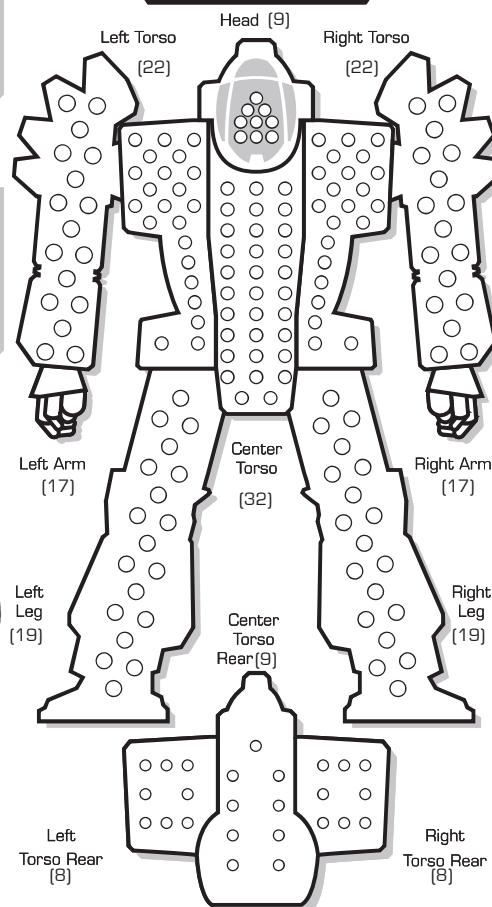
Name: _____

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
- ER Large Laser
- Flamer
- Machine Gun
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser (R)
- ER Medium Laser (R)
- Ammo (Ultra AC/20) 5

- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Machine Gun) 200
- Endo Steel
- Ferro-Fibrous
- Roll Again

Left Leg

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

Head

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

Center Torso

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

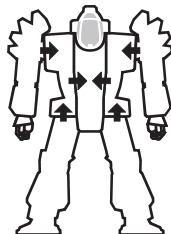
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Medium Pulse Laser
- Machine Gun
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

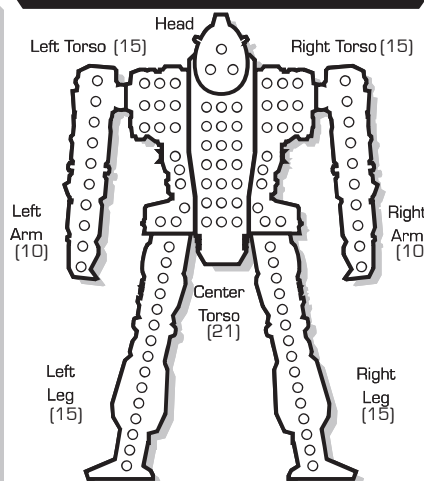
- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Endo Steel
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Marauder Bounty Hunter 3015

Movement Points: Tonnage: 75
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Succession Wars
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	LA	10	10 [DE]	3	6	12	18

WARRIOR DATA

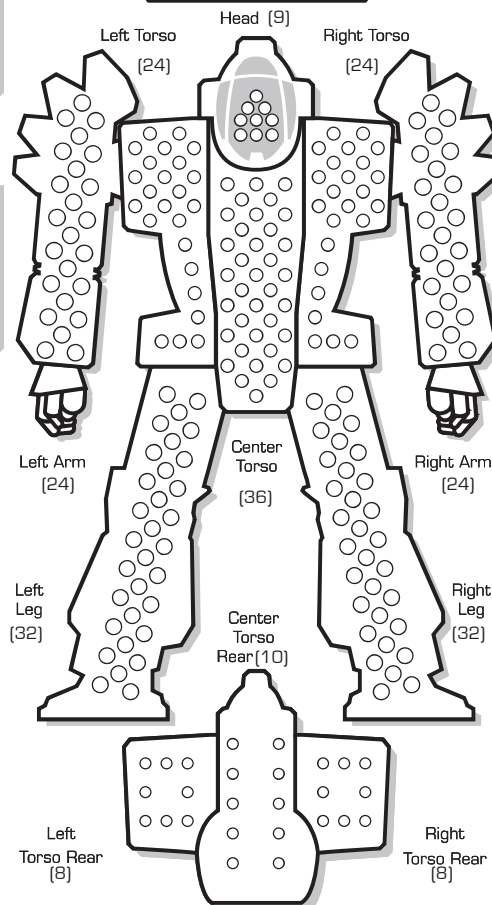
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 1,919

CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- 4-6 PPC
- PPC
- PPC
- Medium Laser

Left Torso

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

- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

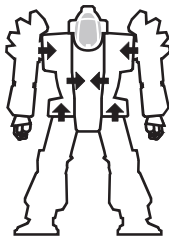
- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Medium Laser

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○



Damage Transfer Diagram

Right Arm

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

- Double Heat Sink
- Double Heat Sink
- 4-6 PPC
- PPC
- PPC
- Medium Laser

Right Torso

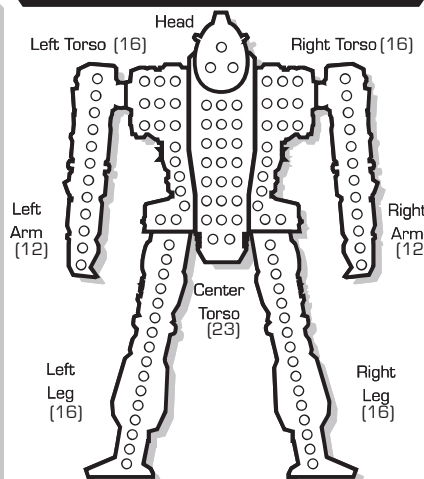
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- PPC
- PPC
- 4-6 PPC
- Medium Laser
- 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	18 (36) 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: Marauder Bounty Hunter 3044

Movement Points: **Tonnage:** 75
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Era:** Succession Wars
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

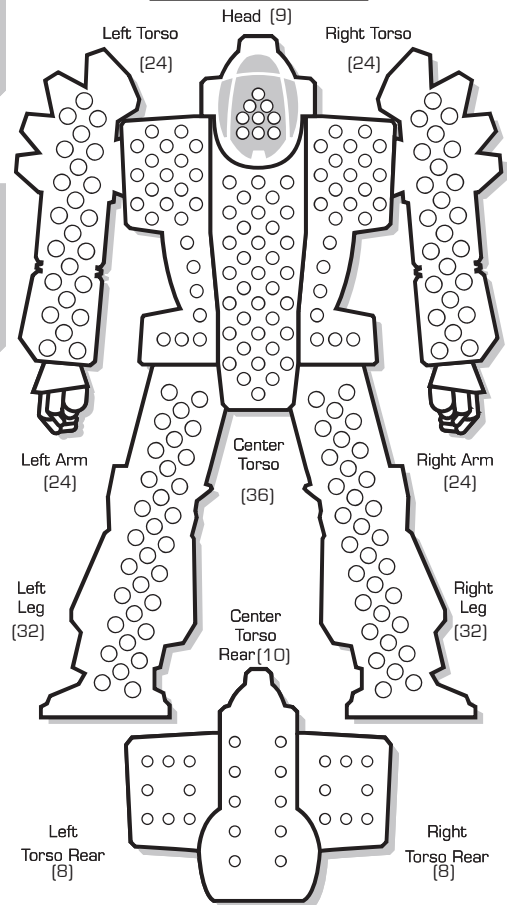
WARRIOR DATA

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

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



ARMOR DIAGRAM



BV: 2,103

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
- 1-3
- ER PPC
 - ER PPC
 - Medium Laser
 - Roll Again
 - Roll Again
 - 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
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Left Leg

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

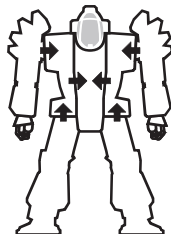
Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- 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
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Medium Laser
- 4-6

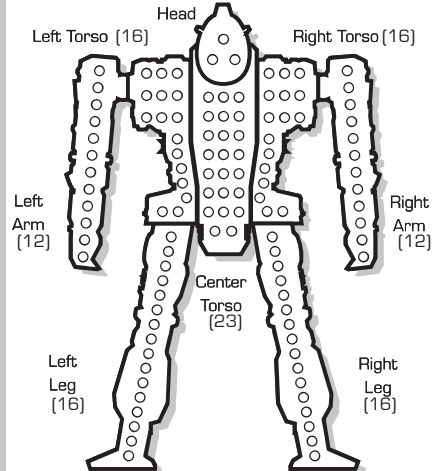
Right Torso

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

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	
20*	Ammo Exp. avoid on 4+
19*	Shutdown, avoid on 6+
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: Mad Cat Bounty Hunter

Movement Points: Tonnage: 75
Walking: 5 Tech Base: Clan
Running: 8 Era: Clan Invasion

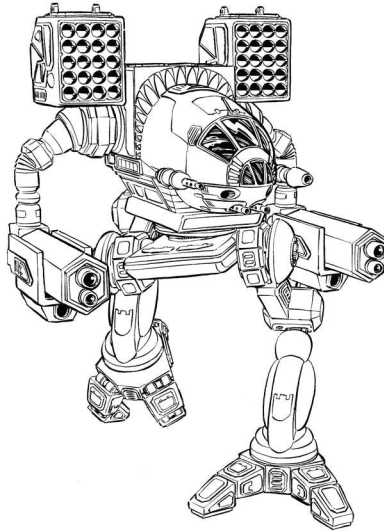
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light TAG	CT	0	0 [S]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	5
1	Active Probe	LT	—	[E]	—	—	—	5
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

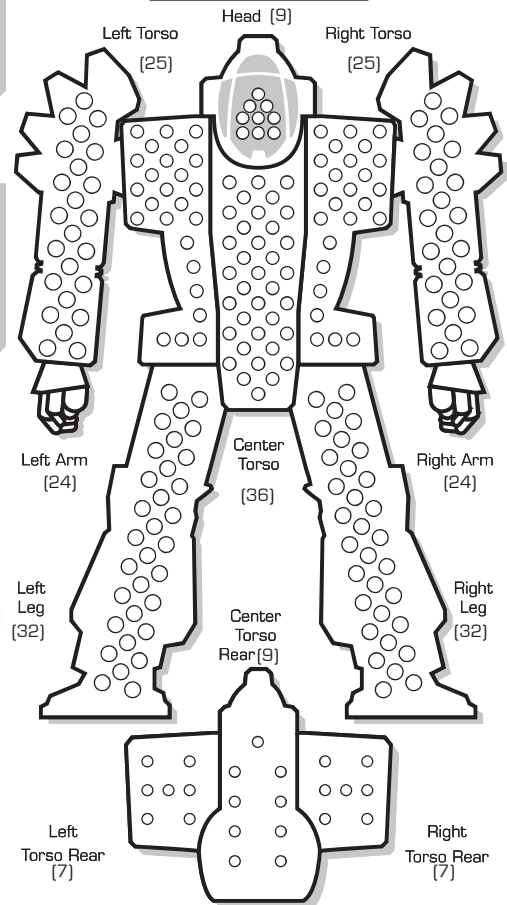
WARRIOR DATA

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

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



ARMOR DIAGRAM



BV: 2,829

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

Center Torso

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

Right Torso

- Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Active Probe

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

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

Left Leg

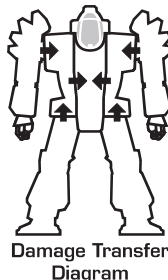
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- 1-3 ECM Suite
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Roll Again

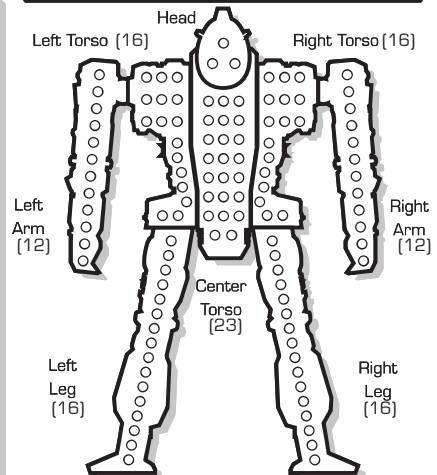
Right Leg

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



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Bounty Hunter 2

Movement Points: 5 Tonnage: 75
Walking: 5 Tech Base: Clan
Running: 8 (Experimental)
Jumping: 3 Era: Jihad

Weapons & Equipment Inventory (hexes)

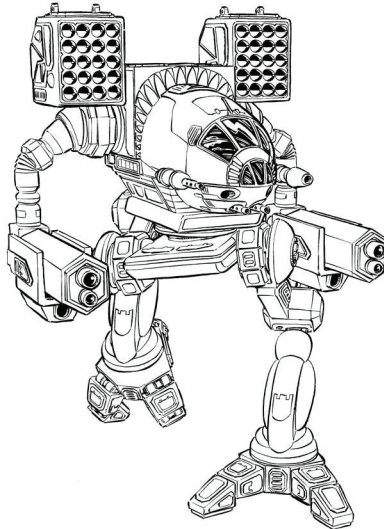
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AP Gauss Rifle	RT	1	3 [DB,X]	—	3	6	9
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
3	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	AP Gauss Rifle	LT	1	3 [DB,X]	—	3	6	9
3	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Targeting Computer	LA	—	[E]	—	—	—	—

BV: 2,799

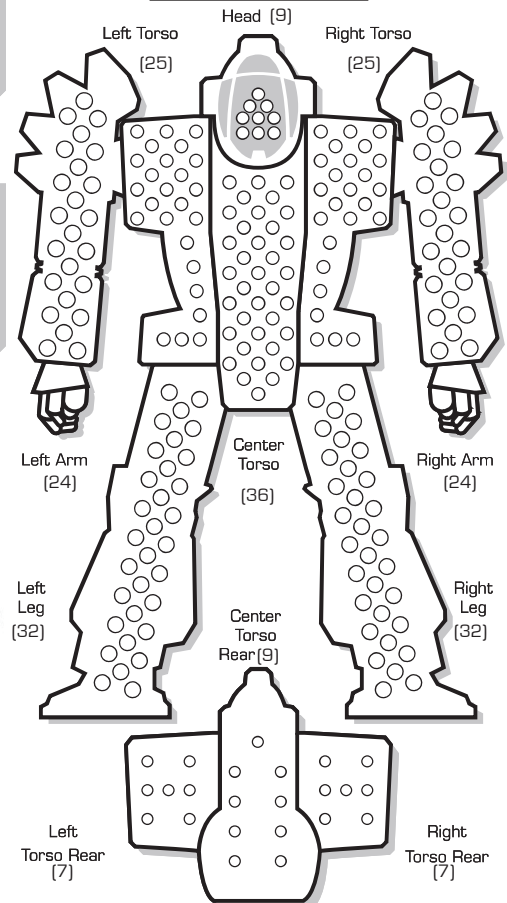
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Ammo (SRM 4) 25

- Targeting Computer
- Targeting Computer
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 SRM 4
- SRM 4
- SRM 4

- AP Gauss Rifle
- Ammo (AP Gauss) 40
- 4-6 Coolant Pod
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

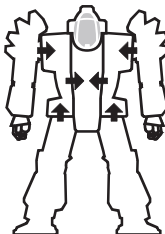
- Life Support
- Sensors
- Cockpit
- 4 Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous

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

Right Torso (CASE)

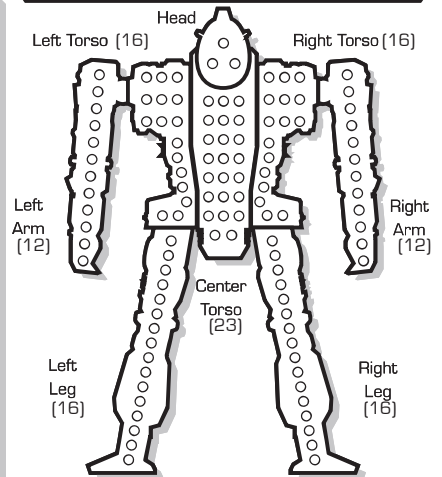
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 Streak SRM 4
- Streak SRM 4
- Streak SRM 4

- ER Small Laser
- 2 AP Gauss Rifle
- 4-6 Ammo (Streak SRM 4) 25
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II Bounty Hunter

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Clan
Running: 5 Era: Civil War
Jumping: 3

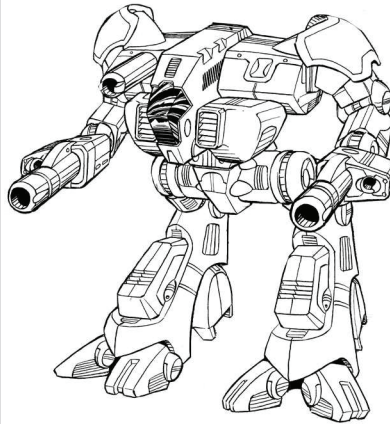
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

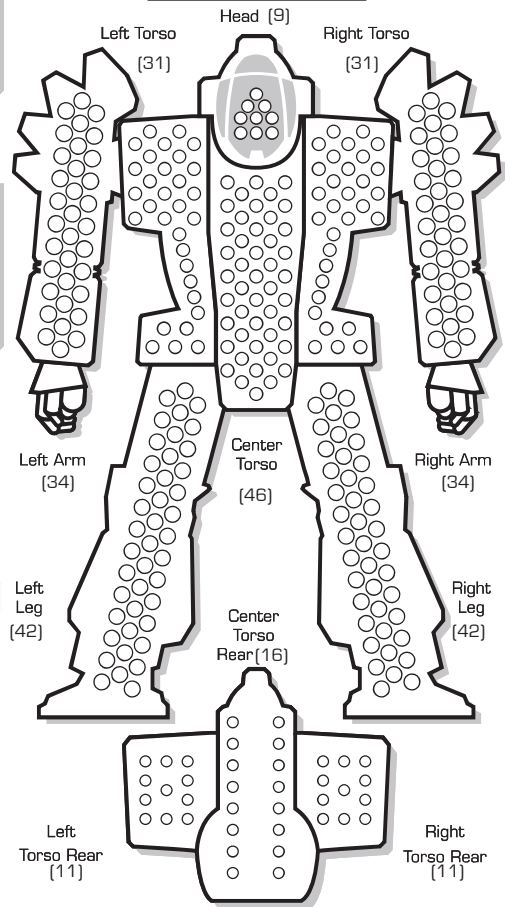
WARRIOR DATA

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

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



ARMOR DIAGRAM



BV: 3,767

CRITICAL HIT TABLE

Left Arm

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

- ER PPC
- ER PPC
- Medium Pulse Laser
- 4-6 Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Jump Jet
- Targeting Computer
- Targeting Computer
- 1-3 Targeting Computer
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

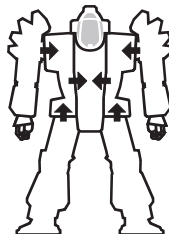
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm

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

- ER PPC
- ER PPC
- Medium Pulse Laser
- 4-6 Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso(CASE)

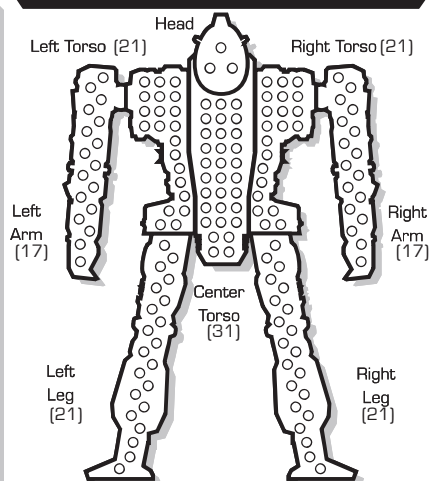
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- 3 Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

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