

# BATTLETECH

TECHNICAL<sup>TM</sup>  
READOUT:

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# TECHNICAL READOUT 3145

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 Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory.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

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

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



## FEDERATED SUNS



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## INTRODUCTION

A cursory glance at the history of the Federated Suns over the last century shows a nation in flux. The brilliant, if imperialistic, leadership of Hanse Davion during the thirty-first century set the stage for the founding of the short-lived Federated Commonwealth, but that amalgamation lasted barely a generation before collapsing into civil war just before the Jihad.

During the Jihad the Suns suffered alongside every other Inner Sphere nation, its capital under siege and its economy crushed. Its people suffered, but they overcame. Federated Suns forces fought in the Coalition with the rest of the Inner Sphere, and the worlds of that realm that joined the Republic were among the most prosperous. Between the Jihad and the Blackout, only the short Victoria War disrupted the Suns' peace.

And then came the Blackout.

Then came the death of Harrison Davion.

And, as with so much else of the Sphere, then came the war.

Two of the three most recent first princes of the Federated Suns focused on defense, rather than offense. Both Harrison Davion and his mother, Yvonne, stewarded their realm into a guarded peace. The AFFS embraced the light combat team, a mobile defensive combat unit, over the crushing hammer of the regimental combat team. Davion military industry built newer and stronger machines of war, as all realms did, to strengthen their defenses, not project aggression.

But as the above glimpse of history shows, the history of House Davion does not make for quiet borders. After the Blackout, as the Republic and its wishes for peace disappeared behind the Fortress, the Suns' enemies gathered their strength and attacked.

The Draconis Combine fulfilled a longtime goal and claimed the Draconis Reach in 3140. Not content, and riding high on victory after having crushed a Nova Cat rebellion, the Dragon leapt across the border and slew First Prince Caleb Davion on Palmyra, along with the flower of the AFFS. Other regiments decapitated the Draconis March by capturing Robinson and killing Duke Corwin Sandoval.

On the Suns' other border the Capellan Confederation, not content to swallow large chunks of the former Republic prefectures on its border, attacked into the Federated Suns. Long sought-after worlds such as Tikonov and Chesterton fell to the Capellan advance. Victoria, the former heart of an entire commonality, was recovered. CCAF regiments assaulted and captured the march capital New Syrtis and executed Duchess Amanda Hasek.

Julian Davion, newly appointed first prince, is separated from his embattled nation. Davion citizens are struggling to recover their poise. Military industries are rushing equipment to the front. Quartermasters are stockpiling equipment for counteroffensives. The soldiery are girding themselves with the lessons of history; the Suns has been threatened before.

But the Davions' enemies are strong, and concentrated, and see advantage everywhere. It remains to be seen who will emerge victorious. All parties are fighting wars of national obligation, driven by centuries of enmity no longer balanced by the Republic's diplomacy.

—Paladin Janella Lakewood

12 October 3145



## GAME NOTES

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

### Standard Rules

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

### Advanced Rules

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

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

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

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

## HOW TO USE THIS TECHNICAL READOUT

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

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

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

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

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

### Design Quirks

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



# PAB-28 SNIPER SUIT

As has been proven repeatedly on Robinson and New Syrtis, Federated Industries' PAB-28 sniper suit is a powerful and stealthy light powered armor that gives the AFFS a decided advantage on the battlefield. It excels in combat environments where a conventional, unarmored sniper might have to retreat, and while it lacks the cachet of a high-power suit like the Cavalier or Hauberk, the PAB-28 brings its own unique brand of fear to the AFFS' enemies.

## CAPABILITIES

Sniper suits are not meant for frontline combat, and Federated designed the PAB-28 to remind its users of that. It is a defensive weapon, lacking the armor to compete in open combat and the speed to escape. PAB-28 pilots often move into position hours or even days before firing, waiting until just the right time to strike.

## DEPLOYMENT

Scout/sniper squads in most Davion march militias operate the PAB-28, though many light combat teams maintain specialist squads in their infantry contingents. A number of mercenary units have purchased the sniper suits as well, though they often find it difficult to maintain them away from AFFS supply lines.

On Palmyra in 3144, as the Combine's surprise attack destroyed the AFFS regiments gathered there, several PAB-28 squads were among the last troops killed or captured. In the city of Sawle, for example, a squad of snipers previously attached to the Fifth Ceti Hussars LCT remained behind while their regiment fought for its life. Led by Sergeant Major Eduardo Reyes, the squad went to ground in a destroyed

industrial district. By early July the capitulation of Palmyra was complete, but the squad remained at large and hidden.

In the second week of July, a Combine *sho-sa* and his retinue visited the battle site, hoping to find mementos to send back to the Combine. Shortly after leaving their vehicle, the *sho-sa* was decapitated. As his body fell, surprising his comrades, the crack of the light Gauss rifle's firing was heard—the round had arrived far ahead of the sound of its passage. A response platoon of DCMS infantry failed to turn up the sniper.

Over the next three months, long after Palmyra was officially declared pacified, Sergeant Major Reyes and his squad repeated this tactic. A twenty-three-year veteran and former instructor at the AFFS's regional sniper school, Reyes led his men and women into a classic harassment campaign, claiming nineteen field-grade DCMS officers, including a *tai-sa*, before their battlesuits finally succumbed to lack of maintenance. Reyes and the two surviving snipers disappeared into Sawle's population and evaded capture.

During the Battle of Robinson, two squads of the Robinson DMM discovered the PAB-28's uselessness as an infiltration suit. Attempting to sneak into a DCMS cantonment outside Bueller and assassinate key officers, the sniper suits were caught by a roving patrol and quickly pinned down. Though individually effective against single targets, the PAB-28s were unable to resist being overrun by Kuritan Kishi battlesuits. Six of the eight snipers were killed immediately, their light powered armor unable to resist the Kishis' vibro claws. The remaining two were knocked unconscious and captured.

## NOTABLE UNITS

**Sergeant Vela Horgan:** One of Reyes' snipers on Palmyra, Sergeant Horgan is credited with the death of *Tai-sa* Hideo Washiba in Sawle in August 3144. Though the gun camera footage from her PAB-28 has yet to be recovered, experts believe her to be one of only six AFFS snipers to have made combat kills at over a kilometer since 3135. Having killed the *tai-sa* with a single shot, Horgan and her teammate endured three hours of artillery barrage that leveled the parking structure they'd fired from. The sniper suit's armor protected them from shrapnel and prevented nearby Kuritan armored vehicles from detecting them as they made their escape. Davion intelligence believes she is still at large on Palmyra, though her suit—or what was left of it—was recovered by the DCMS.

**Leftenant Charles Delacourt:** Leftenant Delacourt commanded a specialty squad of PAB-28s attached to the Davion Light Guards. When the Combine struck the Light Guards at Brookeland, Delacourt saw a perfect opportunity to put his new tactics into practice. As they'd practiced, the squad let themselves be "abandoned" by a fast lance of Light Guards 'Mechs. As the Combine's frontline units raced past them, the squad waited until the rear-echelon DCMS units came forward to clean up the battlefield. Striking from cover, they killed several squads of DCMS technicians before fleeing into Brookeland's hinterlands to begin a guerrilla campaign.



# PAB-28 SNIPER SUIT

**Type:** PAB-28

**Manufacturer:** Federated Industries

**Primary Factory:** Novaya Zemlya

**Equipment Rating:** E/X-X-E

**Tech Base:** Inner Sphere

**Chassis Type:** Humanoid

**Weight Class:** PA(L)

**Maximum Weight:** 400 kg

**Battle Value:**

23

**Swarm/Leg Attack/Mechanized/AP:** Yes/Yes/Yes/Yes

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

## Equipment

Chassis:

**Slots**

**Mass**

80 kg

Motive System:

Ground MP:

1

0 kg

Jump MP:

0

0 kg

Manipulators:

Right Arm:

Armored Glove

0 kg

Left Arm:

Armored Glove

0 kg

Armor:

Standard Stealth 4

120 kg

Armor Value:

2 + 1 (Trooper)

## Weapons and Equipment

David Light Gauss Rifle (20)

David Light Gauss Rifle (20)

**Location**

**Slots**

**(Capacity)**

**Tonnage**

RA

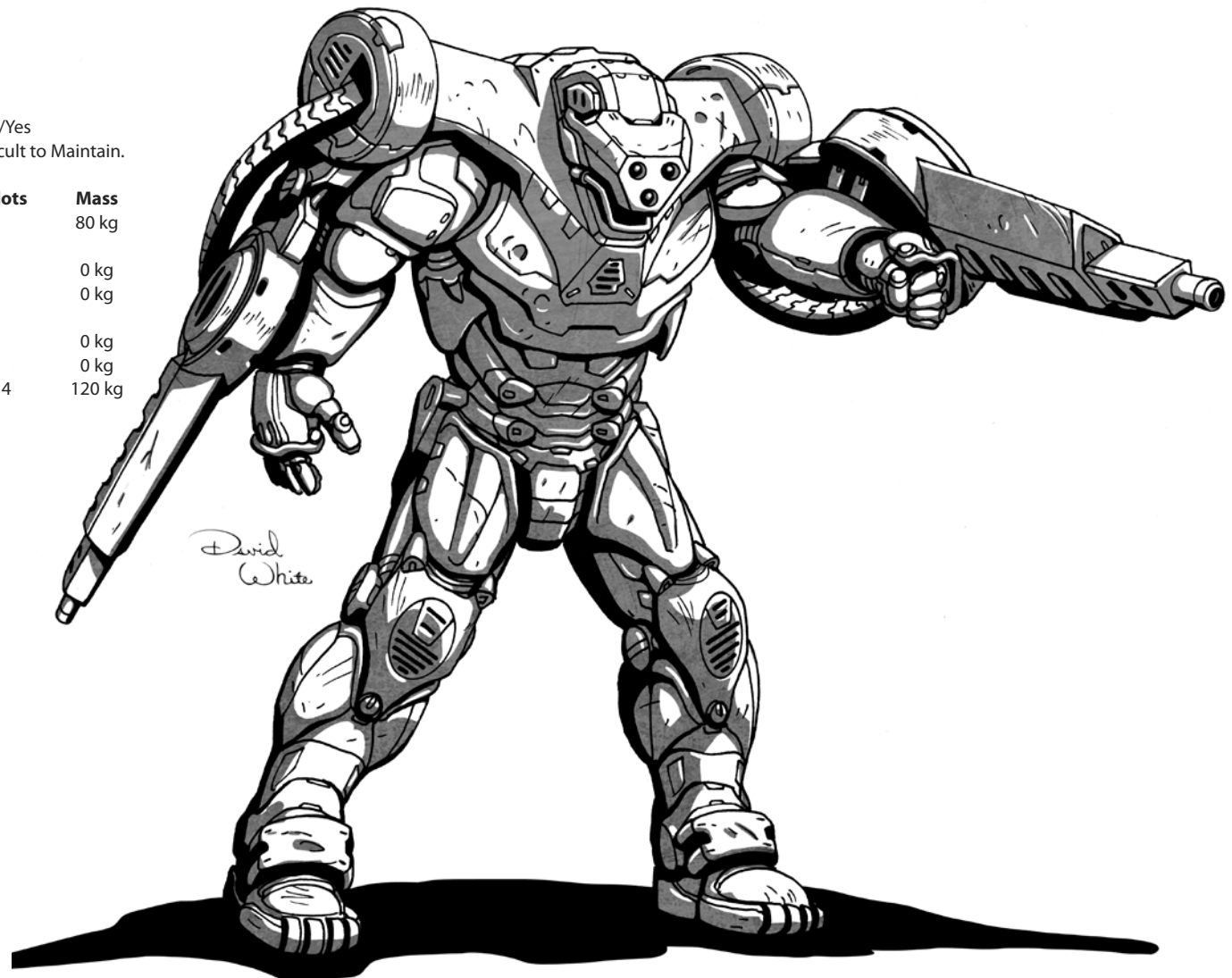
1

100 kg

LA

1

100 kg





# SEA FOX AMPHIBIOUS ARMOR

It was an almost prescient decision for the AFFS to focus so long on defensive matters, considering the invasions it has suffered in recent years. The Sea Fox amphibious battle armor is a product of that defense doctrine, and in its limited role it is among the finest specimens of warfighting technology in the Inner Sphere. Its specialized nature makes it ill-suited for general deployment, but many Sea Fox platoons operate as part of march militias and units detached to local command.

## CAPABILITIES

The Sea Fox is an ambush fighter, though it functions very well as an infiltrator, especially in urban areas with access to large waterways. Stealthy, quiet, and fast as a snake under the water, the sight of a Sea Fox rising from the waves has been the last sight of many a Combine and Confederation logistics worker in the last two years.

## DEPLOYMENT

When the Sixteenth Galedon Regulars attacked McGehee in 3144, the Fourth Robinson Strikers were ready for them. Though the Strikers would evacuate the world, they did heavy damage to the Sixteenth through a series of coordinated strikes and careful defensive strategies, many of them using the Sea Fox platoons attached to the light combat team. Few Sea Fox platoons can claim the battle honors of the 302nd Amphibious Platoon, also known as the Red Tridents.

During a skirmish near the city of Tonia, one of the Strikers' battalion command posts was overrun and the command staff captured. The Sixteenth immediately sent the captives back for interrogation, but to get to the Combine landing zone the column would have

to cross the Davis River. The Red Tridents were tapped to extract the battalion staff before they could be interrogated. Using confiscated hydrofoils, the Tridents moved downriver until they were a kilometer above the crossing. Since the AFFS had blown the bridges crossing the Davis, the Galedon Regulars were forced to use three boats—one prisoner transport and two skiffs full of infantrymen for escort. Combine 'Mechs waited on either side of the river as escort.

When the three boats were a little more than halfway across the river the Tridents attacked. The first notice the Combine attackers had were Sea Fox battlesuits rising just far enough from the water on a series of sandbars to fire their machine guns before disappearing. The two escort skiffs were destroyed by short-range missile fire, and the captured officers were able to gain control of their boat with the Sea Foxes' help. The 'Mechs, too far away to fire accurately at the stealthy Sea Foxes, tried to sink the boat but the river current helped the staff escape to be evacuated with the rest of the Fourth a short time later.

Ryuken-*roku* captured a number of Sea Fox suits on Rowe and have put them into service. These suits have largely been used to counter Davion riverine combat units, but from the level of training being maintained, it appears the Ryuken intend to field the Sea Foxes as offensive units as well. The officer in charge, *Chu-i* Harold Mangon, has extensive experience with waterborne combat, having previously commanded a detachment of hydrofoil attack craft on Gandy's Luck. There are indications that the DCMS intends to contract with Clan Sea Fox, which also operates the eponymous battle armor, for maintenance and supplies—which the Foxes are sure to offer.

## NOTABLE UNITS

**Corporal Bethany Page:** Corporal Page serves in the infantry contingent of the Fourth Robinson Strikers LCT. She was part of the Red Tridents and was instrumental in rescuing the battalion staff. She was commended after the rescue for using her UMUs to speed beneath the prisoner boat and attack one of the escort skiffs. She is one of the few Sea Fox troopers to have successfully hit a target with her SRM while firing from movement, instead of stopping to steady the ungainly weapon. Her promotion to corporal was approved after she rescued one of the battalion staff officers who'd fallen overboard when a near-miss rocked their boat.

**Sergeant Tamsin Pickering:** An NCO with the Seventh Crucis Lancers, Sergeant Pickering survived the destruction of her unit on Palmyra and began a guerrilla campaign along the Groan River. She's gathered more than a company of infantryman around her, and enough techs to keep her battlesuits operating. Sea Foxes excel at littoral combat, and Davion military intelligence credits her insurgents with several noteworthy kills against the New Samarkand Regulars before the Regulars' withdrawal.



# SEA FOX AMPHIBIOUS ARMOR

**Type:** Sea Fox  
**Manufacturer:** General Motors  
**Primary Factory:** Salem  
**Equipment Rating:** F/X-X-F

**Tech Base:** Mixed Inner Sphere  
**Chassis Type:** Humanoid  
**Weight Class:** Light  
**Maximum Weight:** 750 kg  
**Battle Value:**

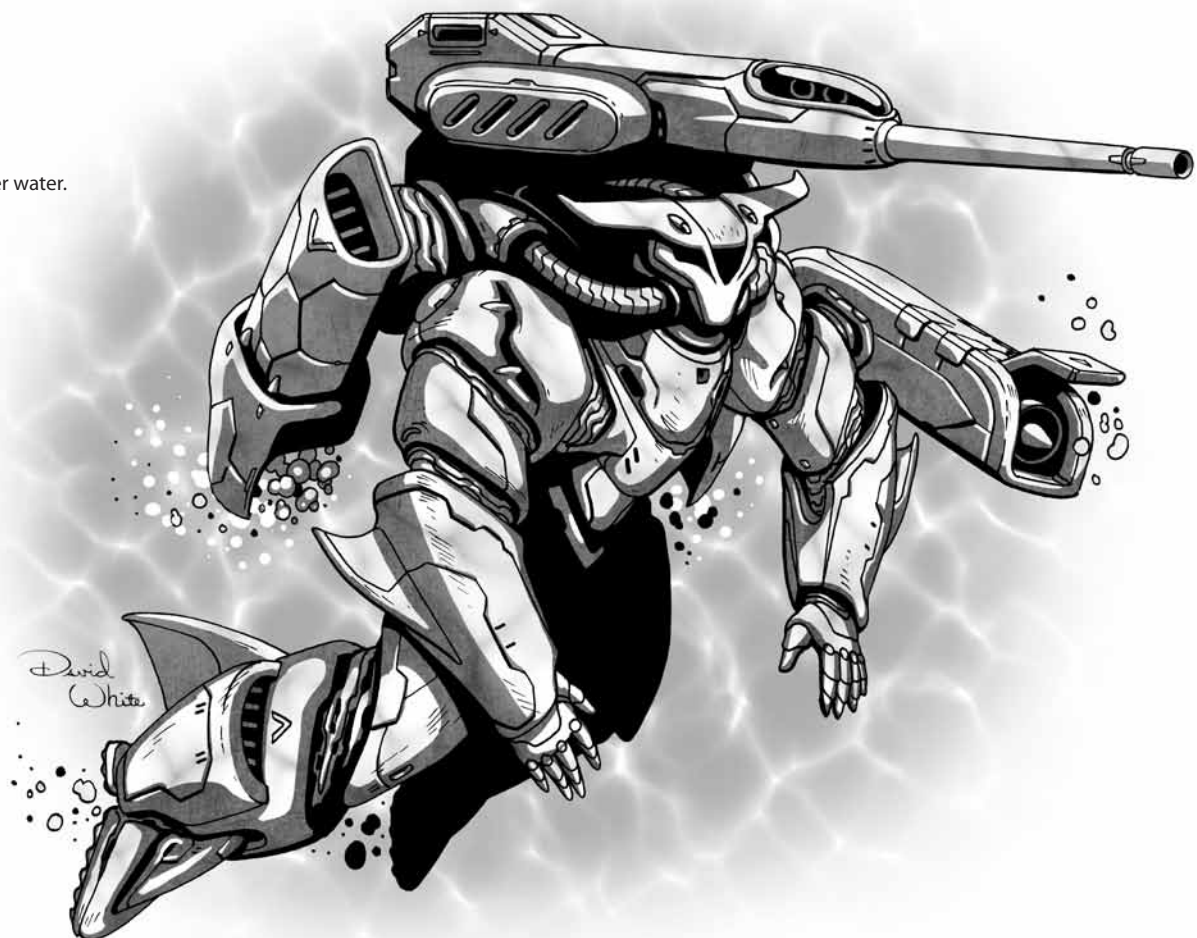
25

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

**Notes:** \*Leg Attacks only possible on 'Mechs in Depth One or deeper water.  
 Features the following Design Quirks: Accurate Weapon (Light MG),  
 Non-Standard Parts.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	3	30 kg
Jump MP:	1	0 kg
UMU MP (C):	3	135 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Basic Stealth 3	275 kg
Armor Value:	5 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Cutting Torch	RA	1	5 kg
SRM 1 (OS)	LA	2	50 kg
Light Machine Gun (50)	Body	1	75 kg
Extended Life Support	Body	1	25 kg
Mechanical Jump Booster	—	—	50 kg







The Fusilier battle armor is a prime example of that most military of boondoggles, the product that meets no glaring demand. Introduced in the early 3120s, it was too heavy and too slow but the AFFS Department of the Quartermaster purchased it anyway. General Motors produced it for a little more than a decade before finding an attractive upgrade option, but the Fusilier remains an odd duck in AFFS battle armor battalions.

## CAPABILITIES

As a heavy combat suit the Fusilier is intended to stand in the line of battle with other prominent AFFS battlesuits like the Grenadier and the Hauberk, but where those armors have distinguishing characteristics, the Fusilier has none. It's a bastardized weapon, incorporating parts from the Grenadier and the Sea Fox, but its construction is solid and its performance, if not flashy, is even more solid. The upgrade, deployed after the Blackout, trades the jump booster and Magshot for a plasma rifle and reflective armor.

## DEPLOYMENT

A company of Fusiliers was on Demeter, training with the planetary militia, when Warrior House Ijori and the Third Tikonov Guards attacked in 3144. Though the militia survived the initial assault and went to ground, the Fusiliers were too heavy and too slow to be useful to a guerrilla campaign, so they remained behind to protect the militia base at Dormant. Soon a task group from the Tikonov Guards arrived and demanded the fort's surrender. Hoping to give the militia more time to escape and establish wilderness strong points, Captain Edgar Provenance refused.

Led by a pair of *Gùn* OmniMechs and supported by two companies of infantry, the Capellans attacked. The fort's batteries succeeded in destroying all three of the CCAF's supporting Predator tank destroyers before they could close, but the *Gùns* were too fast and slipped over the fort's walls. One, a *Gùn A*, destroyed the turrets from behind, while the other, a *Gùn Prime*, stalked the infantrymen inside the fort's walls. Captain Provenance's men had spent their time wisely, however, and were ready.

Attacking from cover, one platoon of Fusiliers slaughtered nearly a full company of Liao infantry as they entered the fort. The other two platoons played cat and mouse with the Liao 'Mechs, firing their Magshots but doing little damage. A lucky hit took out the PPC of the *Gùn A*, but it had already killed more than a squad of troopers. The arrival of the rest of the infantry and Liao VTOLs sealed the Fusiliers' fate, but they had done their job. The militia's insurgency built a sound foundation during the lull.

Older-model Fusiliers are often preferred by Capellan March Militia units because of the resilience of their stealth armor over the fragile reflective armor, as proven by a raid conducted by a detachment of the New Syrtis CMM in 3139. Striking at a training site on Nihal, the CMM detachment—two squads of Fusiliers riding captured Capellan Shun Transport VTOLs—was composed of half advanced, half original suits. When the team came under fire by a while hiding in a building, the advanced Fusiliers' battlesuits crumpled beneath falling building spars and damage suffered in the building's collapse. The second squad, with less advanced but sturdier armor, was able to accomplish its mission and escape.

## NOTABLE UNITS

**Ban-zhang Horace Tang:** Horace Tang leads a squad of captured Fusilier battlesuits in the infantry battalion of Warrior House Ijori. They managed to salvage the suits on Demeter, and have used them to deadly effect on several formerly Davion worlds. Ijori favors an indirect style of combat, and using captured Davion equipment allows them to effect ambushes and raids with admirable regularity. Tang, who had previously served as a mercenary in Davion service, earned his place in the Capellan warrior house by arriving with a squad of functional Cavalier battlesuits.

**Sergeant Heironymo Danner:** Sergeant Danner and his squad of Fusilier battlesuits were the survivors of the raid on Nihal in 3139. Upon their return to New Syrtis, they were immediately offered upgrades to the advanced Fusilier suit, but all four troopers refused. When pressed by their CO, who was afraid of offending the noble patron who'd procured the suits, Danner is reported to have said "When someone offers you a shiny new sword, it does no one any good to fall on it." Taking its cue from Danner, the rest of the Fusilier company in the CMM exchanged their Fusiliers for original models.



# FUSILIER BATTLE ARMOR

**Type:** Fusilier

**Manufacturer:** GM

**Primary Factory:** Salem

**Equipment Rating (Standard):** E/X-X-E

**Equipment Rating (Upgrade):** F/X-X-F

**Tech Base (Standard):** Inner Sphere

**Tech Base (Upgrade):** Inner Sphere (Advanced)

**Chassis Type:** Humanoid

**Weight Class:** Assault

**Maximum Weight:** 2,000 kg

**Battle Value:**

67 (Standard)

73 (Upgrade)

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

**Notes:** Features the following Design Quirks: Accurate Weapon (Light MG).

## Equipment

Chassis:

**Slots**

**Mass**

550 kg

Motive System (Standard):

Ground MP:

1

0 kg

Jump MP:

2

250 kg

Motive System (Upgrade):

Ground MP:

1

0 kg

Jump MP:

1

250 kg

Manipulators:

Right Arm:

None

0 kg

Left Arm:

Armored Glove

0 kg

Armor (Standard):

Basic Stealth

3

825 kg

Armor Value:

15 + 1 (Trooper)

Armor (Upgrade):

Reflective

7

825 kg

Armor Value:

15 + 1 (Trooper)

## Weapons and Equipment

*Standard*

Magshot Gauss Rifle (10)

RA

3

175 kg

Light Machine Gun (50)

Body

1

75 kg

Jump Booster

Body

2

125 kg

*Upgrade*

Plasma Rifle (20)

RA

2

300 kg

Light Machine Gun (50)

Body

1

75 kg





# KRUGER COMBAT CAR

**Mass:** 10 tons

**Movement Type:** Wheeled

**Power Plant:** DAV 50 Fusion

**Cruising Speed:** 75 kph

**Maximum Speed:** 118 kph

**Armor:** ProtecTech Heavy Ferro-Fibrous

**Armament:**

2 Bright-Bloom Extended Range  
Medium Lasers

**Manufacturer:** Avalon Arms Company

**Primary Factories:** New Avalon

**Communications System:** Broadstar  
Micro-Pulse

**Targeting and Tracking System:** Broadstar  
Pintel-Star

It was quite a surprise to Davion militia procurement officers when the Avalon Arms Company offered for sale the Kruger Combat Car in 3091. Up to then, they had only seen pictures and examples of the Kruger in military museums—Krugers had fought during the Star League and First Succession War eras. The new Kruger built on the strengths of the original by adding modern technology.

## CAPABILITIES

Krugers are favored vehicles of scout platoon commanders in urban environment across the spinward half of the Inner Sphere and near-by Periphery because of their excellent communications and drive systems. Fast, well-armed enough for defense or sniping but lacking the armor to stand and fight, it reinforces for junior officers the need to report information to the rear—personally, if necessary.

## DEPLOYMENT

Though Krugers are famed for their capabilities on paved roads, one Kruger made quite a name for itself in the Harsefield Desert on Dahar IV in early 3145. Part of the armor contingent of the Dahar Draconis March Militia, Corporal Anderson Crowley, in his Kruger, was scouting into the desert when he detected a small DCMS reconnaissance force. Though Dahar IV hosted both the DMM and the recuperating Fourth Robinson Strikers, no one had noticed the small Combine force land—except Crowley.

Though he managed to keep from being detected, Crowley knew he had to report back. A radio broadcast would have been detected, so he waited until night fell and then drove 100 kilometers back to a safe place to report. Aware that no one else knew the Harsefield as well as he did, Crowley ignored orders to withdraw and returned each night to keep an eye on the raiders' position. For more than sixty hours he repeated this maneuver—watch and sprint to report—without sleep, until a company from the Fourth Robinson arrived to drive the raiders off. He used his knowledge of the desert to place the Strikers in a prime ambush location, and during the battle moved around to the DCMS' rear to cut off their escape. He was credited with killing two Raiden battlesuit troopers single-handedly, despite his exhaustion.

During the assault on New Demeter City on Demeter in 3144 several Krugers gave excellent, if ill-fated, service against Warrior House Ijori. As the Ijoris and their Tikonov auxiliaries raced into the city, the local militia commander threw his Krugers out as scouts. Strong ECM and other jamming made communications difficult, but the Krugers' ability to rapidly reverse out of danger spots made them supreme couriers. Though the city fell, most credit the Krugers' scouting as a factor in it holding out as long as it did.

## VARIANTS

The original Kruger lacks the advanced technology of the modern tank, with standard armor and medium lasers. Avalon Arms offers it for sale to users who lack the logistical diversity to maintain the modern combat car.

## NOTABLE UNITS

**Sergeant Anderson Crowley:** Promoted after the action on Dahar IV, Sergeant Crowley has surprised his commanders by asking for a transfer off of Dahar, his homeworld. When they investigated they found that Crowley had been the target of a lengthy campaign of harassment and abuse by the Pack Rat long-range patrol vehicle drivers in the DMM, who believed he'd usurped their primacy of place as desert warriors with his actions in the Harsefield. Instead of transferring Crowley, the battalion commander transitioned the Pack Rat operators out of Pack Rats and into a new shipment of Krugers.

**Elston Herrod:** Herrod and his old-model Kruger are the only line of communication between a monitoring outpost on the Calderon Protectorate world Diik and the militia base it reports to. Strong electrical storms make radio contact infrequent and tectonic activity cuts landlines, so Herrod travels the 400 kilometer path once every four days. The Kruger's independent drive wheels make it off-road ready, a necessity when heavy rains often force him to change his path.



# KRUGER COMBAT CAR

Type: **Kruger**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 10

Battle Value: 429

**Weapons and Ammo**

2 ER Medium Lasers

**Location**

Turret

**Tonnage**

2

**Notes:** Features the following Design Quirks: Improved Communications, Power Reverse.

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

69

*Armor*

*Value*

Front

R/L Side

Rear

Turret

16  
13/13  
14  
13

## Mass

1

2.5

0

.5

0

0


.5

3.5





# MARTEN SCOUT VTOL



**Mass:** 15 tons  
**Movement Type:** VTOL  
**Power Plant:** Tyron 100 ICE  
**Cruising Speed:** 140 kph  
**Maximum Speed:** 216 kph  
**Armor:** ProtecTech Light  
**Armament:**  
1 Federated SuperStreak SRM 2 Launcher  
**Manufacturer:** Cal-Boeing of Dorwinion  
**Primary Factories:** Belladonna  
**Communications System:** Achernar Standard  
**Targeting and Tracking System:** IsBM Lantirn

Though never sold in large enough numbers to satisfy its manufacturer, the Marten has spread across the Inner Sphere and Periphery and gained a reputation as a reliable, if unloved, combat helicopter. It provides journeyman service as a scout deployment and special forces insertion vehicle, but struggles in the attack and interdiction roles many militias try to force it into.

## CAPABILITIES

The Marten is fast, simple, and—with the exception of its balky muffling system—easy to maintain. It carries just enough firepower to make its presence known, just enough infantry transport space to make it useful, and just enough sensor payload to make it worthwhile, but it does none of those things any better than many other VTOLs.

## DEPLOYMENT

In active service for more than a century, the Marten struggles to stand out, though the spate of combat that erupted since the Blackout has given it plentiful opportunity. Perhaps the

most noteworthy Marten action took place on Diefenbaker in 3137 when a company of Taurian mercenaries raided across the border.

Protected by its own militia and a battalion of the Islamabad Periphery March Militia that was rotating through, Diefenbaker looked like easy pickings for a 'Mech company. While the PMM 'Mech lance went out to meet the mercenaries, a platoon of DMM Infiltrator Mk II battlesuit troopers collaborated with a company of Martens to attack the mercenaries' grounded DropShip. Each of the Martens lifted a single battle armor infantryman, while the last squad accompanied a platoon of Musketeer hover tanks. They skirted the battle site and made their way to the landing zone.

First, the Musketeers and lone squad pretended to be a much larger force and got the DropShip firing on them. While they were distracted the Martens swept across the LZ from the other direction and placed the twelve Infiltrators directly atop of the *Union*-class ship. Unable to fire on their own hull, the DropShip fell quickly once the battlesuits got inside. Though two of the Martens were destroyed as they cleared the LZ, the remainder participated in the final attack on the mercenary 'Mechs, using inferno-loaded SRMs to force the remaining seven 'Mechs to surrender.

Not all commanders understand the Marten's limitations, however. During the fall of Robinson in 3144 a DMM battalion commander called on his Martens to extract an infantry company cut off by a battalion of the Eighth Sword of Light. Though the Martens' CO demurred, the major insisted, and the helicopters attempted to thread the Sword of Light's lines. Four out of sixteen Martens were destroyed penetrating to

pick up the infantrymen, but none of them survived the attempt to get out. All of the Martens were brought down by concentrated fire, killing both their pilots and the embarked infantrymen. The AFFS inspector-general's office had been considering charges against the major, but he was killed during the withdrawal.

## VARIANTS

The infantry transport model of the Marten sacrifices the short-range missile launcher and ammunition for greater infantry lift capacity.

## NOTABLE UNITS

**Warrant Officer Clay Ostic:** Leader of a flight of four Martens in the mercenary Al Tar's Askaris, Ostic and his crews are renowned for never failing to brave enemy fire to help their comrades. The Martens—three standard and one infantry-variant—are used for long-range resupply and medevac during combat, and Ostic's record of never failing to answer a call for help has stood in the face of attacks by Capellan, Republic and even Wolf Empire troops.

**Sergeant William Carpenter:** During the fall of Gambier in 3144, Sergeant Carpenter and his militia company of Martens were called upon at night to shift troops rapidly in the face of the Fifth Sword of Light's rapid advance. During one of the final skirmishes, three Martens were brought down despite their muffled engines. Carpenter ordered his own muffler removed and flew with the remaining helicopters to evacuate a platoon of scouts. His gambit worked—though he was killed, the rest of the Martens escaped notice and completed their mission.



# MARTEN SCOUT VTOL

Type: **Marten**

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 15

Battle Value: 179

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

100

ICE

13

20

0

1

1.5

0

0

24

Armor

Value

Front

8

R/L Side

5/5

Rear

4

Rotor

2

## Weapons and Ammo

## Location

## Tonnage

SRM 2

Front

1

Ammo (SRM) 50

Body

1

Infantry Compartment

Body

1

Remote Sensor Dispenser

Rear

.5

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

## Mass

1.5

6

0

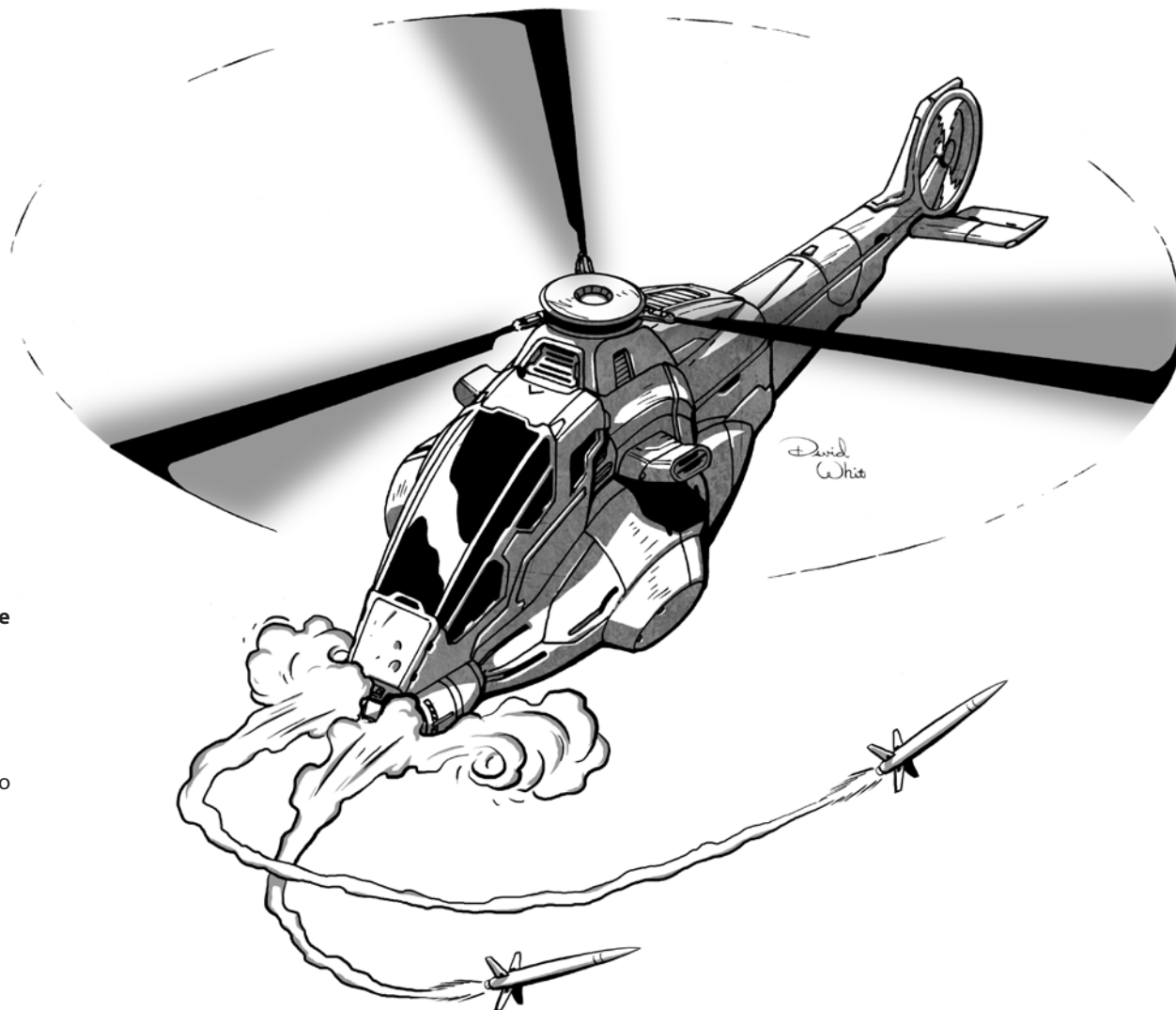
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1.5

0


0

1.5





# J12A1 ATTACK APC



**Mass:** 25 tons  
**Movement Type:** Hover  
**Power Plant:** Fireheart 120 Fuel Cell  
**Cruising Speed:** 108 kph  
**Maximum Speed:** 162 kph  
**Armor:** Valiant Plate Heavy Ferro-Fibrous  
**Armament:**  
2 Holly SRM 4 Launchers  
**Manufacturer:** Johnston Industries  
**Primary Factories:** New Syrtis  
**Communications System:** Johnston Q-Band  
**Targeting and Tracking System:** BlazeFire Tracker with Range Check

Introduced in time to make a reputation during the short Victoria War, the J12A1 armored personnel carrier has spread across the rimward Inner Sphere and earned a reputation as a fast, resilient and reliable battle armor transport.

## CAPABILITIES

As fast as a Clan *Dasher*, the J12A1's usual method of operation is to sprint into the midst of an enemy position, unload its infantry, and escape to become a harasser unit. Gunners in J12A1s often load their short-range missile magazines with specialty ammunition tailored to the likely combat environment.

## DEPLOYMENT

A favorite APC in the Davion Light Guards' battle armor battalions, J12A1s were instrumental in the savaging the Guards gave to the Combine's Tenth and Eleventh Ghost regiments on Brookeland. In the skirmishes around Meyer, for instance, the APCs kept the conventional battalions of the Tenth Ghost believing they were facing a far larger group of Davion defenders.

Knowing that they couldn't hope to keep up with the Light Guards, the Tenth Ghost occupied Meyer and settled into the tactical defensive,

content to let the Light Guards spend themselves against fixed defenses. The Guards, however, especially the battle armor battalion led by Major Nathan Deladier, practiced assaults against just these kinds of defenses. Careful observation told them which strong points were held by armor and which by infantry and, after a pause to reload their J12A1s, the battalion attacked.

Supported by long-range fire from Light Guards 'Mechs and tanks, the J12A1s sped forward. As they closed the range, each of the APCs fired their SRM racks. Where they faced armor, the APC gunners had loaded tandem-charge warheads; where they faced infantry, fragmentation warheads. The SRMs tore holes far outside their proportion into the Ghost lines, and heavy Grenadier battlesuits emerged from the APCs to wreak heavy damage and then escape in the confusion.

In the Capellan Confederation the CCAF put their own J12A1s, purchased before the Blackout, to good use as training vehicles. They used these vehicles to anticipate AFFS mine-clearance tactics, firing mine-clearance missiles from the APCs to see how the AFFS would likely react to Thunder minefields. This pre-planning stood them in good stead on Almach and New Syrtis, where Davion officers found their tactics nullified.

A number of J12A1s have fallen into the hands of pirates, who load the SRM magazines with fragmentation missiles and use them to attack crowds of people or concentrated infantry formations. In a raid on Erod's Escape in 3141, an unidentified pirate band attacked an open-air market as cover for a resource raid, killing more than 400 civilians. The pirates carried in the infantry bay looted the dead bodies before they withdrew, which is one of the reasons the Calderon Protectorate has leveled a massive reward for their capture or death.

## VARIANTS

Johnston offers a different turret mounting a pair of multi-missile launchers as either a production model or an after-market modification.

## NOTABLE UNITS

**Sergeant Bryan Charles:** Sergeant Charles is the gunner of a J12A1 attached to a scratch battalion of the Republic Remnant forces who fought on Galatea in 3144. He and his driver were instrumental in rescuing Tara Campbell when the duchess was cut off during a particularly brutal action outside Galatean City. Pressed on two sides by Falcon Elementals, Campbell and her small force were nearly captured before Charles and his platoon-mates arrived. Striking from behind the Falcons, Charles' first barrage of tandem-charge missiles killed three of the Elementals outright. A brutal battlesuit-to-battlesuit combat ensued, but the duchess was able to escape. Charles was evacuated with the rest of the Remnant forces when the nascent Galatean League requested they leave.

**Leftenant Darryl Vadim:** Vadim was one of the most vocal officers in the Second Filtvelt Citizen's Militia who argued to support the Federated Suns against the Draconis Combine, and has been angry that the Thumpers were chosen instead of his unit. Two requests—in less than a month—for transfer have already been denied. He and his platoon of J12A1s have been training nonetheless in anti-DCMS tactics. Apparently Vadim believes the Thumpers will not be enough to hold the Dragon back.



# J12A1 ATTACK APC

Type: **J12A1**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 25

Battle Value: 435

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

79

Armor

Value

Front

R/L Side

Rear

Turret

20

15/15

14

15

## Weapons and Ammo

2 SRM 4

Ammo (SRM) 25

Infantry Compartment

Location

Turret

Body

Body

## Mass

2.5

5

0

1.5

2.5

0

.5

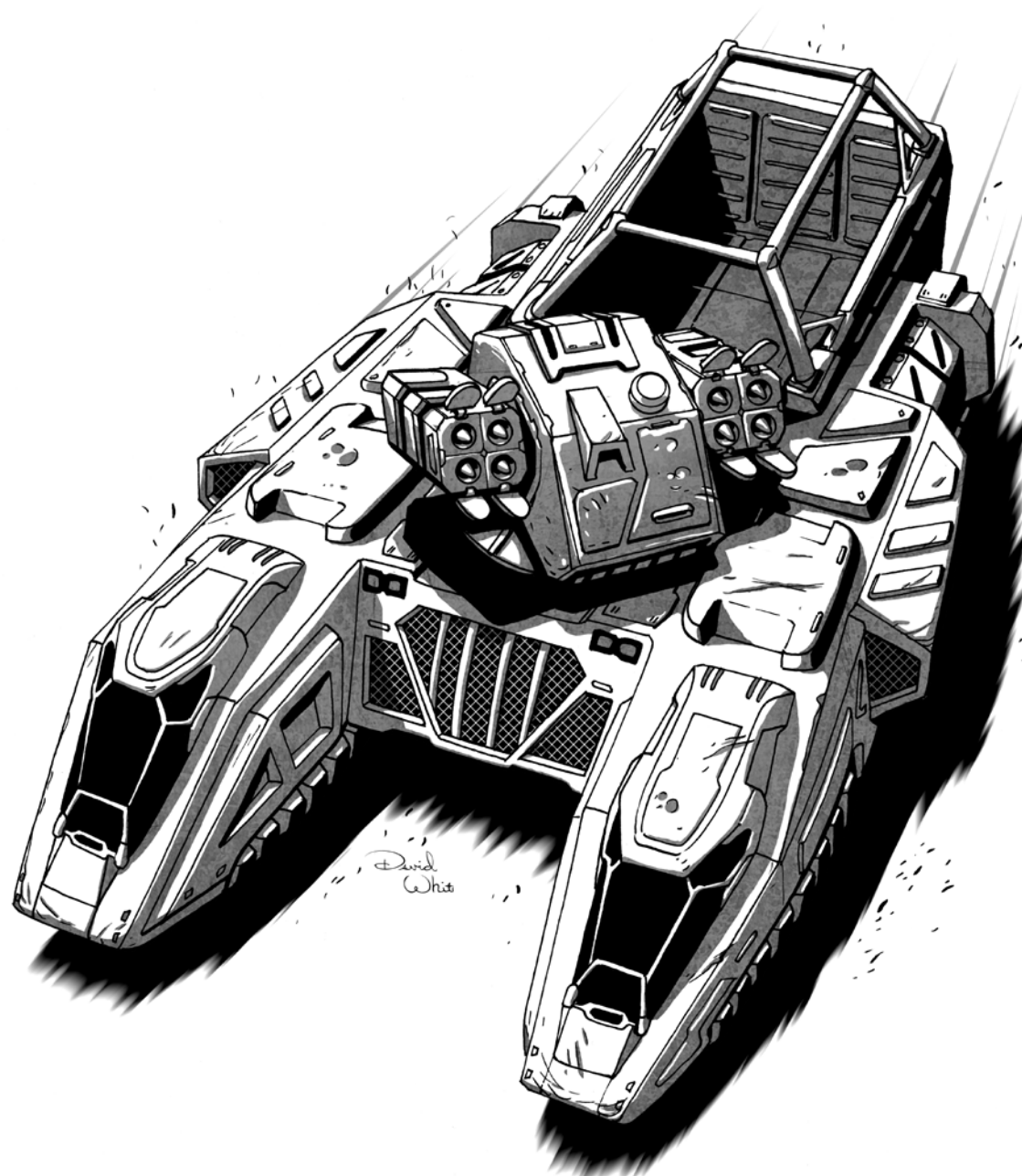
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## Tonnage

4

1

4





# HASEK MECHANIZED COMBAT VEHICLE



**Mass:** 40 tons

**Movement Type:** Tracked

**Power Plant:** GM 200 Light Fusion

**Cruising Speed:** 54 kph

**Maximum Speed:** 86 kph

**Armor:** Johnston Duraweave 8000 Heavy  
Ferro-Fibrous

**Armament:**

1 Johnston Parti-Cannon

1 BlazeFire Spreadshot Small Pulse Laser

**Manufacturer:** Johnston Industries

**Primary Factories:** New Syrtis

**Communications System:** CommuTech XL

**Targeting and Tracking System:** BlazeFire  
Ranging System Type 5

At the turn of the century, as the Victoria War loomed, nationalistic fervor was at a high point. Across the Federated Suns, but especially in the Capellan March, manufacturers and AFFS procurements officers scrambled to take advantage of this fervor, and many contracts were let for not-strictly-necessary equipment. One such contract was for the Hasek Mechanized Combat Vehicle.

## CAPABILITIES

There is little that the Hasek offers that its progenitor, the venerable Goblin tank, didn't already offer. Stronger armor, better speed and comparable weapons made it no less effective than its parent, but the real selling point was the obvious marketing ploy of the name. By taking the name of the ancestral ruling family of the march, Johnston ensured a high profile and a steady stream of orders.

## DEPLOYMENT

Haseks have been purchased and spread across the Inner Sphere since their introduction, and though production has halted with the

Capellan conquest of New Syrtis many remain. They have offered the same sterling service in every theater.

During the invasion of Victoria many Haseks were sent forward to prove their worth. In the main they performed as expected, though one crew earned battle honors the equal of a battle tank of much greater mass. Sent as part of an extended raid, Sergeant Delos Fens and his crew carried a jump infantry platoon intended to infiltrate a Home Guard depot and destroy it. They crawled carefully through the Liao lines, crossing barely six kilometers in two days, before sprinting toward the depot. Capellan defenses, expecting a conventional VTOL-based assault, never detected the Hasek, and the jump infantry platoon infiltrated and destroyed the supplies with little opposition.

On New Syrtis, as the Capellans advanced toward Johnston Industries, a number of Haseks were pressed into service as battle tanks. The medium-weight tracks had little success challenging Capellan heavyweights like the Po II, but the sheer number of them allowed them to do some damage before they were dealt with. In particular, one platoon used concentrated fire from their PPCs to wound three Capellan 'Mechs. The sergeant in charge was captured when battlesuit infantry overran his tank, but a prisoner exchange shortly after the fall of the factory returned him to Davion hands.

Despite the Hasek's utility the Capellan Strategios halted production of the tank after New Syrtis' fall, no doubt to remove even equipment bearing the late duchess' name from use. Despite the rallying power Amanda Hasek's death offers the AFFS, the largely symbolic victory her execution gave the Capellan Confederation makes it necessary for the Liaos to take every opportunity to reinforce that symbolism.

## NOTABLE UNITS

**Sergeant Nicole Talisman:** Sergeant Talisman and her crew were responsible for the deep raid on Victoria, and earned several battle honors for sneaking a forty-ton tank through the Capellan lines. Using their embarked jump infantry as ersatz scouts, the Hasek crew crept forward between Capellan observation posts, using terrain to the maximum. Upon their return to the Davion lines, Talisman and her crew were all promoted one step and recommended for the Sunburst in various steps, but the 'Mech commander on-world denied these awards, unwilling to lessen the prestige of his victorious MechWarriors.

**Leftenant Ian Trevalyen-Davion:** Ian Trevalyen-Davion is a Davion by name only—his mother married into a distaff branch of the ruling line—but has already made a name for himself. During the fall of New Syrtis, Ian assumed control of a platoon of Hasek tanks and defended the factory. His was the platoon that disabled three Capellan 'Mechs, and his capture was made a top priority. Upon his exchange, he was promoted from sergeant to leftenant and placed in the armor forces of the First Federated Suns Armored Cavalry, where he is using mass-fire tactics to improve the battlefield efficacy of often-maligned armor units.



# HASEK MECHANIZED COMBAT VEHICLE

Type: **Hasek**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 40

Battle Value: 841

## Weapons and Ammo

PPC

Small Pulse Laser

Infantry Compartment

## Location

Turret

Turret

Body

## Tonnage

7

1

4

**Notes:** Features the following Design Quirks: Easy to Repair.

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

178

Armor

Value

Front

R/L Side

Rear

Turret

48

35/35

30

30

## Mass

4

10

2

2

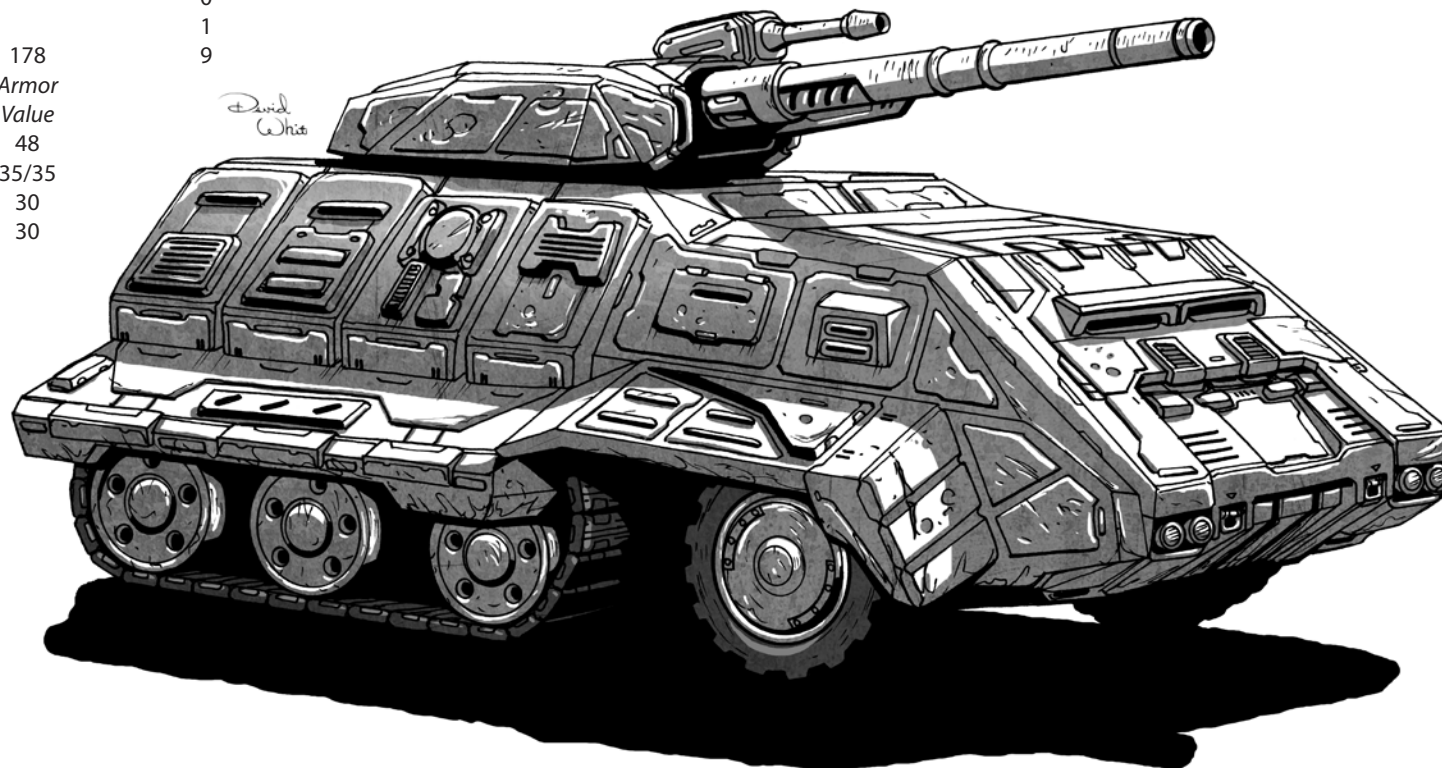
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1

9





# SORTEK ASSAULT CRAFT

**Mass:** 45 tons  
**Movement Type:** Hover  
**Power Plant:** GM 170 Fusion  
**Cruising Speed:** 97 kph  
**Maximum Speed:** 151 kph  
**Armor:** Valiant Lamellor Special Heavy Ferro-Fibrous  
**Armament:**  
2 Mydron Tempest Rotary  
Class 2 Autocannons  
1 MainFire Point Defense Anti-Missile System  
**Manufacturer:** Corean Enterprises  
**Primary Factories:** New Avalon  
**Communications System:** Corean Transband-J9  
**Targeting and Tracking System:** Corean C-Link

Corean Enterprises' Musketeer hovertank was one of the most successful creations the company unveiled in the last century, and they were anxious to do so again with the Sortek Assault Craft. The speedy tank excels at the harasser role, even if it is not the main combatant that the Musketeer is.

## CAPABILITIES

Fast and well-armored, the Sortek's designed purpose is to skim and harass enemy formations. Though there are longer-ranged weapons that might serve better, the Sortek's paired rotary autocannons make it difficult to ignore, and many Davion battalions have used it to great success breaking up the line of battle.

## DEPLOYMENT

Many of the longest-surviving units on Palmyra were built around Sorteks. One, Tico's Company of the Crucis Lancers, was entirely built of Sorteks, and this company used its speed and firepower to draw off a number of Combine probes toward consolidating Davion units.

Time and again Captain Tico and his three platoons would discover an officer building a small *ad hoc* unit out of the survivors of broken regiments and combat teams. Each time, a Combine column would be detected on its way to crush this new pocket of survivors, and Tico and his blowers would hurry out and draw the Combine column off. Four times alone in July 3144 this tactic allowed a provisional company to assemble and counterattack, but in the end the ravenous ammunition needs of the Sorteks proved their undoing. Out of anti-missile system ammunition and short on cannon rounds, Tico and his eight remaining Sorteks charged a lance of the Benjamin Regulars. Though they successfully lamed a Combine *Night Stalker*, the rest of the lance destroyed them, earning Captain Tico a post-humous Diamond Sunburst.

Many armor officers familiar with the Musketeer overestimate the Sortek's offensive capability, as was proven on Frazer in 3144. When the Capellans invaded, Major Sneed of the Frazer militia ordered a platoon of Sorteks to attack a small column of Liao logistical troops escorted by two Regulator tanks. Despite the objections of the Sortek crews, they attacked. Unlike the Musketeer, with its larger Tornado autocannon, the Sortek's lighter rotaries couldn't hope to overcome the Regulators' armor, and the return fire from longer-ranged, harder-hitting Gauss rifles destroyed three of the four Sorteks before they could break off.

## VARIANTS

AFFS quartermasters urged Corean to offer an electronic warfare model of the Sortek, which uses an armored motive system to help keep it mobile while holding tactical strongpoints.

## NOTABLE UNITS

**Corporal Edith Hacker:** Corporal Hacker and her crew were the only Sortek crew to survive from Tico's Company on Palmyra, and it is only thanks to their escape that any record of the company's courage and sacrifice remains. Shot out of their Sortek in one of the earliest skirmishes, Hacker and her crew transferred to a Jifty ammunition carrier to help supply their comrades. Too slow to keep up during the last attack, they watched as their company was slaughtered and then withdrew hidden in the crew of a merchant DropShip that lifted off-world four months later. They are currently on Numenor, awaiting a replacement vehicle to assist in the defense of the realm.

**Captain Archimedes Patel:** Captain Patel commands an all-volunteer Sortek company known as White Forty. White Forty is built from survivors of Capellan March regiments broken in the Capellan assault and is about to be dropped on New Syrtis to help foment resistance groups. Many observers question the use of such an ammo hog as the Sortek on an extended mission, but Patel and his planners expect to be able to scrounge all the ammunition they need while they prepare for what all expect—but none can predict—to be the inevitable Davion counterattack.

**Sergeant Flora Bannock:** Sergeant Bannock is the only survivor of the debacle on Frazer, and is currently in custody on Firgrove pending an investigation. Though she followed orders and led her platoon out to die, on her return she attacked Major Sneed with a folding chair. From his hospital bed, suffering from a broken clavicle, three cracked ribs and a concussion, Sneed pressed charges, but most expect the JAG to brush the case under the rug and return Bannock to a tank soon.



# SORTEK ASSAULT CRAFT

## Type: **Sortek**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 45

Battle Value: 937

## Weapons and Ammo

2 Rotary AC/2

Ammo (RAC) 90

Anti-Missile System

Ammo (AMS) 12

## Location

Front

Body

Front

Body

## Tonnage

16

2

.5

1

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

170

Fusion

9

14

10

0

2.5

4.5

0

0

5

Armor

Value

30

24/24

21

## Mass

4.5

9

0

2.5

4.5

0

0

0

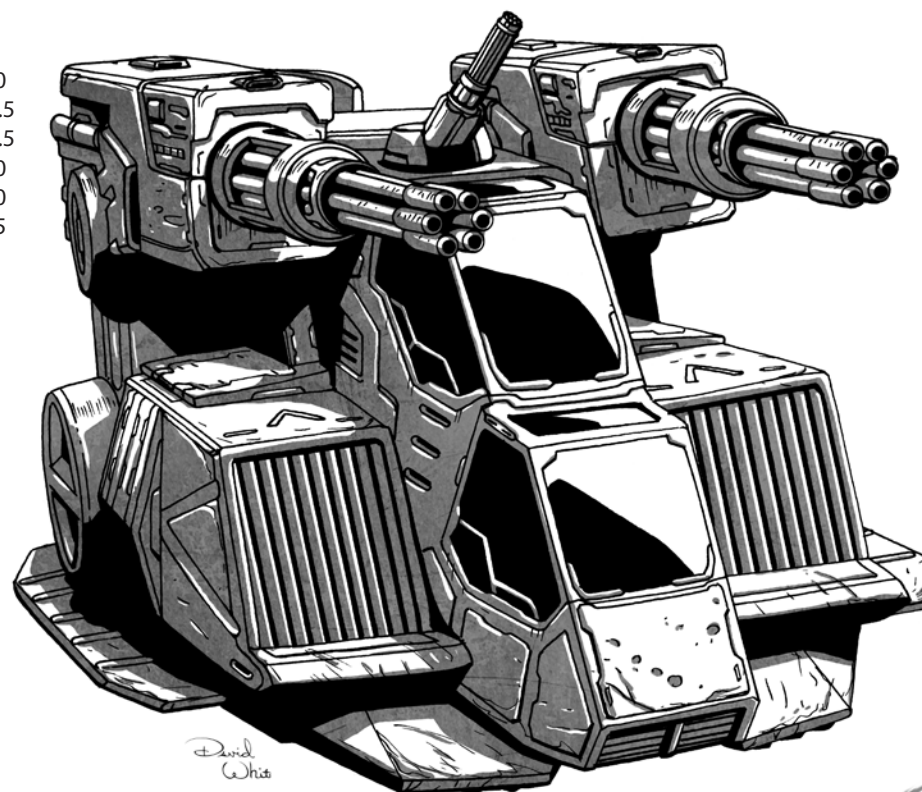
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**Notes:** Features the following Design Quirks: Rumble

Seat.





# ZIBLER FAST STRIKE TANK



**Mass:** 50 tons  
**Movement Type:** Hover  
**Power Plant:** Strand 165 Fusion  
**Cruising Speed:** 86 kph  
**Maximum Speed:** 129 kph  
**Armor:** Durallex Special Heavy Ferro-Fibrous with CASE  
**Armament:**  
18 tons of pod space available  
**Manufacturer:** StarCorps Industries  
**Primary Factories:** Crofton, Loburg, Terra  
**Communications System:** O/P 3200 COMSET 4  
**Targeting and Tracking System:** O/P 2570

Few combat hovertanks exemplify the model of lean, aggressive combined-arms warfare as well as the Zibler Fast Strike Tank. Fast, adaptable and available across the Inner Sphere, it has proven itself one of the best combat vehicles StarCorps Industries has ever brought to market. Its combat honors, spread across every realm, place it in some of the most climactic battles of the thirty-second century.

## CAPABILITIES

The Zibler keeps pace with almost any modern hovertank and offers enough armor and pod space for a varied and powerful weapons load. Its configurations are usually balanced for either close-in or ranged combat, though the D model is strictly a hammer.

## DEPLOYMENT

In the nearly fifty years of its service Ziblers have appeared in almost every confrontation. They are a favorite of both the AFFS and the pre-Blackout RAF, though they are by no means underrepresented in other militaries. StarCorps' goal appears to be making the hovertank as ubiquitous as the venerable Vedette and Manticore tanks.

During the Capellan Crusades the Zibler made an early name for itself in the Republic Standing Guard, where it was prized as a cavalry unit. In 3112, during a raid on Acamar, a shadow lance from House Liao diverted toward a staging area. RAF Lieutenant Stephen Belleau and his two platoons of Ziblers were sent out from Firebase Howie, more than 100 kilometers away, to intercept the lance. Knowing he'd have to wear the Capellans down, he ordered his eight Ziblers into three groups, each configured for a different range of fighting.

The first engagement between the two forces was led by Belleau's Force Able—two Zibler As, firing armor-piercing round at range. Belleau's early hope—that the Capellans would break off when they were discovered—was dashed, and his gunners had trouble landing shots against the Capellans' stealth armor.

Force Baker, three Zibler Ds, joined the running battle. They sped in and out of range, trusting their speed to protect them while they

slashed at the Capellans with their heavy PPCs at ranges where the stealth armor was ineffective. As the Capellan 'Mechs reeled from the heavy blows, Force Charlie attacked—Belleau himself with three Ziblers in their primary configuration. Already hit hard by the PPCs, and with their stealth armor overcome by the Ziblers' targeting computers, the Capellans tried to fight but couldn't hit the dashing hovertanks. The Liao lance withdrew after the lance commander's *Cataphract* was disabled.

## NOTABLE UNITS

**Major Stephen Belleau:** Decorated and promoted for his victory over the Capellan lance on Acamar, Belleau was soon transferred to the Hastati Sentinels, where he rose to command a cavalry battalion of fast hovertanks, BattleMechs and battle armor. He soon became an outspoken critic of Devlin Stone's leadership, claiming disarmament had led to the battles his forces fought during the Crusades. When the Blackout hit, Major Belleau was killed leading a scratch defense force for one of the rare HPGs destroyed by ground attack.



# ZIBLER FAST STRIKE TANK

## Type: Zibler

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 50

Battle Value: 1,205

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro):

	Mass
Internal Structure:	5
Engine:	10
Type:	Fusion
Cruise MP:	8
Flank MP:	12
Heat Sinks:	10
Control Equipment:	2.5
Lift Equipment:	5
Power Amplifier:	0
Turret:	2
Armor Factor (Heavy Ferro):	7
Armor	
Value	
Front	30
R/L Side	30/30
Rear	20
Turret	28

## Fixed Equipment

CASE

Location	Tonnage
Body	.5

## Weapons and Ammo

### Primary Configuration

4 Medium Lasers

3 Streak SRM 4

Ammo (Streak) 25

2 Heat Sinks

Targeting Computer

C³ Slave Unit

Location	Tonnage
Turret	4
Turret	9
Body	1
Body	2
Body	1
Body	1

### Configuration A

4 Light AC/2

Ammo (Light AC) 90

Battle Value: 664

### Configuration B

LB 10-X AC

Ammo (LB-X) 20

2 ER Medium Lasers

4 Light Machine Guns

Machine Gun Array

Ammo (Light MG) 100

Battle Value: 1,072

Location	Tonnage
Turret	16
Body	2
Turret	11
Body	2
Turret	2
Turret	2
Turret	.5
Body	.5

## Weapons and Ammo

### Configuration C

Snub-Nose PPC

2 MML 7

Ammo (MML) 34/28

C³ Slave Unit

Battle Value: 1,017

## Location

## Tonnage

Turret	6
Turret	9
Body	2
Body	1

### Configuration D

Heavy PPC

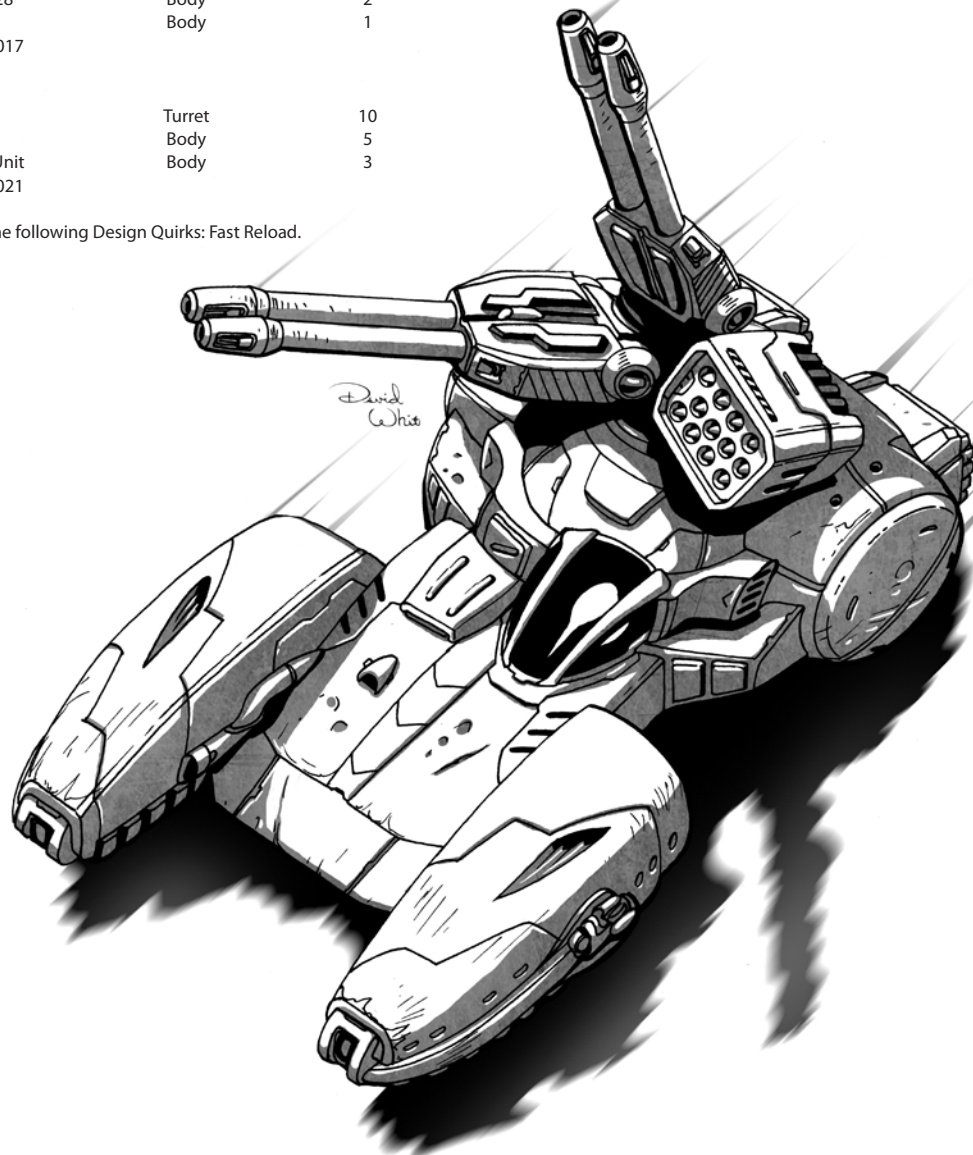
5 Heat Sinks

Boosted C³ Slave Unit

Battle Value: 1,021

Turret	10
Body	5
Body	3

**Notes:** Features the following Design Quirks: Fast Reload.





# HANSE MBT

**Mass:** 75 tons  
**Movement Type:** Tracked  
**Power Plant:** GM 300 XL Fusion  
**Cruising Speed:** 43 kph  
**Maximum Speed:** 64 kph, 86 kph with Supercharger  
**Armor:** Kallon Unity Weave Ferro-Fibrous with CASE  
**Armament:**  
1 Mydron Snakekiller Light Class 5 Autocannon  
2 Jalastar Engineering Plasma Rifles  
4 GM Light Machine Guns  
**Manufacturer:** General Motors  
**Primary Factories:** Kathil  
**Communications System:** Wunderland XXXV-2 Series  
**Targeting and Tracking System:** Dalban HiRez

Intended to correct deficiencies in AFFS armor platoons exposed during the Victoria War, the Hanse was hoped to become as powerful and popular a combatant in the Capellan March as the Manticore or the Brutus. Instead, what it became was an embarrassment to the AFFS and an export vehicle that inspired buyer's remorse in almost every user.

## CAPABILITIES

With the victory at Victoria fresh in their minds, the Hanse's designers must have imagined an aggressive, offensive tank as their outcome, but what they delivered was a tank with the speed to get close to an enemy but no turret to exploit that closeness. Time and time again Hanse tank commanders have overestimated their tank's firepower and closed with an enemy, only to be swarmed by nearby battle armor or crushed by flanking units.

## DEPLOYMENT

Despite its reputation, the Hanse can be used effectively in combat, as was proven on Cumberland during the Confederation's drive toward New Sytris. There, a militia battalion led by Lieutenant Colonel Rebecca Lindemann used its Hanses to slow the advance of a Liao 'Mech battalion for nearly a week.

Thanks to GM's successes with Capellan March procurement, more than half of Lindemann's battalion was built of Hanse MBTs. When the Capellans began their advance, the major let her sparse VTOL forces slow the 'Mechs and sent her Hanses in to salvo their plasma rifles, hoping to knock the invaders off-balance. The initial ambush, along the M87 highway toward the capital, succeeded—three of the Liao 'Mechs were shut down and the Liao column halted while the Hanses spun in place and fled.

The next engagement went much the same, though this time Lindemann led with her Hanses firing precision autocannon ammunition from their light autocannons. Again the Liaos halted, expecting another wave of VTOL assaults that never appeared. When Lindemann repeated the tactic three days later, the Liaos expected that the VTOLs wouldn't be coming, so Lindemann sprung them on them, claiming another two Liao 'Mechs.

By this time the Liaos had reached an industrial district on the outskirts of the capital, and despite her objections Major Lindemann was ordered to attack again. After repeated engagements the Liaos were expecting the attack, and cut her Hanses to pieces in the tight confines of the buildings. Unable to escape, or to cover their withdrawal with fire as they retreated, the tanks succumbed to repeated flanking attacks and swarming battle armor.

Hanses have also been found in mercenary ranks, where they find more success. Professional mercenaries learn quickly to identify the strengths and weaknesses of their equipment, and few learn more quickly than Captain Ng Trinh's Hanoi Half-Dozen. All six Hanses in this defensive unit are scarred with damage, but Trinh has learned to use them as a last-ditch ambusher to break combat. When the rest of the Half-Dozen are pressed, these six Hanses use their superchargers to sprint forward, fire two barrages of plasma fire at the local enemy commander, and withdraw. Though attrition is high, the rest of the Half-Dozen revere the Hanses, as few enemies ponder pursuit with their commander either shut down or on fire.

## NOTABLE UNITS

**Sergeant Elias Calhoun:** A Hanse commander in Lieutenant Colonel Lindemann's battalion, Calhoun earned his reputation during the final battle on Cumberland. Surrounded by Capellan battle armor, he turned his plasma rifles on nearby buildings, setting them aflame. While the battle armor troopers dealt with this new obstacle, Calhoun and his platoon blew holes in the nearby factories with their autocannon and escaped through the buildings. His platoon was the only platoon to escape without losses, but any decorations he might have been awarded were erased when he returned to the militia command post and destroyed the regimental commander's office. Luckily for him, the CO wasn't present and no one was killed.



# HANSE MBT

Type: **Hanse**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 75

Battle Value: 1,537

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Sponson Turrets:

Armor Factor (Ferro):

Front

R/L Side

Rear

300  
XL Fusion

4

6 (8)

20

197

*Armor*

*Value*

61

48/48

40

## Mass

7.5

14.5

10

4

0

0

0

.5

11

## Weapons and Ammo

Light AC/5

Ammo (Light AC) 40

2 Plasma Rifles

Ammo (Plasma) 40

2 Light Machine Guns

2 Light Machine Guns

Ammo (Light MG) 100

CASE

Supercharger

## Location

Front

Body

Front

Body

Right Sponson

Left Sponson

Body

Body

Body

## Tonnage

5

2

12

4

1

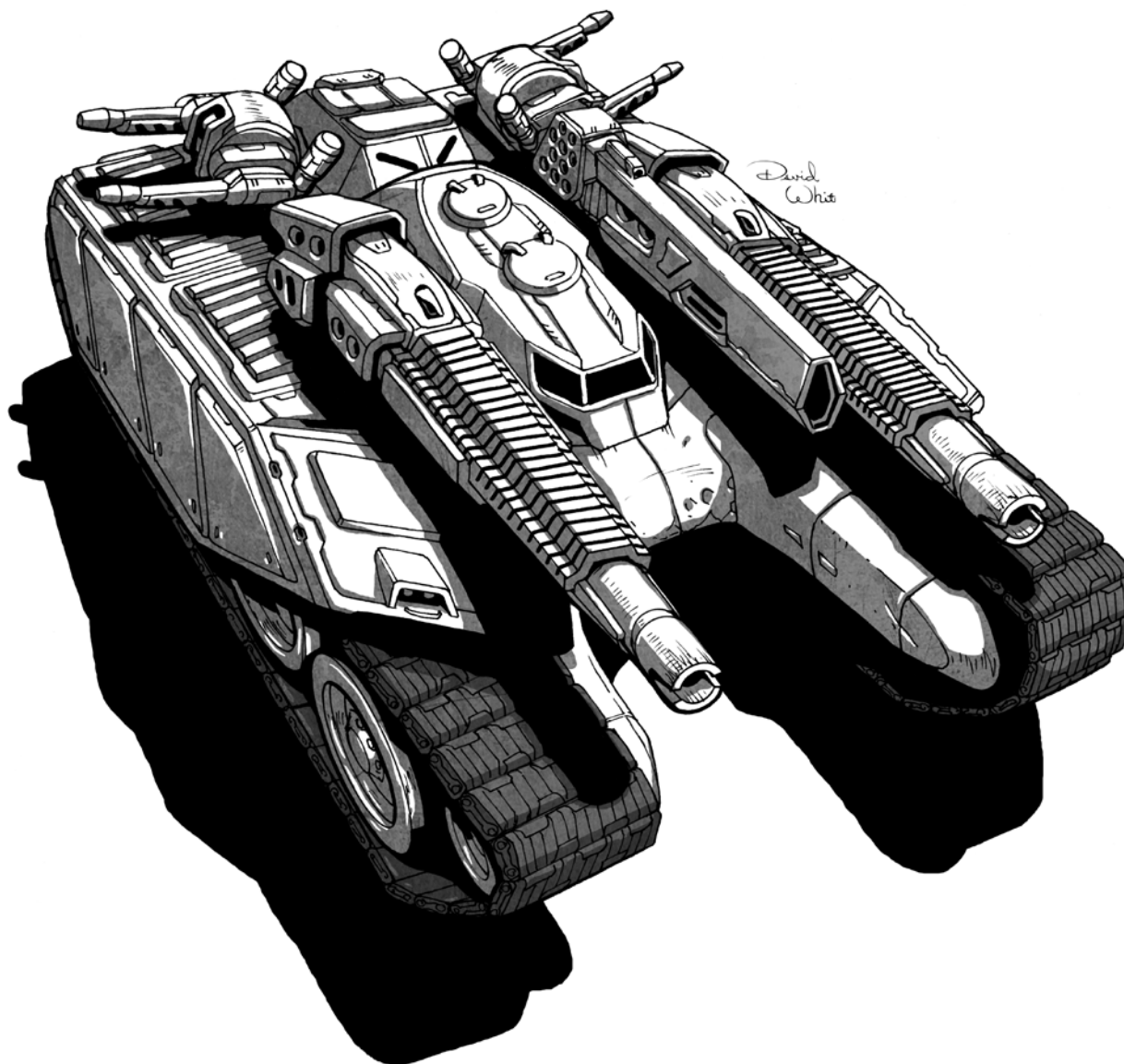
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.5

.5

1.5

**Notes:** Features the following Design Quirks: Bad Reputation.





# SNIPER ARTILLERY

**Mass:** 80 tons  
**Movement Type:** Tracked  
**Power Plant:** GM 240 Fusion  
**Cruising Speed:** 32 kph  
**Maximum Speed:** 54 kph  
**Armor:** Durallex Standard with CASE  
**Armament:**

- 1 Armstrong Industries Sniper Artillery Piece
- 2 Diverse Optics Extended Range Small Lasers
- 2 Sperry Browning Machine Guns

**Manufacturer:** Quikscell Company  
**Primary Factories:** Ares, Kalidasa, Layover, Richvale

**Communications System:** Kallon Secure Net  
**Targeting and Tracking System:** FireScan with IndirecTrack

The Sniper Artillery tank brings mobility and durability to the Sniper-class medium artillery weapon. First built for the AFFS' second-line battalions, Quikscell's early successes led it to spread the vehicle across the Inner Sphere and nearby Periphery. It is found most often in platoon or company-sized groups, but savvy officers use its adaptability to build powerful *ad hoc* units around it.

## CAPABILITIES

Not intended as a frontline combatant, the Sniper nonetheless offers durable stability for its artillery and comfortable command and communications suites that allow it to double as an ersatz mobile headquarters. Close-in security is provided by lasers and machine guns, though few Snipers go into the field without escorts. In a rare instance of getting something right, Quikscell built a limited amphibious capability into the Sniper.

## DEPLOYMENT

Artillery is a central part of AFFS—and RAF—doctrine, which has given a number of Sniper crews a chance to stand out as the Capellan Confederation and Draconis Combine invade. Few engagements equal the one given by the crew of the Sniper known as Harbinger.

Part of the AFFS contingent trapped on Palmyra, Harbinger and its crew, along with a small force of hover tanks and jump infantry, had been detached as an aggressor force for training exercises when the Combine assault launched. Cut off, they took to the countryside around Sawle, finally locating a disused railroad tunnel to hide Harbinger in. For the next two weeks, while the hover tanks buzzed around creating a distraction, the jump infantry acted as spotters and called in pinpoint artillery strikes on static DCMS positions. Though they did little actual damage, the number of DCMS troops involved in hunting them down far outweighed their own involvement. Eventually Harbinger ran out of ammunition and was destroyed by its crew, who went to ground with the jump infantrymen.

In the Free Worlds League, Snipers are popular purchases among the small defense forces of the unaligned worlds that still resist integration with the reborn League. On Yanchep, the locals purchased a full company of Snipers, with each of the three platoons broken up to serve as the command elements of a combined-arms company. Their company commanders ride the Snipers, using the communications equipment as headquarters, while the largely cavalry-oriented companies maneuver. This planning was put to good use when the pirate band known as the Hand of Charlie struck in 3143. Though the Charlies counted six BattleMechs in their force when they landed, Distaff Company of the

Yanchep Defense Force managed to locate the pirates' landing zone. While the other two companies dealt with the pirates, the Distaffs bombarded the LZ, disabling the Charlies' DropShip. Their escape ruined, the pirates capitulated a short while later.

## NOTABLE UNITS

**Sao-wei Barrett Barnett:** An officer in the nascent Home Guard battalion assembling on the former-Capellan March world Kaitangata, Barnett is an outspoken advocate of the Snipers his unit is operating. Captured from the Kaitangata militia during the world's fall, all six of the Snipers are under Barnett's command. During exercises, he has been using the tanks' communications equipment to keep better track of the rest of the Home Guard than the battalion CO is doing from his BattleMech. While such initiative might be rewarded in the RAF or AFFS, Barnett's lack of tact in voicing his opinions is likely to get him reprimanded, not promoted.

**Major Felix Vaughn:** Commander of the mercenary Vanir Legion in the Lyran Commonwealth, Vaughn commands his companies from the hold of a Sniper. Formerly an officer in the RAF, Vaughn felt betrayed by Fortress Republic and set out on his own, building his Legion while fighting the Jade Falcons on the worlds near Arc-Royal. Comprised of two companies of Snipers and a single reinforced company of Zibler hover tanks, Vaughn excels at luring unsuspecting Falcon Stars into time-on-target artillery barrages.



# SNIPER ARTILLERY

Type: **Sniper**

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Tonnage: 80

Battle Value: 895

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

240

Fusion

3

5

10

4

0

0

.5

192

Armor

Value

48

40/40

24

40

## Mass

8

17.5

0

4

0

0

.5

12

## Weapons and Ammo

2 Machine Guns

Ammo (MG) 200

Sniper Artillery

Ammo (Sniper) 70

2 ER Small Lasers

Communications Equipment

CASE

Trailer Hitch

Limited Amphibious Equipment—

## Location

Turret

Body

Front

Body

Front

Body

Body

Rear

## Tonnage

1

1

20

7

1

4

.5

0

3.5

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





# PALADIN DEFENSE SYSTEM



**Mass:** 130 tons  
**Movement Type:** Tracked  
**Power Plant:** Nissan 260 XL Fusion  
**Cruising Speed:** 22 kph  
**Maximum Speed:** 32 kph  
**Armor:** Durallex Special Heavy Ferro-Fibrous with CASE  
**Armament:**  
2 Kallon Weapon Industries Vicar Long Tom Artillery Pieces  
2 Diverse Optics Extended Range Medium Lasers  
2 Mydron Miniguns  
**Manufacturer:** Kallon Weapon Industries  
**Primary Factories:** Kirklin, Victoria  
**Communications System:** JoLex Systems  
**Targeting and Tracking System:** Omicron XII

Kallon's Paladin Defense System was built from plans captured by the Federated Suns when they conquered Victoria just after the turn of the century. Originally a Capellan idea, it was denied to the Confederation until they reclaimed Victoria. Well aware of the cost they had paid fighting against the Paladin, the Strategios immediately started surging the heavy tank to its own forces.

## CAPABILITIES

With built-in communications systems and a pair of Vicar Long Tom artillery pieces, Paladins are rarely out of communication with their spotters. Heavily armored and slow, they are not meant to be tactical vehicles, but the strains of combat have sometimes led to fire-fights. Paladins suffer from a relatively small magazine space, but most batteries mitigate that by hauling ammunition trailers.

## DEPLOYMENT

The majority of the AFFS' Paladins fight with the Suns' planetary militias and dedicated artillery battalions; the tank is just too slow and cumbersome to deploy with the relatively fleet-footed frontline light combat teams. Frontline commanders never fail to utilize the Paladin whenever it is available, of course, but this has led to mishaps.

During the Draconis Reach campaign, the pro-Davion denizens of Harrow's Sun were reinforced by a company of Paladins, but the local commander had no understanding of how best to use them. Blinded by the thought of twenty-four Long Tom tubes at her command, she attached the company to an armor battalion and ordered it out, only to have the Paladins overrun and captured by the fast-moving Dragoon striker companies. Twelve Paladins, captured without having fired a shot, became a powerful bulwark around which the Dragon built a new planetary militia.

During the Capellan invasion of the Federated Suns Paladins saw heavy action on the worlds around Tikonov. On Alrescha, for instance, a pro-Davion militia held a firebase for three weeks against a determined push by a combined-arms battalion of Liao Chargers. Strong defenses at the walls kept the Capellans away, while day-and-night bombardments from the Paladins' Long Toms kept them from halting and establishing good bivouacs. By the time the battalion withdrew, the Paladins had each emptied twelve ammunition trailers apiece, and the ground in the firebase was covered with the ash-like residue of cannon propellant.

Paladins have also been put to good use by the Republic Remnant on Galatea. Fighting against the Jade Falcons, Redleg Company discarded both ammunition trailers and doctrine

and fought a mobile, if slow, campaign, using screening units and handy support from RAF BattleMechs to fire and move. Though few of the Jade Falcons succumbed to artillery fire, the psychological effects of having shells raining out of the sky from all directions couldn't be discounted. Four of the Paladins were isolated and destroyed, but their crews were recognized by Damien Redburn himself as having provided sterling and necessary service.

## NOTABLE UNITS

**Janus:** Janus is the name of a Paladin now serving with the Capellan occupiers of New Syrtis. Captured from a militia company during the regiment's charge toward the Capellan March throneworld, it was pressed into service. Its crew named it Janus, after the ancient Roman two-faced god, in recognition of its markings: on one side of the turret it displays the sword-and-gauntlet of the Confederation, but on the other it still shows the sunburst of the Federated Suns. Its crew has promised to keep the Suns insignia there until Janus has forty confirmed Davion kills.

**Master Sergeant Baxter Chang-sha:** Chang-sha is the gunner of the lead Paladin in the mercenary Whiteout Brigade, a small unit in the employ of the Federated Suns. He is famous in the unit for never having missed his target by more than ten meters with his first shot. Where other units require a spotting round, Chang-sha's spotting rounds are always correct. His commanders have begun having the other three Paladins in the Whiteout Brigade mimic his firing solutions, but so far his talent has been unrepeatable.



# PALADIN DEFENSE SYSTEM

Type: **Paladin Defense System**  
 Technology Base: Inner Sphere (Advanced)  
 Movement Type: Tracked  
 Mass: 130 tons  
 Battle Value: 1,624

## Equipment

		Mass
Internal Structure:		26
Engine:	260	10.5
Type:	XL Fusion	
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		6.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		6
Armor Factor (Heavy Ferro):	228	11.5
	<i>Armor Value</i>	
Front	56	
Front R/L Side	27/27	
Rear R/L Side	27/27	
Rear	26	
Turret	38	

Weapons and Ammo	Location	Mass
2 Long Tom Artillery	Turret	60
Ammo (Long Tom) 30	Body	6
2 ER Medium Lasers	Front	2
Communications Equipment	Body	1
CASE	Body	.5
Trailer Hitch	Rear	0





# DESTRIER SIEGE VEHICLE



**Mass:** 200 tons  
**Movement Type:** Tracked  
**Power Plant:** GM SuperLoad 400 XL Fusion  
**Cruising Speed:** 22 kph  
**Maximum Speed:** 32 kph  
**Armor:** Johnston Bastion Plate 530 Hardened with CASE  
**Armament:**  
2 Mydron Model L Long Tom Artillery Cannons  
2 Bright Blossom Extended Range Medium Lasers  
6 GM Light Machine Guns  
4 MainFire Point Defense Anti-Missile Systems  
**Manufacturer:** General Motors  
**Primary Factories:** Salem  
**Communications System:** Achernar Electronics HICS-17 with C<sup>3</sup> Slave and Guardian ECM Suite  
**Targeting and Tracking System:** Federated Bombard Mk. II

Despite the formation of its light combat teams and its public declarations of defensive doctrine, the adoption of the Destrier Siege Vehicle at the turn of the thirty-second century proved that the AFFS hadn't completely rejected offensive warfare. That it would shortly be embroiled in the Victoria War—where it was the aggressor—demonstrated to the Inner Sphere that the Federated Suns had not forgotten all of Hanse Davion's lessons.

## CAPABILITIES

Twice the mass of a conventional assault tank, wrapped in almost forty tons of hardened armor and armed with a pair of turreted Long Tom assault cannons, the Destrier excels at reducing enemy fortifications to dust within minutes of its arrival. Heavy defensive weaponry and thick armor just barely compensate for its slow speed, however.

## DEPLOYMENT

Given the relative scarcity of AFFS invasions, the most notable engagement to feature the Destrier came on Spica in 3104. The Eighth Avalon Hussars light combat team, the world's garrison, was attacked by the Third McCarron's Armored Cavalry. Unable to stand against the Third directly, the Eighth planned an ambush with the company of Destriers assigned to it. Using her 'Mechs as bait and her hover tanks as harassers, General Stasi Ivanova led the Capellan vanguard into a valley and destroyed it with concentrated Long Tom fire. As missile artillery began to fall from the Destriers' attached Ballista trailers, the Hussars' 'Mechs counterattacked and drove the Capellans into retreat.

Several times during the Kuritan invasion Destriers and their crews have been sacrificed—voluntarily or not—as forlorn hopes to let battered Davion units escape. Too slow to retreat and too large to be easily evacuated, the Destriers make fine last-line holders. On

Barlow's End, for instance, a platoon of Destriers set itself outside the gates of the Princess Melissa spaceport. As the DCMS advanced, the Second New Ivaarsen Chasseurs withdrew to their DropShips. A small group of lottery-chosen VTOLs and hover tanks remained to designate targets for the Ballistas' Arrow IV missiles, while the Destriers hid themselves among the spaceport buildings. As the lead 'Mechs of Ryuken-*roku* advanced, the Destriers fired from cover, causing enough confusion that the DropShips could escape. None of the Destrier crews survived to be captured.

## NOTABLE UNITS

**Sergeant Major Alison Vanbrugh:** Sergeant Major Vanbrugh commanded the forlorn hope Destriers on Barlow's End. A forty-year veteran of the Chasseurs, she had expected to retire from the service as a Destrier commander, but the Combine invasion changed her plans. Faced with watching the men and women she'd served with—in many cases, trained—swarmed as they loaded the waiting DropShips, she led her platoon into the spaceport and ordered them to "fire until I come around and personally lift your fingers off the triggers." Killed when a Combine *Hitotsume-Kozo* attacked her Destrier with its hatchet, Vanbrugh was on the top of a list of posthumous commendations submitted to the AFFS High Command as soon as the Second reached Sun Prairie.



# DESTRIER SIEGE VEHICLE

## Type: Destrier Siege Vehicle

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Mass: 200 tons

Battle Value: 2,859

## Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Sponson Turrets:

Armor Factor (Hardened):

Mass

400

XL Fusion

2

3

10

10

0

0

0

4.5

.5

37

Armor

Value

Front 60

Front R/L Side 45/45

Rear R/L Side 35/35

Rear 35

Turret 41

## Weapons and Ammo

2 Long Tom Cannons

Ammo (Long Tom) 40

2 ER Medium Lasers

Anti-Missile System

Ammo (AMS) 48

Anti-Missile System

2 Light Machine Guns

Anti-Missile System

2 Light Machine Guns

## Location

Turret

Body

Turret

Turret

Body

Right Sponson

Right Sponson

Left Sponson

Left Sponson

## Mass

40

8

2

.5

4

.5

1

.5

1

## Weapons and Ammo

Ammo (Light MG) 200

Infantry Compartment

Guardian ECM Suite

C<sup>3</sup> Slave Unit

Communications Equipment

CASE

Anti-Missile System

2 Light Machine Guns

Trailer Hitch

## Location

Body

Body

Body

Body

Body

Body

Rear

Rear

Rear

## Mass

1

4

1.5

1

1

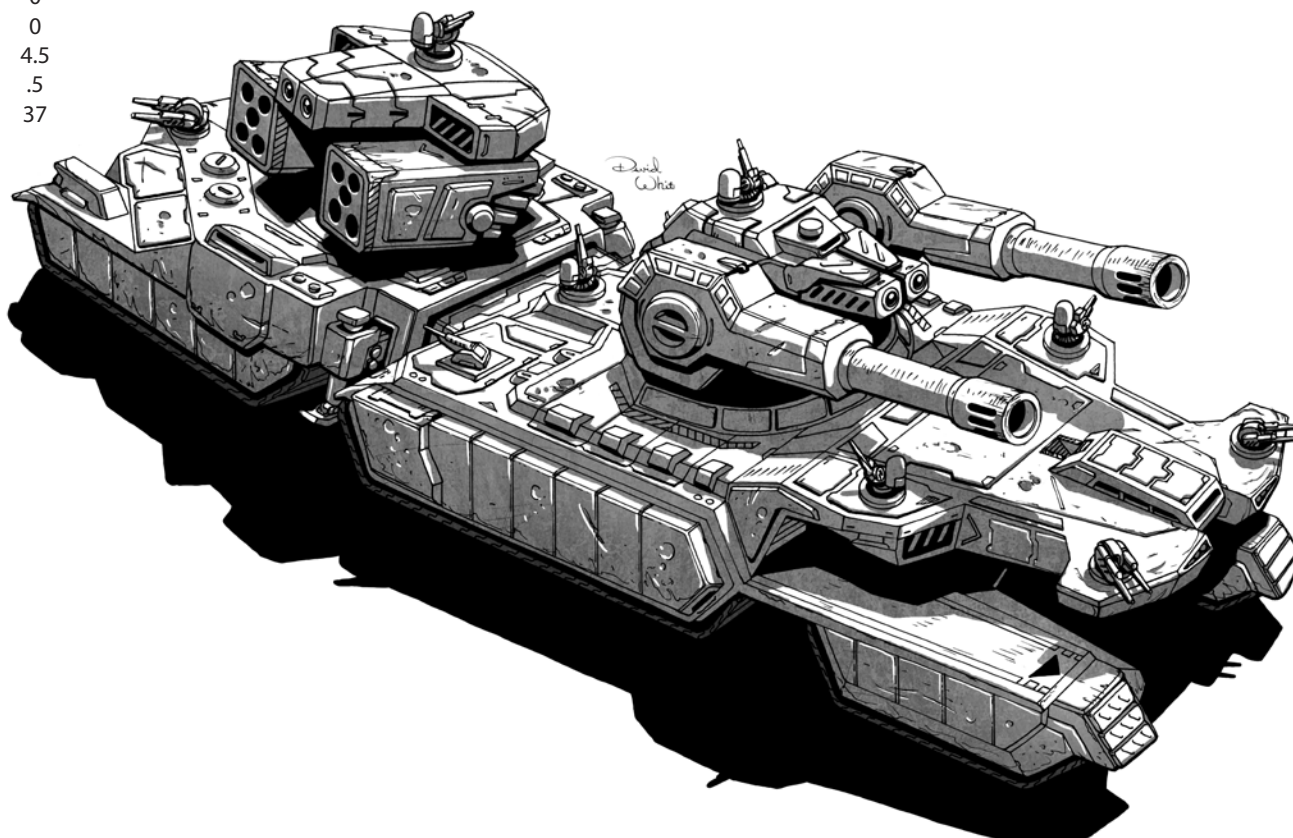
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1


0

**Notes:** Features the following Design Quirks: Improved Targeting-Long, Oversized, Poor Performance, Non-Standard Parts.





# PY-SR10 PREY SEEKER



**Mass:** 15 tons  
**Chassis:** A1 Type 22 Ultralight Endo Steel  
**Power Plant:** Magna 180 XXL  
**Cruising Speed:** 129 kph  
**Maximum Speed:** 194 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard CIV  
**Armament:**  
2 ChisComp 73 Medium  
Re-Engineered Lasers  
**Manufacturer:** Achernar BattleMechs  
**Primary Factory:** Cahokia  
**Communications System:** PCE-4X "Blaster"  
**Targeting & Tracking System:** Federated  
Hunter Mk.VII

Achernar BattleMechs' *Prey Seeker* grew out of a number of influences. Its off-putting arm construction harkens back to the Clan *Dasher*'s distinctive profile, as does its phenomenal speed, but its role—old-fashioned BattleMech scouting—speaks to a quiet dissatisfaction amongst the AFFS' MechWarriors who feel increasingly marginalized by the rise of combined-arms warfare.

## CAPABILITIES

The *Prey Seeker* is a speedy ultralight BattleMech built to be a scout and a raider. It's faster than a *Dasher* or even a *Fireball*, and while its two re-engineered lasers aren't especially powerful, they do offer advantages against reflective-armored opponents. Critics, however, are quick to point out the astronomical cost of its extralight components—a criticism that is gaining more traction as more and more worlds are gobbled up by the Dragon and the Confederation.

## DEPLOYMENT

*Prey Seekers* were rushed into combat deployments soon after Fortress Republic. Without adequate time for testing and doctrine establishments, many MechWarriors had to find and define what successful—and failing—tactics would be.

One of the first deployments was to the Tikonov garrison. An evaluation company of twelve *Prey Seekers* was assigned to Tukwila district, just before a Capellan raid. The garrison commander, unsure of what the *Prey Seekers* could do, broke them into three recon lances and used them to supplement his VTOL and hovertank scouts. Fortunately for the *Prey Seeker* MechWarriors, the main force of the raiding party went in the other direction; had they been decisively engaged, it's likely the troops' inexperience would have led them to fighting the ultralight 'Mechs like regular light 'Mechs—an engagement they would have almost certainly lost.

During Duke Sandoval's doomed Operation PELAYO in 3141, a number of *Prey Seekers* were smuggled onto the targeted worlds he intended to strike. These 'Mechs, operating solo or in pairs, made surprisingly excellent scouts. With the speed to evade everything except the fastest hover or VTOL pursuers, and lacking any easily-detected electronics like active probes or ECM suites, the *Prey Seekers* avoided detection. When the PELAYO forces landed, the *Prey Seekers* rendezvoused and provided timely intelligence updates.

One role the *Prey Seekers* have proven to excel at is the long raid. Despite their uncomfortable cockpits, many AFFS commanders have sent small bands of *Prey Seekers* on long paths around enemy concentrations, as was done on

Fairfax. Faced with an overwhelming DCMS force, the militia commander sent Subaltern Jeremy Dodds and his lance 200 kilometers around the Kuritans. Arriving in their soft rear areas, the trio of *Prey Seekers* tore into the Kuritans' supply lines, destroying bridges and civilian vehicles and terrorizing infantry security patrols. The DCMS commander had to pull a full company of 'Mechs off of the assault to track them down, which delayed the conquest of the world by at least three weeks.

## NOTABLE UNITS

**Leftenant Jeremy Dodds:** Though shot out of his *Prey Seeker* on Fairfax, Dodds escaped the world and was promoted. Now assigned to the Davion Light Guards, Dodds is in charge of the first lance of *Prey Seekers* assigned to the regiment. He is finding the experience surreal, as he—the freshest, greenest leftenant in the regiment—is routinely being asked to comment on high-speed 'Mech tactics by the recognized masters of that role in the AFFS.

**Sergeant Jeanne D'Albert:** Sergeant D'Albert is on the edge of reprimand because of her *Prey Seekers*. The designated scout pilot for the 'Mech company of the Tarkio planetary militia, she is currently piloting her third *Prey Seeker*. A former *Fireball* pilot in the Twentieth Avalon Hussars, her commanders believed she'd be an excellent choice to pilot the militia's *Prey Seeker*. D'Albert's problems arise because she refuses to fight her ultralight 'Mech like an ultralight; instead, she fights it like a *Fireball* with its marginally heavier armor. Facing regular Kuritan recon raids, she is continually forced to eject when her 'Mech is disabled.



# PY-SR10 PREY SEEKER

Type: **Prey Seeker**

Technology Base: Inner Sphere (Advanced)

Tonnage: 15

Battle Value: 549

## Equipment

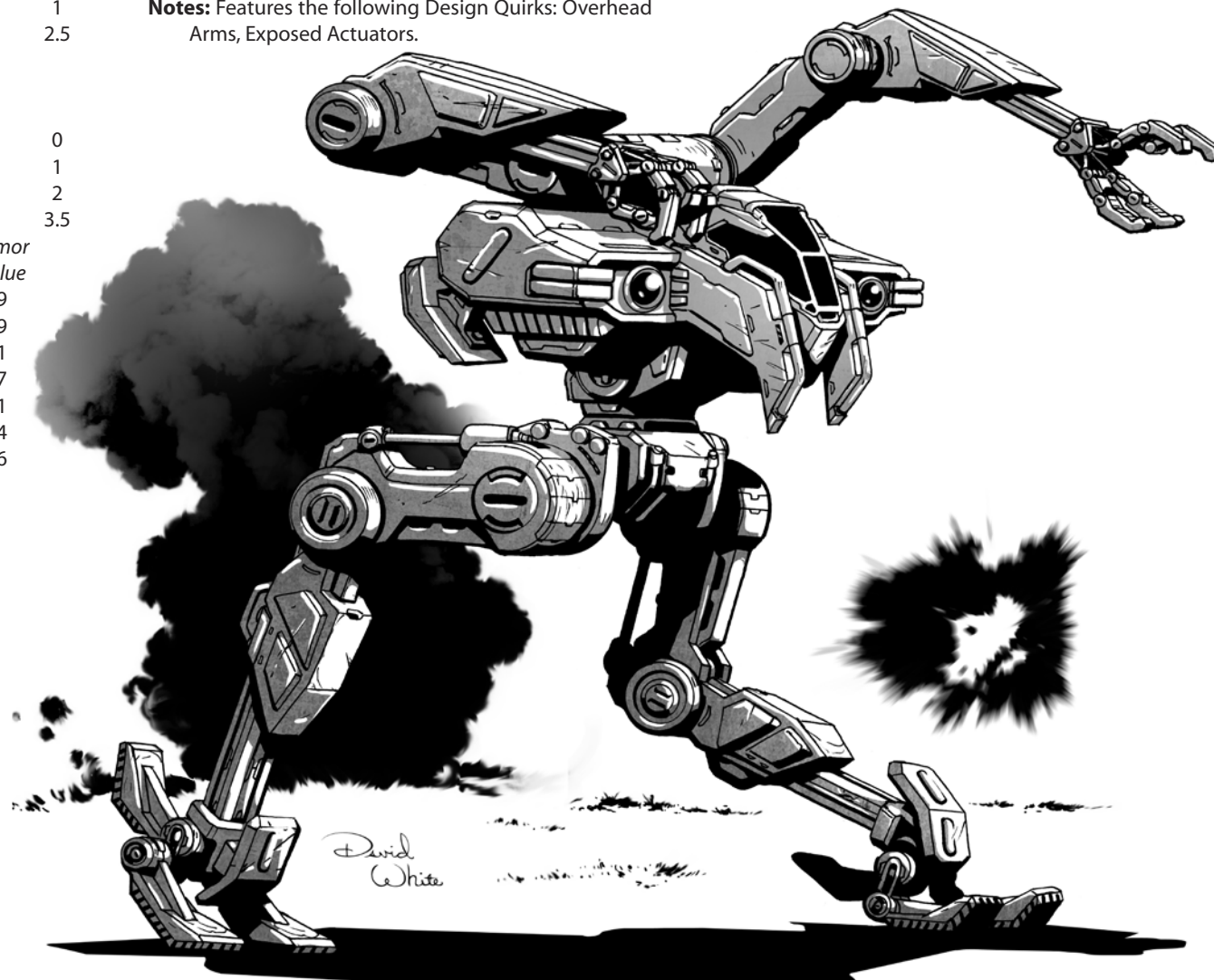
Internal Structure:	Endo Steel	1
Engine:	180 XXL	2.5
Walking MP:	12	
Running MP:	18	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1
Cockpit (Small):		2
Armor Factor:	55	3.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	5	9
Center Torso (rear)		1
R/L Torso	4	7
R/L Torso (rear)		1
R/L Arm	2	4
R/L Leg	3	6

## Weapons and Ammo Location Critical Tonnage

Medium Re-engineered Laser	RT	2	2.5
Medium Re-engineered Laser	LT	2	2.5

**Notes:** Features the following Design Quirks: Overhead Arms, Exposed Actuators.





# CH11-NG GUNSMITH

**Mass:** 25 tons  
**Chassis:** Jalastar Mk.V-CH7 Endo Steel  
**Power Plant:** PlasmaStar 250 XXL  
**Cruising Speed:** 108 kph  
**Maximum Speed:** 162 kph, 216 kph with MASC  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard Reflec  
**Armament:**  
4 Martell-X Medium X-Pulse Lasers  
**Manufacturer:** Jalastar Aerospace  
**Primary Factory:** Panpour  
**Communications System:** Telestar Model R4-11Y  
**Targeting & Tracking System:** Jalastar TargiTrack 753

The *Gunsmith* began deployment with the AFFS just prior to the Blackout, and in the war-ridden wake of that event no procurement officer was willing to even look again at the contract. To the 'Mech's credit, however, it has performed sterling service, though there are quiet rumblings about its high cost.

## CAPABILITIES

The *Gunsmith* is an excellent raider and pursuit 'Mech. Fast, well-armored for its weight and heavily armed, its only real weakness is a slight heat burden that can sometimes force unskilled MechWarriors to overuse the *Gunsmith's* MASC system.

## DEPLOYMENT

*Gunsmiths* have earned a fearsome reputation during the invasions. Assigned to already-aggressive MechWarriors, the sense of outrage most Davion pilots are feeling only heightens

their combat ferocity, as illustrated by the Davion Light Guards on Brookeland.

After losing most of a strike lance to an ambush by Shillelagh tanks, the Light Guards' decided to strike back. Already on their back foot on Brookeland, the Guards sent Lieutenant Vasily Arbotov's lance of *Gunsmiths* on an extended raiding mission. Arbotov, who'd been orphaned by an earlier Combine strike on Dobson, needed little inspiration to take his lance out against long odds.

For the next two weeks Arbotov's lance struck behind the Eleventh Ghost's lines, hitting isolated outposts and supply convoys. When there was time his lance called in air strikes from the Light Guards' aerospace contingent. Within ten days almost a full battalion of Ghosts were dedicated to hunting his lance down, but the *Gunsmiths* were adept at luring away the Ghosts' fastest pursuit units and ambushing them. By the time the three remaining *Gunsmiths* returned to the Light Guards' lines, they had destroyed seven Ghost BattleMechs, six tanks, nineteen battle-suits and uncounted tons of munitions, supplies and logistical transport.

In the early days of the combat on Robinson, *Gunsmiths* were instrumental in saving the life of Davion Captain Dairmad Chaines when his company was overrun by a company of the Seventh Sword of Light. The Twentieth Avalon Hussars company was shattered by close-combat with Swordsman *Rokurokubi*, but the reaction lance—four *Gunsmiths*—was able to get there in time to keep the Combine from capturing the young officer. The *Gunsmiths* concentrated their fire on each *Rokurokubi* in turn, destroying one and driving the rest off as the slower Hussars responded to the weakened line.

## NOTABLE UNITS

**Sergeant Violet Simmons:** Sergeant Simmons is one of the special operations company known as the Foxhunt. Foxhunt MechWarriors are specially-trained in long-range 'Mech tactics, and deployed on enemy worlds to strike targets too small for a full raid but too large for infiltrators. After the fall of Taygeta, Simmons was inserted on that world to destroy a Maskirovka interrogation team. This team, known to travel in a specially-marked black wheeled APC, had been breaking AFFS resistance cells for months. Sergeant Simmons, disregarding the pair of hover tanks escorting the APC, kicked the vehicle to pieces then turned her lasers on the remains. Once that task was done, she destroyed the escorts and announced her victory to the people of Taygeta, formenting at least a dozen independent resistance groups.

**Subaltern Nicholas Crusado:** Assigned as a replacement to the Davion Light Guards, Crusado was given his *Gunsmith* and assigned to Lieutenant Arbotov's lance. As the only other officer in the lance, he has been on the receiving end of a lot of flak; Arbotov's MechWarriors don't know whether or not Crusado has been assigned to replace Arbotov because the skilled lieutenant is about to be promoted, or whether or not he's a spy from regiment to rein the ambitious officer in. For himself, Crusado is simply trying to learn all he can from Arbotov. If he's part of any kind of plan, he has not been made aware of it.



# CH11-NG GUNSMITH

Type: **Gunsmith**

Technology Base: Inner Sphere (Advanced)

Tonnage: 25

Battle Value: 1,465

## Equipment

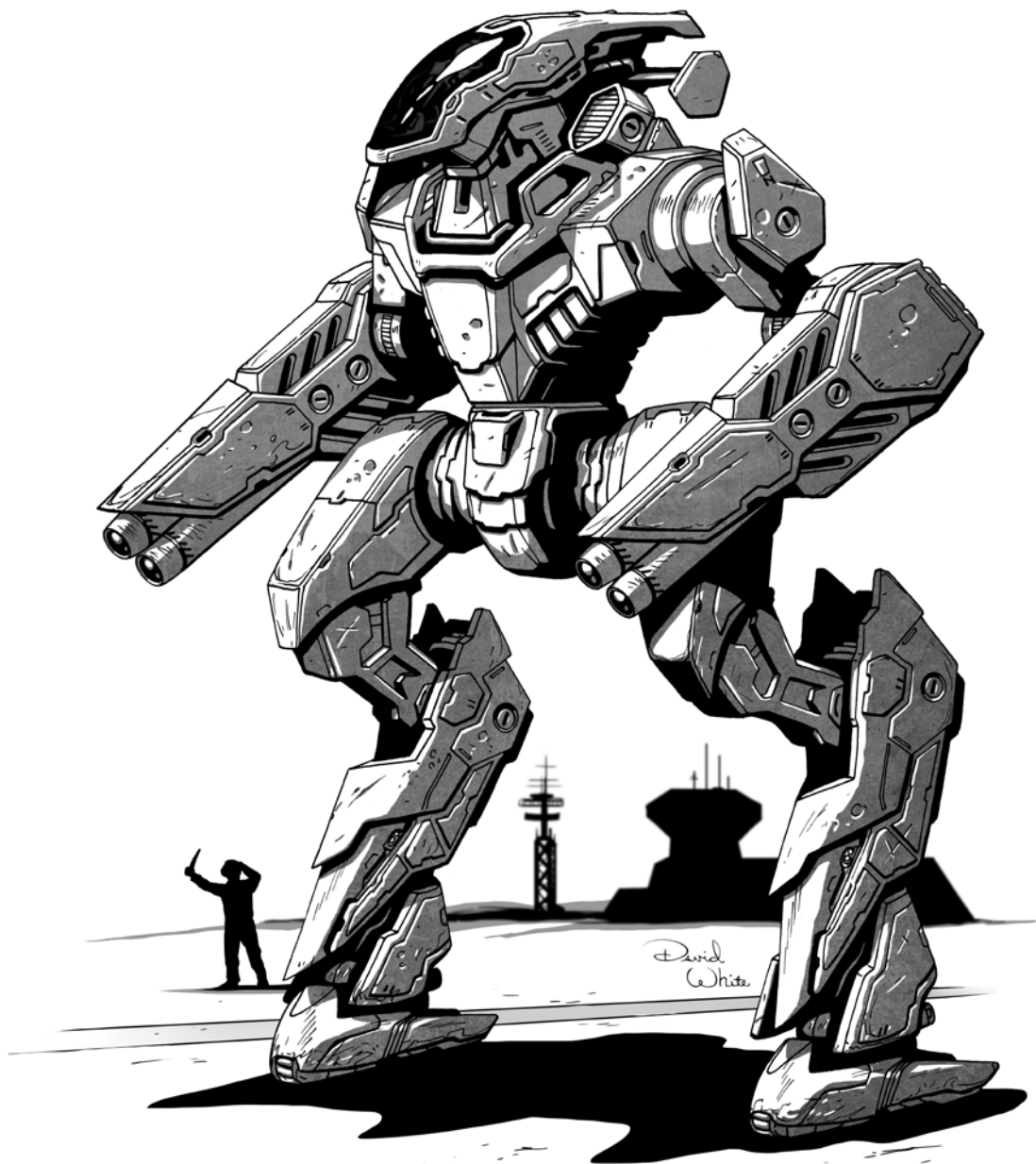
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	250 XXL	4.5
Walking MP:	10	
Running MP:	15 (20)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Reflective):	88	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

## Weapons and Ammo Location Critical Tonnage

2 Medium X-Pulse Lasers	RA	2	4
MASC	LT	1	1
2 Medium X-Pulse Lasers	LA	2	4

**Notes:** Features Full Head Ejection System.





# BZK-D1 HOLLANDER III

**Mass:** 35 tons  
**Chassis:** GM BZK-III Endo Steel  
**Power Plant:** GM 175 XL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph, 108 kph  
with Supercharger  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard Reflec with CASE II  
**Armament:**  
1 GM Nova-10 Ultra Class 10 Autocannon  
**Manufacturer:** General Motors  
**Primary Factory:** Kathil  
**Communications System:** Dalban Micronics  
**Targeting & Tracking System:** Sync-Tracker  
(55-42017)

The original *Hollander* offered light 'Mech pilots firepower far outside their weight class, and the 'Mech was enthusiastically adopted across the Inner Sphere. It spawned a heavier upgrade, but in 3114 General Motors presented a new 'Mech in the light weight class to the AFFS, who were quick to snap it up. It has since spread to the Lyran Commonwealth and been a popular choice in the mercenary market.

## CAPABILITIES

The *Hollander III* returns to the successful first model, with a single powerful main gun. It exceeds the limitations of its progenitor, however, by adding a supercharger to allow it quick entrances and exits from combat.

## DEPLOYMENT

*Hollander IIIs* are common in the Capellan March, especially, and have been seen often in the Periphery Guard regiments of the Periphery March, where their firepower makes them frequent ambushers for pirates coming in from the Periphery.

In 3138 an unidentified pirate band struck at Bastille. Luckily for the planet's citizens, a company of the Sixth Periphery Guards was on-world for arctic combat training, including three *Hollander IIIs*. Turning south, the combined-arms company stopped only long enough to exchange its training ammunition for war shots and then sped to intercept the pirates. They were too late to stop the band from pillaging Garfield, a small town on the coast of the Marseilles Sea, but they managed to get in the pirates' path back to their DropShip.

Letting their four Ziblers lead the way, the company attacked, trying to slow down the pirates and separate them from their stolen cargo vehicles, which were heavily-laden with captured booty and captives destined for Periphery slavery. The pirate 'Mechs took the bait, following the Ziblers back into a series of hillocks where the three *Hollander IIIs* waited in ambush. Their first barrage took out the lead *Brigand*, while their supercharged speed let them pursue the remaining *Centurion* and *Blackjack* back toward the convoy. While the 'Mechs were fighting, the Periphery Guards' APCs had dropped a platoon of Cavalier battlesuits, which made short work of the pirate infantry.

*Hollander IIIs* also played a high-profile role in the defeat of Holly's *Hollanders* on Abruzzi in early 3145. Contracted to supplement the conventional planetary militia, the *Hollanders* were caught when a task force from the Capellan Hussars struck the world in a recon raid. The even dozen *Hollander IIIs* of the mercenary unit were tasked with acting as the militia's anvil; the colonel in charge hoped his tanks would be enough to force the Liaos into retreating. Unfortunately for the *Hollanders*, he succeeded—only to discover that a dozen thirty-five ton 'Mechs, even firing from cover, cannot be an anvil for more than two dozen medium and heavy Capellan

'Mechs. The *Hollanders* were eradicated in a little less than two minutes of combat.

## VARIANTS

Interest from the LCAF drove GM to offer the D2 *Hollander*, which changes out the autocannon for a Gauss rifle. Once export shipments began, GM expanded to the mercenary market with the D3, which uses a larger engine and energy weapons to turn the *Hollander III* into a credible harasser.

## NOTABLE UNITS

**Captain Francine Powell:** Captain Powell commanded the Periphery Guard company on Bastille. It was her hard-charging attitude that let her company catch the pirates in time. She pushed her 'Mechs hard, abusing their superchargers to make a faster passage. During the combat, it was her 'Mech that disabled the first pirate *Brigand*, but she was chastised by her battalion commander for not securing any prisoners for interrogation. None of the pirates allowed themselves to be taken alive, which makes them far more fanatical than most Periphery privateers.

**Lieutenant Harrison Holly:** Harry Holly was the only MechWarrior to survive the destruction of his mother's mercenary unit on Abruzzi. The Hussars, disdainful of the small force that had tried to stop them, didn't even bother taking him prisoner. After the battle Holly tried and lost an appeal against charges that the *Hollanders* were destroyed by the militia's incompetence, but the review board ruled that the incompetence was his mother's for accepting the contract and the terms. He is currently on his way to Fletcher, hoping to sign on with an anti-Davion mercenary company.



# BZK-D1 HOLLANDER III

Type: **Hollander III**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,116

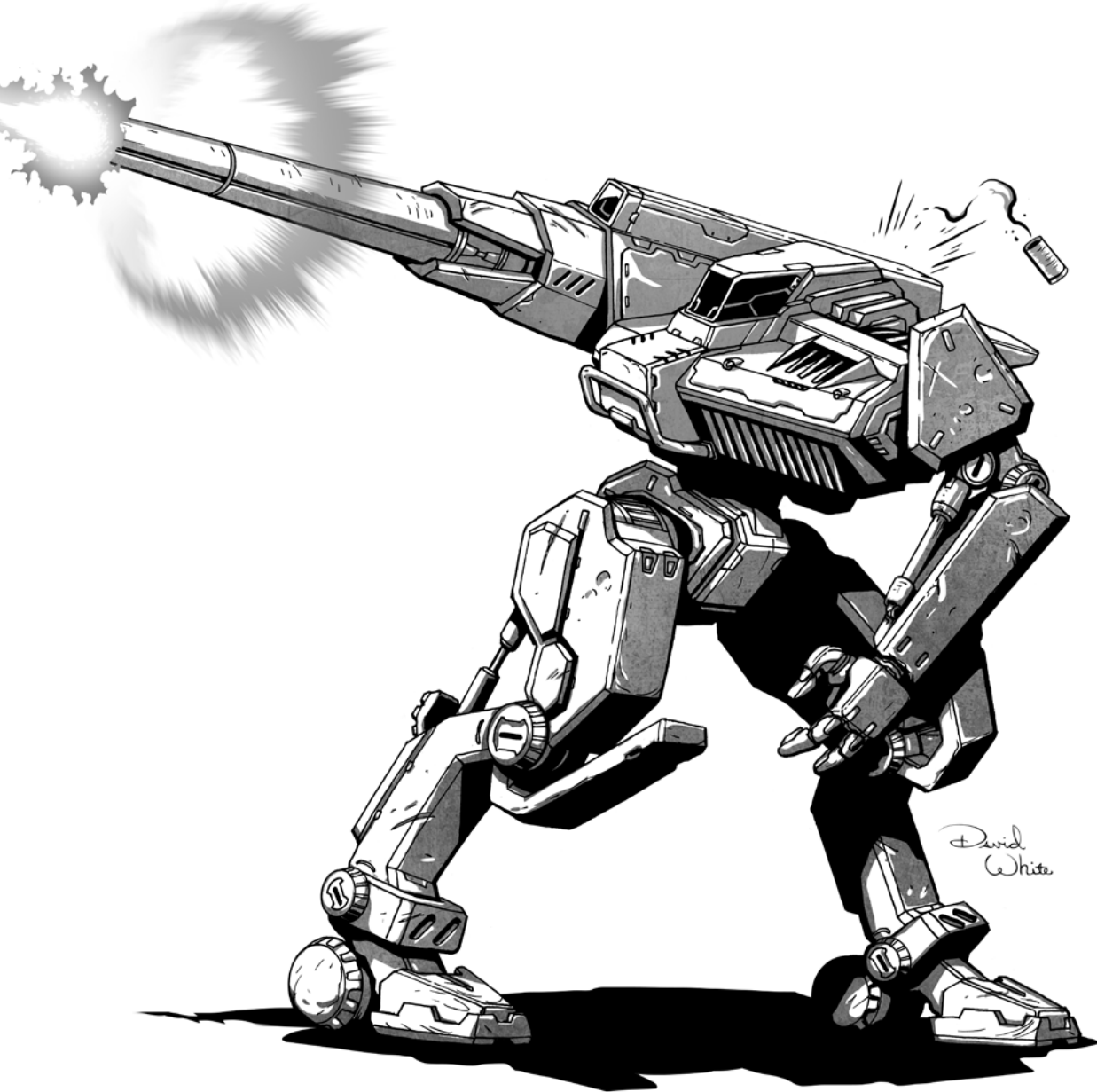
## Equipment

	Endo Steel	Mass
Internal Structure:	175 XL	2
Engine:		3.5
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		3
Cockpit:		3
Armor Factor (Reflective):	96	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	15
Center Torso (rear)		4
R/L Torso	8	12
R/L Torso (rear)		3
R/L Arm	6	7
R/L Leg	8	12

## Weapons and Ammo

Location	Critical	Tonnage
RT	7	13
RT	1	.5
CT	3	3
CT	1	1





# UCU-F4 SCARECROW

**Mass:** 40 tons  
**Chassis:** Corean Model 000 Endo-Composite  
**Power Plant:** GM 200 XL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Jump Jets:** Rawlings 80  
**Jump Capacity:** 90 meters  
**Armor:** StarGuard III with CASE II  
**Armament:**

- 3 ExoStar Pinnacle (Clantech)  
Extended Range Medium Lasers
- 2 Omicron 950 Medium Pulse Laser
- 8 GM Ultralight (Clantech) Light  
Machine Guns
- 2 Corean Bulletstorm (Clantech)  
Machine Gun Arrays
- 2 Zippo Longtorch Extended  
Range Flamers
- 2 Federated Mantrap Anti-Battle  
Armor Pods

**Manufacturer:** Corean Enterprises  
**Primary Factory:** Augusta  
**Communications System:** Achernar  
Electronics HID-13 Tight Channel  
**Targeting & Tracking System:** Federated  
Stalker with Bloodhound Active Probe

The Federated Suns, as a nation, has often been labeled warlike. Its armies have, for centuries, been the meter-stick with which professionalism among soldiers has been measured, and its news media had never had much trouble painting the AFFS as the honorable soldier fighting against the oppression of the Liaos or the warmongering of the Kuritas. What most disregard, however, is that the basic tenet of warfare is killing the enemy—and even the so-called white-hats need dark alley weapons.

The *Scarecrow*, a rare 'Mech officially disavowed until the 3140s, is such a weapon.

Specially designed and built, its sole purpose is the eradication of enemy infantrymen.

## CAPABILITIES

Specially constructed of advanced components and Clan weaponry, the *Scarecrow* is aptly designed. Lasers and B-pods allow it attack battle armored infantry, while two arrays of light machine guns make it suicide for unarmored infantry to expose itself. Though it is slow, it is faster than almost any infantry combatant, and its armor is enough to protect it from return fire, assuming enemies can even detect it through its Chameleon light polarization shield.

## DEPLOYMENT

The most notable, if not entirely confirmed, action of the *Scarecrow* took place on McComb, off and on, over a fifteen-year period. DCMS infantrymen deployed to raid the world across that time propagate the legend of the Dragon of Gorman Heights, a spectral beast of fire and steel that appears and kills entire platoons of foot soldiers. Though it has never been verified, most analysts believe this legend has been reinforced by repeated *Scarecrow* deployments designed to attack the DCMS infantry on a psychological scale.

Since the official deployment of the 'Mech in 3140 a number of humanitarian agencies have attacked the AFFS for deploying such a machine, but in the main the response has been to ignore such complaints. The only confirmed *Scarecrow* pilot, Captain Edgar Grantham, went on record on Almach in 3141 to answer his detractors with an eloquent speech. In it, he cited the venerable *Piranha* 'Mech, or even ancient city-fighters like the *Stinger* or *Locust*. "What difference does it make," he asked one reporter, "if a battalion of Louie infantry is killed by 200 Syrtis infantrymen

or one 'Mech? Does it make it all right if the enemy is killed one at a time? Should we subject more of our sons and daughters to the murder of combat, or design weapons that lessen the cost of war on our own citizens?"

Few *Scarecrows* are known to exist, and none have been seen outside the AFFS. Reports place them more thickly along the Periphery March border, as though the AFFS intends to use them to dissuade pirate attacks, but given the pressure of the Capellan and Combine invasions, it is likely only a matter of time before they are publicly tested in combat.

## VARIANTS

The so-called *Hobbled Scarecrow* peels the Chameleon system out of the 'Mech and replaces the machine guns with lasers. Though this might appear to offer added anti-'Mech capabilities, the thin armor and slow speed of the *Scarecrow* makes it easy prey for all but the lightest 'Mechs.

## NOTABLE UNITS

**Major Edgar Grantham:** The only MechWarrior to publicly admit to piloting a *Scarecrow*, Major Grantham narrowly escaped being captured during the fall of Almach. He fought with the rest of his company against the invading Liaos, and all reports claim he was responsible for keeping Liao infantry away from nearly a kilometer-long stretch of the lines until he was forced back by a pair of *Vindicators*. He has repeatedly allowed himself to be examined by independent experts, who unfailingly report he is perfectly sane. The Interstellar Red Cross continues to campaign to have him labeled a war criminal, but the AFFS doesn't recognize their claims.



# UCU-F4 SCARECROW

Type: **Scarecrow**

Technology Base: Mixed Inner Sphere (Experimental)

Tonnage: 40

Battle Value: 1,514

## Equipment

		Mass
Internal Structure:	Endo-Composite	3
Engine:	200 XL	4.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	3	
Heat Sinks:	10 [20]	0
Gyro (Compact):		3
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	18

## Weapons and Ammo

Location	Critical	Tonnage
ER Medium Laser (C) RA	1	1
Medium Pulse Laser RA	1	2
4 Light Machine Guns (C) RA	4	1
Light Machine Gun Array (C) RA	1	.25
Ammo (Light MG) 100 RT	1	.5
CASE II RT	1	1
ER Flamer H	1	1
ER Medium Laser (C) CT	1	1
ER Flamer CT	1	1
Bloodhound Active Probe LT	3	2
ER Medium Laser (C) LA	1	1
Medium Pulse Laser LA	1	2
4 Light Machine Guns (C) LA	4	1
Light Machine Gun Array (C) LA	1	.25
B-Pod RL	1	1
B-Pod LL	1	1

Location	Critical	Tonnage
Chameleon LPS *	6	0
Jump Jet RT	1	.5
Jump Jet CT	1	.5
Jump Jet LT	1	.5

**Notes:** \*Chameleon Light Polarization Shield occupies 1 critical slot in the RA, RT, RL, LL, LT and LA locations. Features the following Design Quirks: Bad Reputation, Difficult to Maintain, No/Minimal Arms.





# LK-3D ANTLION

**Mass:** 45 tons  
**Chassis:** StarFrame Medium Reinforced  
**Power Plant:** GM SuperFusion 225 XL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Valiant Ringmail Light Ferro-Fibrous with CASE II  
**Armament:**  
2 Type 4 'Mech Mortar  
2 Sperry Browning Light Machine Guns  
**Manufacturer:** StarCorps Industries  
**Primary Factory:** Crofton  
**Communications System:** O/P 3950 COMSET M7  
**Targeting & Tracking System:** Martin-Quarry Tarsys XLR 2.7 with Bloodhound Active

StarCorps' *Antlion* is a unique 'Mech in the AFFS—one purpose-built for tactical indirect fire. The rise over the last sixty years of anti-missile equipment—especially the proliferation of the laser anti-missile system—has reduced the efficiency of the LRM as a bombardment tool. Though no other military and only a handful of mercenary units have put this quad into service, it remains in production.

## CAPABILITIES

Slow and light, the *Antlion* is completely outclassed by even the smallest 'Mech in direct combat. Though its armor is adequate for its mass, its only real defense is a MechWarrior's eye on its active probe. Practically nothing can sneak with 240 meters of an *Antlion*, but with only a pair of light machine guns, it can do little more than inconvenience even an unarmored infantry platoon.

## DEPLOYMENT

Despite their weaknesses *Antlions* excel in a narrow range of missions. With sufficient terrain features—such as buildings—to put between their mortars and the enemy, they can lob powerful shells for as long as their ammunition holds out.

During the brutal city-fighting in Bueller, the *Antlions* of the Robinson DMM earned their battle honors. A reinforced lance of six mortar 'Mechs worked with a spotting platoon of DMM battlesuits to ambush Combine recon elements as they penetrated the city. The battle armor would designate targets and call for fire, the *Antlions* would fire a barrage, and the group would retreat deeper into the city, buying time for the defenders to prepare.

During one fire mission a Combine *Venom* raced out of the ambush zone and, using its jump jets, came down among the *Antlions*. Ignoring the near-useless machine gun fire, it turned its pulse lasers on the nearest mortar 'Mech. As the battlesuits raced to come to the *Antlions'* aid, the lance commander took matters into his own hands. Charging, he used his quad 'Mech's powerful legs to lame the *Venom*, then literally kicked and stomped it to pieces when it fell.

*Antlions* also gave journeyman service during the invasion of New Syrtis. There, the Hasek defenders used them as mobile infantry interdiction platforms, moving them into position via drainage ditches and recessed maglev draws to bombard infantry columns. Their Bloodhounds let them stay ahead of the inevitable counterattacks, and they took the opportunity to sow the city with remote sensors that took the Capellans weeks to clean up and deactivate.

The Combine invasion has illustrated the folly of allowing *Antlions* to stand in the line of battle; more than forty have been destroyed when their lances were overrun by swift Combine striker lances, unable to defend themselves from enemies who could move under their mortar umbrella. Many AFFS officers have urged StarCorps to develop a direct-fire escort version of the 'Mech, but the company believes its other 'Mechs fulfill that role adequately.

## NOTABLE UNITS

**Lieutenant Carlton Goldman:** Commander of the reinforced lance in Bueller, Goldman's *Antlion* was among the last of the DMM's 'Mechs to fall in that brutal battle. He and his lance managed to stay ahead of the Combine invaders for nearly a week, until a pair of *Rokurokubis* from the Sword of Light set out to destroy them. Although they managed to wound both Swordsword 'Mechs, not even quad 'Mechs kick enough to keep sword-armed 'Mechs from disabling them at close range.

**Sergeant Alison Verrochio:** Verrochio is the only AFFS *Antlion* pilot credited with an assault 'Mech kill. During a raid on Dahar IV, the rest of her company barely kept a Combine *Naginata* from breaking their lines. As the 'Mech withdrew, Verrochio moved her *Antlion* forward and began firing. One of her shells hit the already-damaged cockpit armor, killing the Combine MechWarrior. Though she only fired at the end, she earned credit for the kill.



# LK-3D ANTLION

Type: **Antlion**

Technology Base: Mixed Inner Sphere

Tonnage: 45

Battle Value: 878

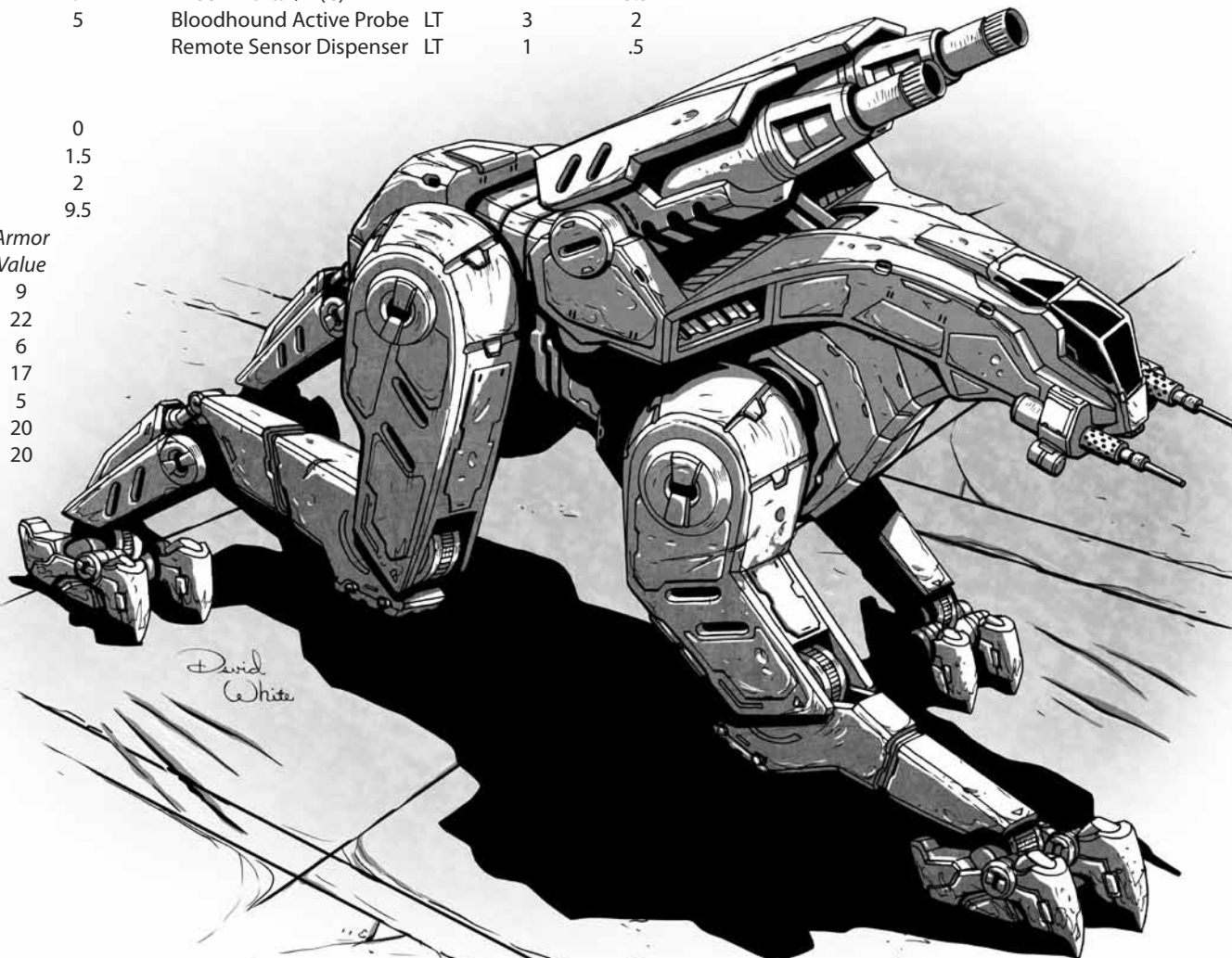
## Equipment

		Mass
Internal Structure:	Reinforced	9
Engine:	225 XL	5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor (Light Ferro):	161	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	22
Center Torso (rear)		6
R/L Torso	11	17
R/L Torso (rear)		5
R/L Front Leg	11	20
R/L Rear Leg	11	20

## Weapons and Ammo Location Critical Tonnage

'Mech Mortar/4 (C)	RT	2	3.5
Ammo (Mortar) 36	RT	6	6
CASE II	RT	1	1
Ammo (Light MG) 100	RFL	1	.5
2 Light Machine Guns	H	2	1
'Mech Mortar/4 (C)	LT	2	3.5
Bloodhound Active Probe	LT	3	2
Remote Sensor Dispenser	LT	1	.5





# CN11-O CENTURION

**Mass:** 50 tons  
**Chassis:** Corean Model OM77 Endo Steel  
**Power Plant:** Magna 250 XL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard III  
**Armament:**  
 24 tons of pod space available  
**Manufacturer:** Corean Enterprises  
**Primary Factory:** New Avalon  
**Communications System:** Corean Transband-J9  
**Targeting & Tracking System:** Corean FlexTech

Corean's *Centurion* BattleMech has been a staple of the Federated Suns' military for centuries and has seen countless upgrades and customizations. It influenced the design of many of the Suns' most effective 'Mechs, including the advanced *Legionnaire*, and was a natural candidate to be redone as an OmniMech when Corean was looking to expand its market share in the second decade of the thirty-second century.

## CAPABILITIES

The *Centurion's* configurations match the most common variants the 'Mech has carried over the years, offering MechWarriors their choice of roles to fill. Each of them combines both long and short range weaponry to fulfill the *Centurion's* traditional role as a utility BattleMech. If there is a deficiency, it is that only two of the *Centurion's* configurations mount jump jets—an increasingly-needful tactical tool on the modern battlefield.

## DEPLOYMENT

The Morrill Draconis March Militia has suffered a number of spoiling raids from the Combine, often from Wolf's Dragoons striker battalions, who keep them constantly on the defensive to make it impossible for them to launch a counterattack into the Palmyra salient. Replacement machines rushed forward from the Crucis March have actually led to a higher-than-normal percentage of *Centurions*, often serving next to the venerable fixed-configuration machines. During a recent raid by the Black Cats Battalion, the mix of *Centurions* served the Morrills well.

As the Dragoons advanced toward a replenishment depot, each 'Mech company of the Morrill DMM attacked from its flank. Every *Centurion* in the unit was paired with a *Centurion* OmniMech, and in between attacks, while the Dragoons' attention was held by the DMM's conventional forces, the OmniMech would swap out configurations. The next day's attacks, with different weapons, tricked the Dragoons into believing the Morrill DMM had been heavily reinforced. Though they destroyed the replenishment depot, they retreated directly off-world instead of attacking their secondary targets.

## NOTABLE UNITS

**Captain Ariadne Davion-Leigh:** Captain Davion-Leigh commands a company of the Fifth Periphery Guards on Vandalia. She is a distant relative of the ruling line, but her family is from June and she is a staunch Periphery March supporter. Her *Centurion E* is commonly found away from its company, farther forward with the scouts than her battalion commander might like. She has been outspoken in her regiment recently, however, as she believes the

Combine is likely to turn away from New Avalon and attack into the Periphery March to cut off the capital's line of supply.

**Major Nicole Trenton:** Commander of the mercenary Ninety-second Hessian Guards, Major Trenton pilots the only BattleMech in the company. Her *Centurion* is rarely seen in the same configuration two skirmishes in a row, which has led ISF reports to suspect the Guards have at least four *Centurions*. The rest of the Guards are built around hover tanks and armored infantry, making them a premier fast-reaction battalion. Under contract to the AFFS, the Guards have been shuttling between Draconis March worlds, doing last-minute readiness drills with local militias under threat of Combine attack.

Type: **Centurion**  
 Technology Base: Inner Sphere  
 Tonnage: 50  
 Battle Value: 1,236

Equipment	Mass	
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	21
Center Torso (rear)		6
R/L Torso	12	16
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20



# CN11-O CENTURION

## Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	4
Right Torso	3 Engine	8
	1 Endo Steel	
Left Torso	3 Engine	6
	3 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

**Notes:** Features the following Design Quirks: Easy to Pilot.

## Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
LB 10-X AC	RA 6	11
Ammo (LB-X) 20	RT 2	2
Ammo (LRM) 24	RT 2	2
CASE II	RT 1	1
ER Medium Laser	CT 1	1
ER Medium Laser	CT/R 1	1
LRM 10	LT 2	5
Artemis IV FCS	LT 1	1

## Configuration A

Rotary AC/5	RA 6	10
Ammo (RAC) 60	RT 3	3
Ammo (MML) 26/22	RT 2	2
CASE II	RT 1	1
ER Medium Laser	CT 1	1
MML 9	LT 5	6
Artemis IV FCS	LT 1	1
Battle Value: 1,398		

## Configuration B

Heavy PPC	RA 4	10
Double Heat Sink	RA 3	1
Guardian ECM Suite	RT 2	1.5
Ammo (MML) 34/28	RT 2	2
CASE II	RT 1	1
Targeting Computer	CT 3	3
MML 7	LT 4	4.5
Artemis IV FCS	LT 1	1
Battle Value: 1,430		

## Configuration C

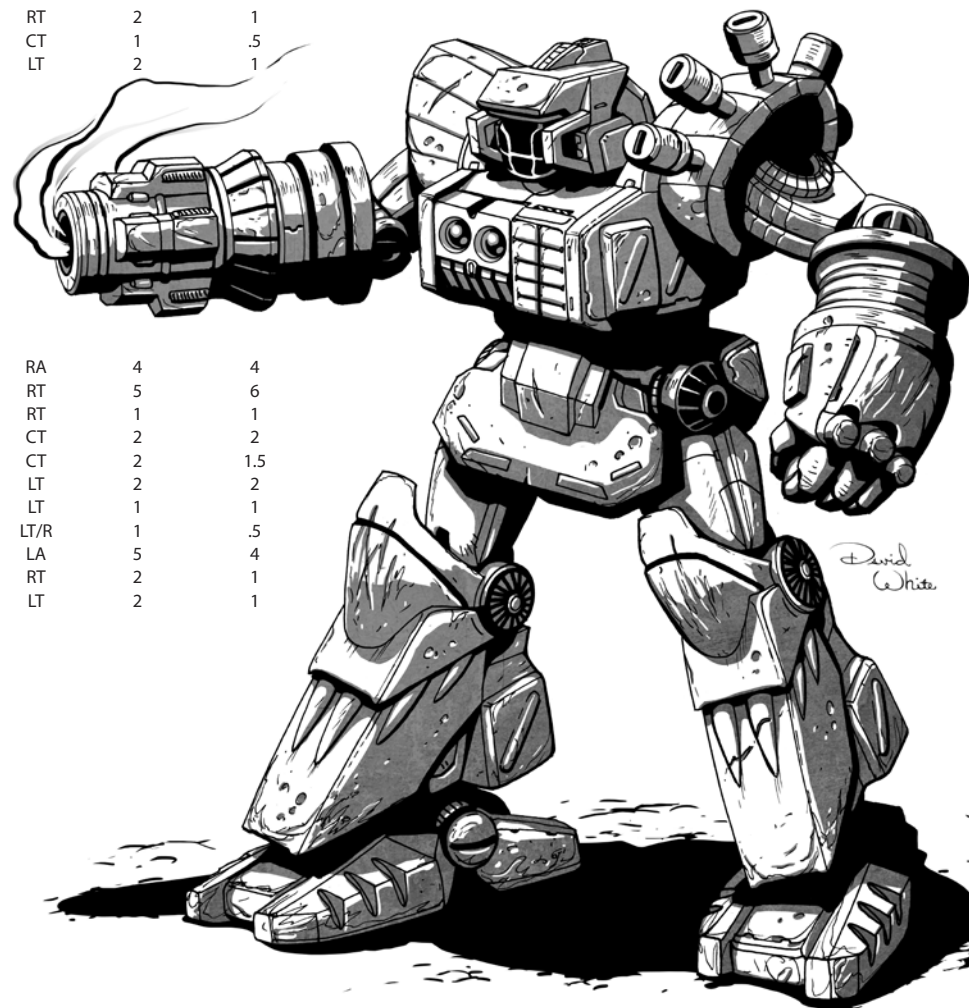
Plasma Rifle	RA 2	6
Ammo (Plasma) 20	RA 2	2
Ammo (LRM) 24	RT 2	2
Guardian ECM Suite	RT 2	1.5
CASE II	RT 1	1
ER Medium Laser	CT 1	1
ER Medium Laser	CT/R 1	1
C³ Slave Unit	CT 1	1
LRM 10	LT 2	5
Artemis IV FCS	LT 1	1
Jump Jets	RT 2	1
Jump Jet	CT 1	.5
Jump Jets	LT 2	1
Battle Value: 1,628		

## Configuration D—Advanced

Hatchet	RA 4	4
MML 9	RT 5	6
Artemis IV FCS	RT 1	1
2 ER Medium Lasers	CT 2	2
Beagle Active Probe	CT 2	1.5
Ammo (MML) 26/22	LT 2	2
CASE II	LT 1	1
ER Small Laser	LT/R 1	.5
Medium Shield	LA 5	4
Jump Jets	RT 2	1
Jump Jets	LT 2	1
Battle Value: 1,177		

## Configuration E—Advanced

Gauss Rifle	RA 7	15
Ammo (Gauss) 16	RT 2	2
2 ER Medium Lasers	CT 2	2
Boosted C³ Slave Unit	CT 2	3
Angel ECM Suite	LT 2	2
Battle Value: 1,515		





# VLP-1D VULPES

**Mass:** 60 tons  
**Chassis:** Dorwinion Royal Fox  
**Power Plant:** Model 42b 300 XXL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph, 108 kph with MASC  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard Nightshroud Stealth with CASE  
**Armament:**  
1 Mydron Tornado Rotary Class 5 Autocannon  
2 ExoStar Pinnacle (Clantech) Extended Range Large Lasers  
**Manufacturer:** Achernar BattleMechs  
**Primary Factory:** New Avalon  
**Communications System:** Lynx-Shur 7 with Guardian ECM Suite  
**Targeting & Tracking System:** Federated Hunter Mk. XII

The Blackout signaled the end of Devlin Stone's dream for a peaceful Inner Sphere, and few companies responded as quickly as Achernar BattleMechs, who released the first *Vulpes* to the AFFS in 3133, barely a year after the Blackout. A heavy, fast attack 'Mech in the same vein as the venerable *Argus*, the *Vulpes* found a ready home in the regiments of House Davion.

## CAPABILITIES

Clearly designed with the lessons learned fighting House Liao in mind, the *Vulpes* is the AFFS' preeminent heavy attack 'Mech. Designed to fight at the range where its stealth armor offers it the most protection, fast enough to move with the line of battle, and dangerous enough that it cannot be ignored, the Suns' enemies quickly learned to target this powerful 'Mech early.

## DEPLOYMENT

*Vulpes* 'Mechs have earned a fearsome reputation in the short time they've been in the field. Popular among the AFFS' most elite regiments, they fought in some of the heaviest actions of both invasions. On Almach, with the First Federated Suns Armored Cavalry, a pair of these 'Mechs led two lances of Red Lancers on a merry chase.

Suffering from heavy Arrow IV bombardments, several detachments were sent out to silence the Red Lancers' launchers. Though they didn't discover the launchers, the two MechWarriors did stumble onto two recon lances probing for the Armored Cavalry's flank. Activating their armor, the pair attacked from long range, trusting their Clan-standard large lasers to outrange anything the Capellans could hit back with.

Two Capellan 'Mechs fell almost immediately, while the rest rushed forward, trying to close the range. Protected by their stealth armor, the *Vulpes* MechWarriors started a retrograde movement, holding the range, though the swift Capellan scouts were still faster. By the time they closed to optimal range for the *Vulpes* Tornado cannons, only five of the Capellans were still mobile. The first autocannon barrage downed another 'Mech, but both Davion autocannons jammed. The *Vulpes* pilots withdrew, trying to disengage, but the Capellans followed. By this time their heat burden was rising, and the air filled with the roar of incoming Arrow missiles. Only one of the *Vulpes* returned to the Armored Cavalry's lines, though they had traded one sixty-ton 'Mech for at least six Capellan scouts.

Captured *Vulpes* are prized by both Combine samurai and Capellan *janshi*—'Mechs have been observed on both New Syrtis and

Robinson operating under enemy flags, and at least one disaffected company commander took his *Vulpes* when he deserted to form a mercenary company.

## NOTABLE UNITS

**Captain Benjamin Horn:** Captain Horn commanded a 'Mech company in the Davion Heavy Guards RCT on Palmyra. Though half his company died in the initial Combine assault, he led the remainder—including his *Vulpes*—into the wilds to wage a guerrilla campaign. He and his troops became adept at mousetrapping pursuing Combine lances, luring them in with the emissions of his Guardian ECM suite and then attacking from long range. The captain himself was responsible for four 'Mech kills before a company of the Sword of Light caught them in movement. Pinned against a cliff face, Horn's Company fought to the last man, destroying eight Swords 'Mechs before being killed.

**Leftenant Colonel Damon Hasek-Greer:** Colonel Hasek-Greer, a cousin of the ruling Haseks, leads an *ad hoc* combined arms battalion operating in the rump of worlds created by the Capellan assault on New Syrtis. Refusing all orders to consolidate, Damon's Avengers have begun a personal war against House Liao. Though Hasek-Greer's *Vulpes* is one of only six 'Mechs in the battalion, he continues to lead his battalion against soft Capellan targets. The Avengers managed to capture a Capellan *Lung Wang*-class DropShip during a recent raid against Zanzibar, but intercepted orders to the First Syrtis Fusiliers reveal that the AFFS High Command is considering force to bring the rogue colonel to heel.



# VLP-10 VULPES

Type: **Vulpes**

Technology Base: Mixed Inner Sphere

Tonnage: 60

Battle Value: 2,225

## Equipment

		Mass
Internal Structure:		6
Engine:	300 XXL (C)	6.5
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	22
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	14	28

## Weapons and Ammo

Location	Critical	Tonnage
ER Large Laser (C)	1	4
Rotary AC/5	6	10
Guardian ECM Suite	2	1.5
Ammo (RAC) 40	2	2
CASE	1	.5
MASC	3	3
ER Large Laser (C)	1	4

**Notes:** Features the following Design Quirks: Distracting, Difficult to Maintain.





# BLK-NT-5H BLACK KNIGHT

**Mass:** 75 tons

**Chassis:** Technicron Revised NT  
Endo-Composite

**Power Plant:** Vlar 300 Light

**Cruising Speed:** 32 kph

**Maximum Speed:** 54 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Valiant Lamellor

**Armament:**

- 1 Type DDS "Kingston" Extended Range Particle Projection Cannon
- 2 ExoStar Pinnacle (Clantech) Extended Range Large Lasers
- 2 ExoStar Pinnacle (Clantech) Extended Range Medium Lasers
- 2 ExoStar Pinnacle (Clantech) Extended Range Small Lasers
- 2 ExoStar Pinnacle (Clantech) Small Pulse Lasers

**Manufacturer:** Kong Interstellar Corporation, Robinson Standard BattleWorks

**Primary Factory:** Connaught (Kong), Robinson (RSB)

**Communications System:** Rander  
Comm-Marshall

**Targeting & Tracking System:** Rander  
Dragonslayer with Advanced  
Targeting Computer

The *Black Knight* is one of the most enduring and iconic BattleMechs in the Inner Sphere's history, despite the many upgrades, revisions and redesigns it has suffered. AFFS MechWarriors rejoiced when Robinson Standard BattleWorks put the 'Mech back into production in 3091, but since then the complaints about the steady train of variants have outweighed the praise. It has become, in AFFS procurement circles, the embodiment of the perennial failure to "leave good enough alone."

## CAPABILITIES

New MechWarriors assigned to new-built *Black Knights* have made a joke out of having to "check the manual," but whatever its configuration a *Black Knight* is a powerful main combatant. Always armed with some mix of lasers and PPCs, they often include custom shields or specialized targeting equipment.

## DEPLOYMENT

*Black Knight* MechWarriors have been popular challenges for Combine samurai during the invasion, and the 'Mech has performed with distinction in each case.

On Mokane, in 3144, the Second Genyosha's *Sho-sa* Kideki Harushima challenged Mokane militia Colonel Ferdinand Blane to a duel. The *sho-sa*, fighting in a new-model *Hatamoto-Chi*, opened the duel early with a telling shot from his Gauss rifle that took Blane's -5H *Black Knight* in the left leg. The colonel responded with a withering barrage of laser and PPC fire, trusting his targeting computer to compensate for the long range. As the duel progressed, Blane held the range open, staying away from the *Hatamoto's* MRMs. Within minutes the *sho-sa's* 'Mech was limping, covered in laser and PPC strikes, while his Gauss rifle had shattered Blane's left hip actuator. As Harushima charged forward, Blane hid behind his 'Mech's shield before finally tying all his lasers into one shot and blasting the center of the *Hatamoto* out. Though his 'Mech shut down—and the colonel passed out from the heat—he won the duel. In the end, though, the Mokane militia couldn't stand against the elite Genyosha.

During the debacle at Palmyra a pair of *Black Knight* pilots from the Royal Cavaliers were among the last of their regiment to be hunted down. Piloting out-of-date -2Y model

'Mechs, they managed to stay ahead of their Combine pursuers until a Kuritan MechWarrior in a *Gunslinger* appeared before them. The Kuritan challenged both of the *Black Knights* to a duel at once, and fought like a demon. In two minutes of combat, not one of the *Gunslinger's* Gauss rifle rounds missed. The first *Black Knight* fell early, its cockpit crushed by a Gauss round, but the second held out, doing deadly damage with its targeting computer and PPC. It was only when the *Gunslinger* pilot used his jump jets to clear a river that the tide turned—the *Black Knight*, caught on an outcropping with no path to escape, was pounded to pieces by Gauss rifle fire.

## VARIANTS

Robinson Standard BattleWorks has released at least five discrete factory variants of the basic *Black Knight* since resuming production in 3091—experimenting with Clan and Inner Sphere weaponry, larger engines, enhanced myomers, and added physical combat equipment.

## NOTABLE UNITS

**Tai-i Malcolm Meredith:** A company commander in *Ryukun-ni*, *Tai-i* Meredith won honor for himself and his regiment by defeating an *Atlas III* in single combat on New Ivaarsen. Piloting a captured -4D model *Black Knight*, Meredith used his plasma rifles to overload the *Atlas's* heat system and drive it into shutdown. Despite having his right knee actuator fused, Meredith was able to stump close enough to the *Atlas* to tap the cockpit of the shutdown 'Mech with the barrel of his PPC, forcing the Davion MechWarrior to surrender. Offered the captured *Atlas* afterward, Meredith turned it down, preferring to keep his *Black Knight*.



# BLK-NT-5H BLACK KNIGHT

Type: **Black Knight**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,423

## Equipment

		Mass
Internal Structure:	Endo-Composite	6
Engine:	225 Light	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks (C):	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	25

## Weapons and Ammo Location Critical Tonnage

ER Large Laser (C)	RA	1	4
ER Small Laser (C)	RA	1	.5
Medium Shield	RA	5	4
ER Medium Laser (C)	RT	1	1
Small Pulse Laser (C)	RT	1	1
Targeting Computer	RT	5	5
ER Medium Laser (C)	LT	1	1
Small Pulse Laser (C)	LT	1	1
ER PPC (C)	LA	2	6
ER Large Laser (C)	LA	1	4
ER Small Laser (C)	LA	1	.5

**Notes:** Features the following Design Quirks: Accurate Weapon (ER PPC).





# TLR2-O TEMPLAR III

**Mass:** 85 tons  
**Chassis:** Kallon Type XX Endo Steel  
**Power Plant:** GM 340 Light  
**Cruising Speed:** 43 kph  
**Maximum Speed:** 64 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard CIV  
**Armament:**  
 29 tons of pod space available  
**Manufacturer:** General Motors  
**Primary Factory:** New Valencia  
**Communications System:** Newberg Telescan 17  
**Targeting & Tracking System:** Spar 3C MegaTrak

The *Templar* had been the Federated Suns' first OmniMech, intended to become one of the AFFS' flagship 'Mechs. The vaporization of the Kallon Industries factory that built it during the Jihad put those plans back several decades, though General Motors wasted little time in putting a new model into production on New Valencia. The *Templar III* continues the tradition begun by the original, updated with modern technology.

## CAPABILITIES

The *Templar III* offers everything an eighty-five ton assault 'Mech requires to be successful: adequate speed, heavy armor and a weapons configuration to do a number on any enemy. Of particular note is the *Templar III B*, which combines a chain whip and a hatchet. Intended to wade into the midst of the enemy, it is particularly brutal when used effectively.

## DEPLOYMENT

*Templar IIIs* are popular 'Mechs for company and battalion commanders, though they appear in assault lances with some frequency. During the Capellan invasion, one lance of three *Templar*

*IIIs* and a *Salamander* did considerable damage to a Capellan company on Spica in late 3144.

Although they were unable to intercept a lance of *Vandal* OmniMechs, Hartmann's Lance succeeded in blunting the advance of a company of Capellan 'Mechs. With the *Salamander* firing covering barrages of LRMs, the three *Templar IIIs* used their ER PPCs and targeting computers to deadly effect. The Capellans, channeled into a narrow street by minefields and battle armor hunter-killer squads, had little choice but to advance in column of twos toward the Davion lance. By the time they reached 300 meters' range, five of the Capellan 'Mechs had been put out of commission. With the *Salamander* dropping Thunder minefields to close the path, the lance withdrew to rearm.

The next day all three *Templars* were configured in the B configuration and moved through the city independently, attacking the Capellan 'Mechs attempting to sneak through the Davion lines. With Davion VTOLs covering the city with ECM noise, coordination was nearly impossible, and the *Templars* dealt a fearsome culling. Six more Capellan 'Mechs died. It wasn't until the Liaos began a concerted two-company push through the city, street by street, that the *Templars* were forced to withdraw.

## NOTABLE UNITS

**Major Anderson Carstairs:** A battalion commander in the Davion Assault Guards on New Avalon, Major Carstairs is an outspoken critic of First Prince Julian Davion. He has made little attempt to hide his contempt for the distant leader, going so far to wonder why "a man who thinks he has the right to rule the Federated Suns lets himself get led across the Lyran Commonwealth by a bit of tail." Whatever his politics, Carstairs is an effective assault 'Mech

officer, leading by example from his *Templar III*. Whether or not he will retain his command once Julian Davion arrives on New Avalon is anyone's guess.

**Sergeant Victoria Dales:** One of the Spica *Templar* pilots, Sergeant Dales was successfully evacuated and joined the First Syrtis Fusiliers on Frazer. Impatient with the First's defensive posture, she has been heard to say she wishes she could escape and join Colonel Damon Hasek-Greer's Avengers to strike back at the Confederation.

Type: **Templar III**  
 Technology Base: Inner Sphere  
 Tonnage: 85  
 Battle Value: 2,028

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	340 Light	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro (Heavy-Duty):		8
Cockpit:		3
Armor Factor:	263	16.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	44
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	36



# TLR2-O TEMPLAR III

## Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 Engine	6
	1 CASE	
	3 Endo Steel	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Arm	None	8
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

**Notes:** Features the following Design Quirks: Rumble Seat.

Fixed Equipment	Location	Critical	Tonnage
CASE	RT	1	.5

Weapons and Ammo	Location	Critical	Tonnage
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### Primary Weapons Configuration

ER PPC	RA	3	7
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	6	2
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
Double Heat Sink	RT	3	1
2 ER Small Lasers	CT	2	1
Targeting Computer	LT	5	5
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
Double Heat Sink	LA	3	1

### Configuration A

Large Pulse Laser	RA	2	7
Medium Pulse Laser	RA	1	2
MML 7	RT	4	4.5
Ammo (MML) 34/28	RT	2	2
MML 7	LT	4	4.5
Large Pulse Laser	LA	2	7
Medium Pulse Laser	LA	1	2
Battle Value: 1,677			

## Weapons and Ammo

### Configuration B (Advanced)

Hatchet	RA	6	6
4 Small X-Pulse Lasers	RT	4	4
ER Small Laser	CT	1	.5
Supercharger	CT	1	2.5
2 Small X-Pulse Lasers	LT	2	2
ER PPC	LT	3	7
Chain Whip	LA	2	3
Jump Jets	RT	2	2
Jump Jets	LT	2	2
Battle Value: 1,919			

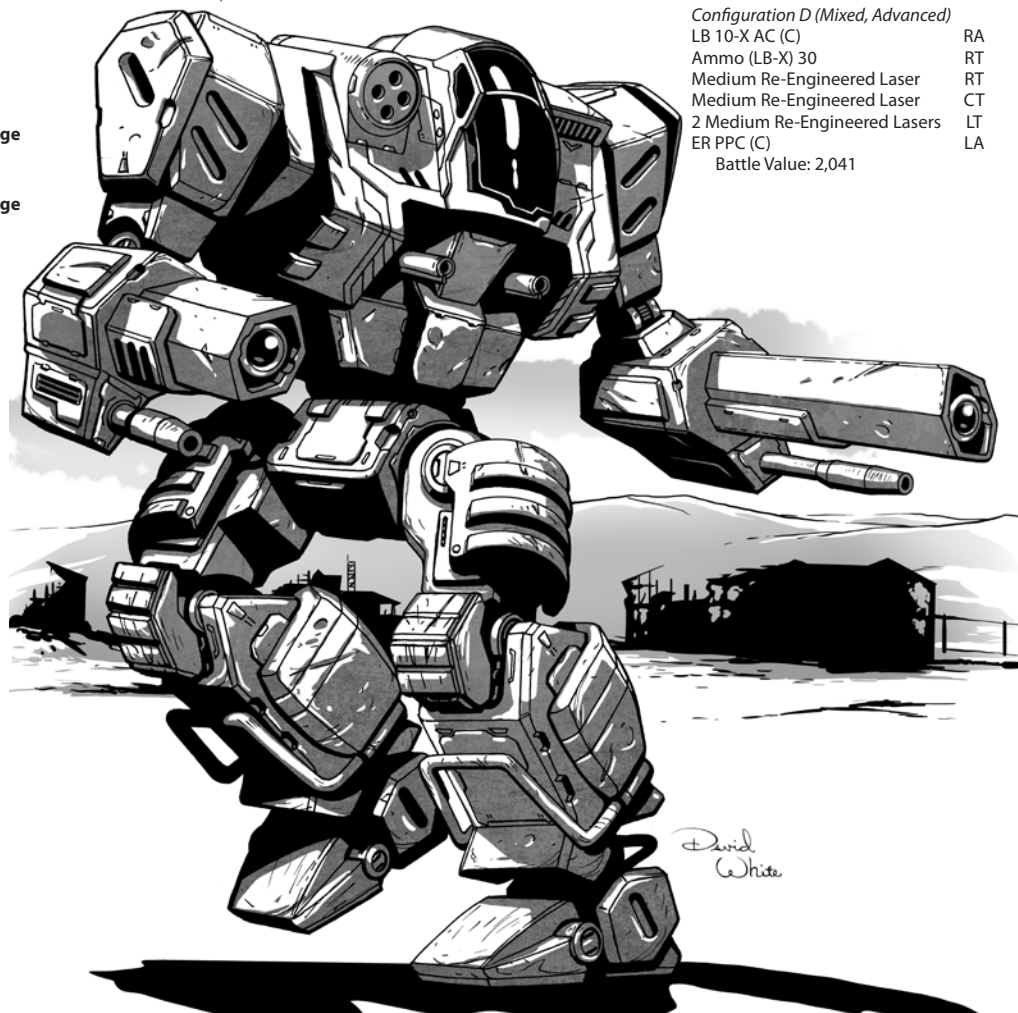
## Weapons and Ammo

### Configuration C (Advanced)

Rotary AC/5	RA	6	10
Ammo (RAC) 60	RT	3	3
ER Medium Laser	RT	1	1
Ammo (Streak) 15	RT	1	1
ER Small Laser	CT	1	.5
Streak SRM 6	LT	2	4.5
ER Medium Laser	LT	1	1
Large Re-Engineered Laser	LA	5	8
Battle Value: 1,968			

### Configuration D (Mixed, Advanced)

LB 10-X AC (C)	RA	5	10
Ammo (LB-X) 30	RT	3	3
Medium Re-Engineered Laser	RT	2	2.5
Medium Re-Engineered Laser	CT	2	2.5
2 Medium Re-Engineered Lasers	LT	4	5
ER PPC (C)	LA	2	6
Battle Value: 2,041			





# AST-D3 ATLAS III

**Mass:** 100 tons  
**Chassis:** Foundation 12X Endo Steel  
**Power Plant:** Vlar 300  
**Cruising Speed:** 32 kph  
**Maximum Speed:** 54 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Starshield Special Heavy with CASE II  
**Armament:**  
1 Mydron Model RD Rotary Class 2 Autocannon  
1 StarTek 20 Tube Long Range Streak Launcher  
1 Type VI Streak SRM 6 Launcher  
4 Martell-X Medium X-Pulse Lasers  
**Manufacturer:** General Motors, Robinson Standard BattleWorks  
**Primary Factory:** El Dorado (GM), Robinson (RSB)  
**Communications System:** Rander Comm-Marshall with Angel ECM Suite  
**Targeting & Tracking System:** Dalban HiRez V

The *Atlas* is perhaps the most recognizable BattleMech in the Inner Sphere. It appears on more recruiting posters, more propaganda films, and in the boxes of more children's toys than any other 'Mech. More than a dozen variants have appeared over the centuries, and Robinson's *Atlas III* is only the most recent to appear. Rebuilt with cutting-edge technology, the *Atlas III* is likely to become the AFFS' premier assault 'Mech.

## CAPABILITIES

In building the *Atlas III* Robinson went with the most advanced technology available—specialized Clan weapons, custom shields, radical heat sink flush systems, and top of the line ECM. The result is a powerful assault 'Mech almost custom-built for unit commanders. Still rare,

*Atlas IIIs* are assigned to battalion and regimental commanders in the AFFS and RAF—including the personal 'Mech of Exarch Jonah Levin.

## DEPLOYMENT

When the Capellan Confederation attacked Tikonov in force, several *Atlas IIIs* were on-planet among the Davion defenders, and each was targeted by the Capellans for capture, anxious to reverse-engineer the radical heat sink system. One of these *Atlases*, piloted by Davion Lieutenant Nathan Marlowe, fought its way into legend.

Attacked outside Salat by a reinforced lance of Capellan 'Mechs, Lieutenant Marlowe called for reinforcements and went on the defensive. He fired his rotary autocannon at long range, trying to keep the Capellans at bay, but they soon used their swift 'Mechs to flank him. As they closed he added his Streak LRM 20 to the mix, pounding the Capellan 'Mechs with incredibly accurate LRM fire. By the time the bulk of the lance passed 400 meters its two *Anubises* had been disabled and an *Agrotera* was limping. Marlowe continued to retreat, adding his lasers to the mix when the Capellans closed. Soon he was alternating firing his lasers and flushing his heat sinks, until only a *Vandal* and a *Lu Wei Bing* remained. A burst from the *Lu Wei Bing*'s autocannon disabled his rotary, prompting the young warrior to drop it. Capellan battleROMs clearly show him flexing the *Atlas*' great hands and advancing at that point, steam issuing from almost every seam in the *Atlas*' armor.

By the time relief arrived from Salat, all the 'Mechs were destroyed. The corpse of Lieutenant Marlowe's *Atlas* was draped across the broken body of the Capellan *Vandal*, and the *Lu Wei Bing* lay nearby, its head crushed. Marlowe was found inside his cockpit, pierced by an LB-X submunition. He received the

Medal Excalibur, posthumously, and his name was inscribed on the wall of honor in the hall of the Order of Davion.

## VARIANTS

The -D2 *Atlas III* is intended as a more main-line combatant, sacrificing the radical heat sink system and the rotary autocannon for a HAG and targeting computer.

## NOTABLE UNITS

**Major Sir Alban Viceroy:** Sir Alban commands the planetary militia of his homeworld, Maynard, on the Combine border. His -D2 *Atlas* was a gift from Duke Corwin Sandoval, after Sir Alban's service during Operation PELAYO. Although he walks with a limp, Sir Alban drives his militia to a frenetic pace, certain his world is to be attacked. His *Atlas* has become a common sight, stumping around the proving grounds shouting at infantrymen from its external speakers, or striding across the countryside directing the placement of caches of equipment for fighting positions.

**Sergeant Omosope Uchiba:** Sergeant Uchiba was last reported as serving with the mercenary Wicked White Knights on Fallon II, though no reports have been made about his capture or death. His *Atlas III*, captured in combat against the Republic of the Sphere, was the heaviest and most powerful 'Mech in the White Knights. Under contract to the AFFS when the DCMS took the world, it was reported he and his lance fought their way out of a Combine choke point and vanished into the world's badlands. It seems likely that a 100-ton 'Mech would have been discovered if he hadn't made it off-world, but persistent rumors speak of a monolithic monster that walks the moors outside of Hadfield.



# AS7-D3 ATLAS III

Type: **Atlas III**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 100

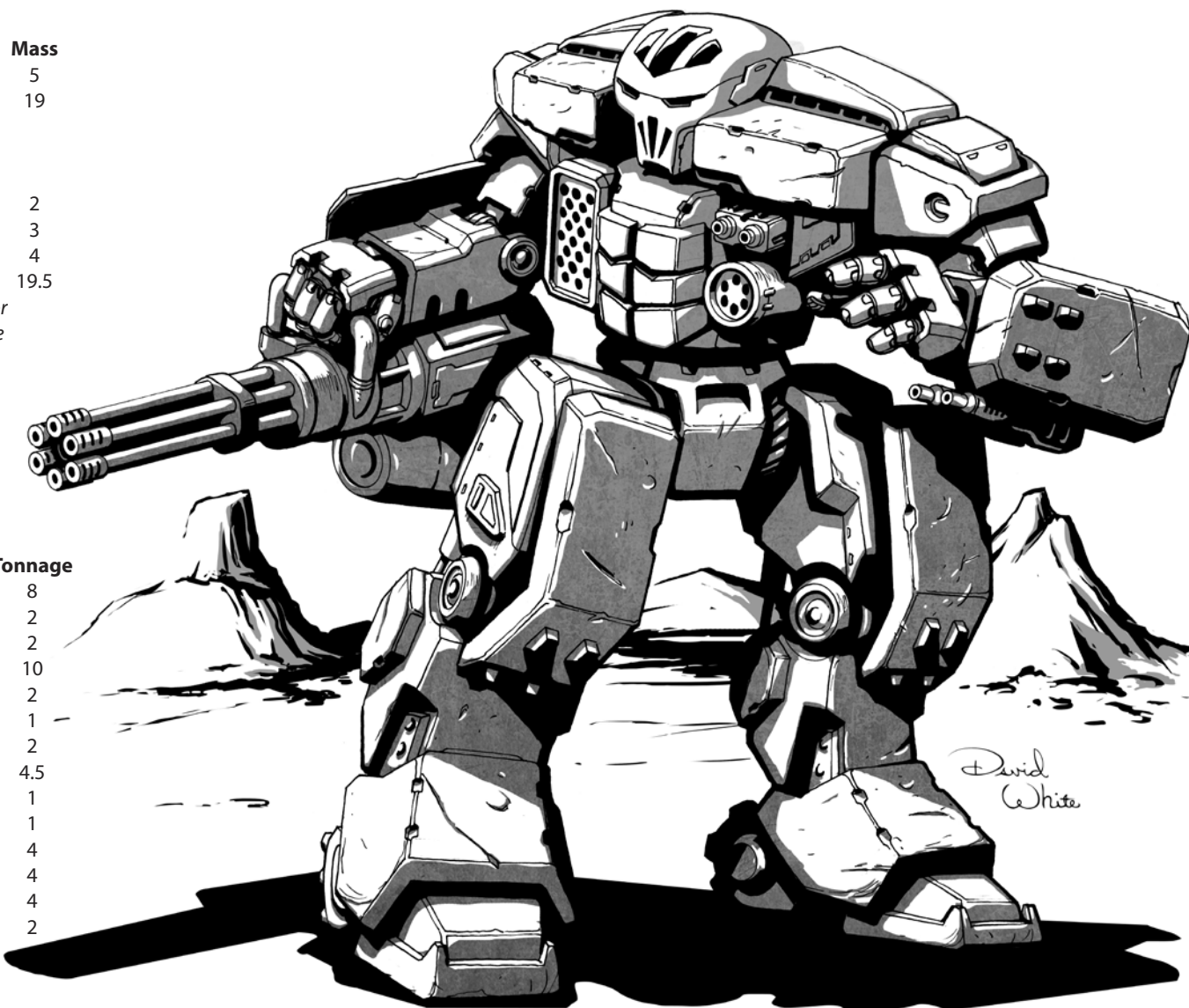
Battle Value: 2,564

**Notes:** Features the following Design Quirks: Command BattleMech, Distracting, Jettison-Capable Weapon (RAC/2), Protected Actuators.

## Equipment

	Endo Steel	Mass
Internal Structure:		5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit (Armored):		4
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	50
Center Torso (rear)		12
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
Rotary AC/2	RA	3	8
Ammo (RAC) 90	RA	2	2
Small Shield	RA	3	2
Streak LRM 20 (C)	RT	5	10
Ammo (Streak LRM) 12	RT	2	2
CASE II	RT	1	1
Angel ECM Suite	CT	2	2
Streak SRM 6	LT	2	4.5
Ammo (Streak SRM) 15	LT	1	1
CASE II	LT	1	1
2 Medium X-Pulse Lasers	LT	2	4
Radical Heat Sink System	LT	3	4
2 Medium X-Pulse Lasers	LA	2	4
Small Shield	LA	3	2





# RDL-01C RONDEL

**Mass:** 55 tons  
**Frame:** Greenock Ltd. Model 3  
**Power Plant:** VOX 330 XL  
**Armor:** Wangker Solarion Reflective  
**Armament:**

- 1 Mydron Tornado Rotary Class 5 Autocannon
- 6 Diverse Optics Extended Range Medium Lasers

**Manufacturer:** Greenock Aero Manufacturing, Ltd.

**Primary Factory:** Firgrove

**Communications System:** Rander 100B

**Targeting & Tracking System:** Jalastar TargiTrack 777

Introduced a little more than a decade before the Victoria War, the *Rondel* slowly built a reputation as a workhorse middleweight aerospace fighter. Low production kept it from supplanting more common airframes like the *Corsair* or the *Lightning*, but in the Capellan March especially, pilots assigned to *Rondels* often attempted to keep them their entire careers.

## CAPABILITIES

The *Rondel* performs equally well in space or in the atmosphere. Its wing-mounted lasers provide powerful strafing capabilities, while its acceleration allows it a heavy bomb load. As an interceptor the *Rondel* competes favorably with its nearest competitors, but the Tornado cannon lacks the knockout punch of a heavier fighter's main weapon.

## DEPLOYMENT

Greenock's relative obscurity meant that the *Rondel's* early sales were to mainly mercenary and planetary militia wings, but an initial

order by the Capellan March Militia in 3112 brought increased production and prominence. Its prominence in the Capellan March meant that *Rondels* factored in many aerospace actions of the Capellan invasion.

In late 3144 the Capellan Dynasty Guards struck at Avigait, intent on destroying the First Syrtis Fusiliers. Supporting the Fusiliers was a mercenary aerospace wing called Halsey's White Hammers. The White Hammers specialized in ground attack missions, with two squadrons of *Rondels* covered by an interceptor squadron of *Stingrays*. As the Dynasty Guards attacked, both attack squadrons flew sortie after sortie against the Capellan advance, heavily-laden with bombs. After the third strike the *Rondels* lingered to strafe with their lasers, hoping to identify the Capellan subunit commanders.

The Capellan air defense 'Mechs were frustrated when their PPCs and plasma weapons failed to bring down the *Rondels*, and the White Hammers were well-trained to avoid the emissions of autocannon-armed Partisan tanks. By the time LRM-equipped 'Mechs joined the fray, the *Rondels* had extended and escaped to reload their bomb bays. One more bomb run was enough to convince Major Halsey his fighters were outmatched, and the White Hammers moved to harassing the Guards' rear.

During the retreat from Avigait the White Hammers were forced to defend their own carriers, a trio of hired *Leopard CV* DropShips. While the Guards' aerospace contingent pursued them, the *Stingray* squadron flew interdiction missions, trying to keep Capellan fighters away from the DropShips. The two *Rondel* squadrons, with little training in air-to-air missions, attacked the pursuing DropShips.

Using simple mass-fire tactics, eleven of twelve *Rondels* jammed their Tornados with maximum-rate barrages against a Capellan *Union*. Forced to fight their way back through the screen with only their medium lasers, four of the *Rondels* were lost before the Guards fighters turned back for Avigait.

## NOTABLE UNITS

**Major Thomas Halsey:** Before founding his own mercenary aerospace wing Thomas Halsey served with the First Federated Suns Armored Cavalry, where he was one of the few *Rondel* pilots to earn ace's wings against the Capellan Confederation. As a leader Halsey is only middling, but his strengths as a tactician are almost unmatched. A strong student of military history, he often uses tactics like the mass-fire barrage he displayed at Avigait to surprise his opponents. This trait has kept the White Hammers alive more than once.

**Leftenant Adrian Franke:** Leftenant Franke is a flight leader in the 463rd Independent Aerospace Wing, which was based on New Syrtis when the Capellan invasion arrived. The 463rd was assigned as escort for the *New Syrtis*, the corvette defending the march capital, but they couldn't keep the strong Capellan attack from destroying the WarShip. Shot out of his *Dagger*, Franke returned to the sky in a refurbished *Rondel*. He shot down two Liao *Transits* before running out of Tornado ammunition. With only his lasers, he was unable to outfight a Capellan *Troika* and was shot down two weeks before New Syrtis capitulated.



# RDL-01C RONDEL

Type: **Rondel**

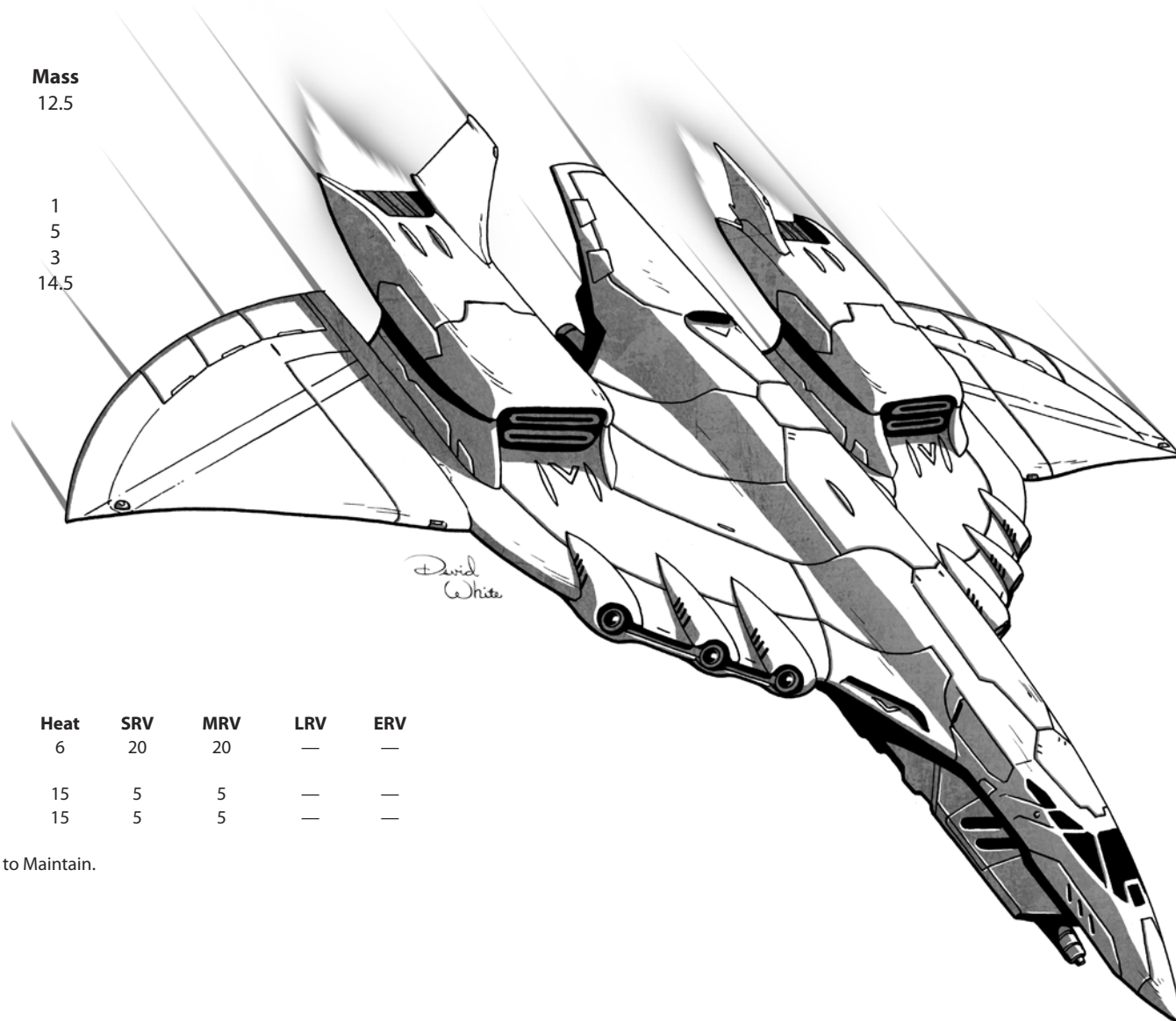
Technology Base: Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 2,274

## Equipment

Engine:	330 XL	Mass	12.5
Safe Thrust:	8		
Maximum Thrust:	12		
Structural Integrity:	8		
Heat Sinks:	11 [22]	1	
Fuel:	400	5	
Cockpit:		3	
Armor Factor (Reflec):	232	14.5	
	<i>Armor</i>		
	<i>Value</i>		
Nose	71		
Wings	54/54		
Aft	53		



Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Rotary AC/5	Nose	10	6	20	20	—	—
Ammo (RAC) 60	—	3					
3 ER Medium Lasers	RW	3	15	5	5	—	—
3 ER Medium Lasers	LW	3	15	5	5	—	—

**Notes:** Features the following Design Quirks: Easy to Maintain.



# CUT-010 CUTLASS

**Mass:** 70 tons  
**Frame:** Wangker IX  
**Power Plant:** Magna 350 XL  
**Armor:** Wangker Solarion Reflective  
**Armament:**  
1 Poland Main Model C Gauss Rifle  
1 ExoStar Extended Range Large Laser  
4 Martell Extended Range Medium Lasers  
**Manufacturer:** Wangker Aerospace  
**Primary Factory:** Axton  
**Communications System:** Rander 200B with Guardian ECM Suite  
**Targeting & Tracking System:** Rander TA1000 with Beagle Active Probe

The *Cutlass* entered service with the AFFS just after the turn of the century and quickly earned primacy of place in interceptor squadrons. Fast, heavily-armed and protected by laser-reflective armor designed to defeat the laser weapons of Capellan *Transgressors* and *Troikas*, the *Cutlass* was an instant hit.

## CAPABILITIES

As many Combine pilots discovered at Palmyra, the *Cutlass* is a hard target. Safely hidden in a cloud of electronic distortion, *Cutlass* pilots use their fighter's high acceleration to drive into range to strike with Gauss rifle and lasers and then escape.

## DEPLOYMENT

Popular in the AFFS navy, *Cutlasses* have fought along both the Confederation and the Combine borders. In both places they have functioned largely in conventional interceptor roles, but two actions stand out to place the *Cutlass* a cut above other similar fighters such as the *Stingray* or *Lucifer*.

In many cases the *Cutlass* squadrons were as surprised as the rest of the AFFS navy at Palmyra, but several pilots kept their heads and defended their carriers even as those carriers abandoned them for the relative safety of hyperspace. Their ECM often shielded them from initial fire, which gave them precious seconds to respond. The most effective response came from the 116th Interceptor Squadron, the so-called Valkyries.

The Kuritans' initial barrage crippled the Valkyries' *Leopard* CV-class carrier, so Captain Henrietta Vickers led her fighters against the nearest Combine DropShip. In a staggering display of professionalism, the Valkyries flew as a coordinated squadron, using mass-fire to shred a half-squad of *Koroshiya* fighters with their Gauss rifles. Ignoring the remaining fighters' counter-fire, the Valkyries dove at a Kuritan *Okinawa*. In a matter of minutes the squadron had disabled the DropShip's drive. That accomplished, the squadron turned toward another Kuritan DropShip, joining a general attack on a *Taihou* driving toward the *Star Lord*-class JumpShip FSS *Nikolai Rostov*. Though *Rostov* was destroyed, the *Taihou* did not survive—the last surviving Valkyrie, Sergeant Angelo Dorden, crashed his *Cutlass* into the DropShip's stern, destroying it.

In the defense of New Syrtis, *Cutlasses* flying with the New Syrtis Capellan March Militia were the last line of defense before the Capellan landings. Using their speed and ECM to full effect, the squadrons dove at the Capellan DropShips as they entered the atmosphere, hoping the ionization interference would help protect them, but the Capellan escorts had anticipated the tactic. Autocannon-armed *Defiance* fighters pounced on them and pounded their reflective armor to pieces, though two troop-carrying DropShips were destroyed.

## VARIANTS

The E-model *Cutlass* replaces the Gauss rifle and ER medium lasers with an extended-range long-range missile battery, turning the fighter into a splendid harasser and pursuit fighter.

## NOTABLE UNITS

**Sergeant Hilario Diaz:** When the Combine assault on Palmyra began, Hilario Diaz was flying barrier combat air patrol for the FSS *Numenor's Pride*. *Pride* was one of the JumpShips attacked by the hidden Combine forces, and while its captain scrambled to make an emergency jump Diaz and his wingman held off a full squadron of Combine *Shilones*. Though their *Cutlasses* took ruinous damage from the *Shilones'* LRMs, their armor protected them long enough for Diaz and his wingman to disable four of the six *Shilones*. Diaz's wingman was lost withdrawing to the JumpShip, and Diaz's *Cutlass* caught a bad hook on landing and crashed. He survived, though he watched the fall of Tsamma from a hospital DropShip.

**Leftenant Vilnius Arrega:** Flight leader Leftenant Vilnius Arrega flew with the aerospace contingent of the First Federated Suns Armored Cavalry at Almach, and faced some of the Confederation's most elite pilots. Even as the Red Lancers were driving the Armored Cavalry off-world, Arrega and his flight were repeatedly pounding penetrations through the Liao aerospace cordon, allowing General Chapman's troops to escape.



# CUT-010 CUTLASS

Type: **Cutlass**

Technology Base: Inner Sphere (Advanced)

Tonnage: 70

Battle Value: 2,663

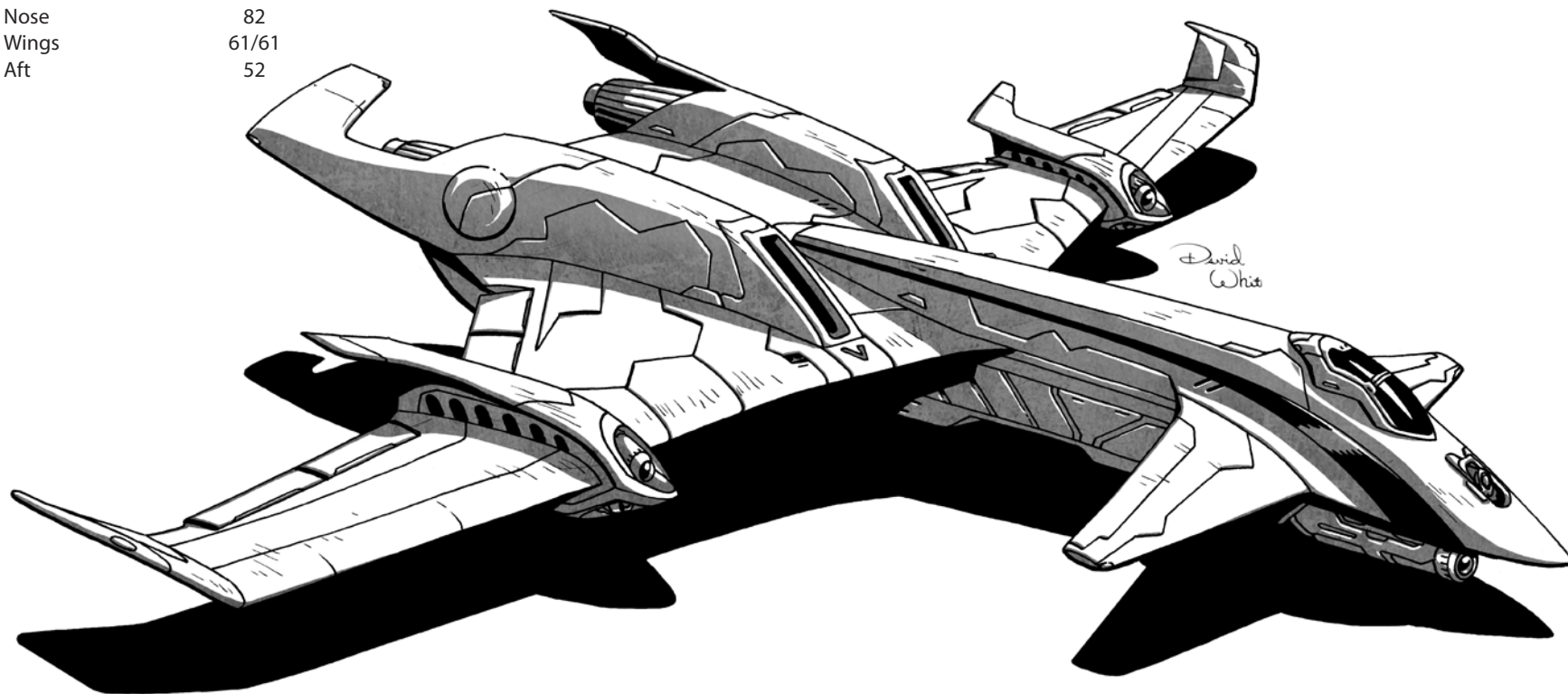
## Equipment

		Mass
Engine:	350 XL	15
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	12 [24]	2
Fuel:	400	5
Cockpit:		3
Armor Factor (Reflective):	256	16
	<i>Armor Value</i>	
Nose	82	
Wings	61/61	
Aft	52	

## Weapons and Ammo

	Location	Mass	Heat	SRV	MRV	LRV	ERV
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 16	—	2					
ER Large Laser	Nose	5	12	8	8	8	—
Guardian ECM Suite	Nose	1.5					
Beagle Active Probe	Nose	1.5					
2 ER Medium Lasers	RW	2	10	5	5	—	—
2 ER Medium Lasers	LW	2	10	5	5	—	—

**Notes:** Features the following Design Quirks: Improved Life Support, Atmospheric Flight Instability.





# BATTLETECH



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD 1

Type: PAB-28

Era: Dark Age

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

Anti-Mech Skill: \_\_\_\_\_

Ground MP: 1

Weapons & Equip.

David Light Gauss Rifle  
David Light Gauss Rifle

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 119/23

### BATTLE ARMOR: SQUAD 2

Type: PAB-28

Era: Dark Age

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

Anti-Mech Skill: \_\_\_\_\_

Ground MP: 1

Weapons & Equip.

David Light Gauss Rifle  
David Light Gauss Rifle

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 119/23

### BATTLE ARMOR: SQUAD 3

Type: PAB-28

Era: Dark Age

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

Anti-Mech Skill: \_\_\_\_\_

Ground MP: 1

Weapons & Equip.

David Light Gauss Rifle  
David Light Gauss Rifle

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 119/23

### BATTLE ARMOR: SQUAD 4

Type: PAB-28

Era: Dark Age

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

Anti-Mech Skill: \_\_\_\_\_

Ground MP: 1

Weapons & Equip.

David Light Gauss Rifle  
David Light Gauss Rifle

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 119/23

### BATTLE ARMOR: SQUAD 5

Type: PAB-28

Era: Dark Age

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

Anti-Mech Skill: \_\_\_\_\_

Ground MP: 1

Weapons & Equip.

David Light Gauss Rifle  
David Light Gauss Rifle

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

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Armor: Standard Stealth [+1/+1/+2]

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 119/23

### LEG ATTACKS TABLE

**BATTLE ARMOR  
TROOPERS ACTIVE**

4-6  
3  
2  
1

**BASE TO-HIT  
MODIFIER**

0  
+2  
+5  
+7

### SWARM ATTACKS TABLE

**BATTLE ARMOR  
TROOPERS ACTIVE**

4-6  
1-3

**BASE TO-HIT  
MODIFIER**

+2  
+5

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

\*Unit 1 and Unit 2 represent two battle armor units





# BATTLETECH



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD 1

Type: Sea Fox Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 3 Jump: 1 UMU: 3  
Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Mechanical Jump Booster [E] — — — —  
SRM 1 [OS] 2/Msl [M.C.S.] — 3 6 9  
Armor: Basic Stealth [+0/+1/+2]  
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1	●○○○○○
2	●○○○○○
3	●○○○○○
4	●○○○○○

BV: 130/25

### BATTLE ARMOR: SQUAD 2

Type: Sea Fox Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 3 Jump: 1 UMU: 3  
Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Mechanical Jump Booster [E] — — — —  
SRM 1 [OS] 2/Msl [M.C.S.] — 3 6 9  
Armor: Basic Stealth [+0/+1/+2]  
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1	●○○○○○
2	●○○○○○
3	●○○○○○
4	●○○○○○

BV: 130/25

### BATTLE ARMOR: SQUAD 3

Type: Sea Fox Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 3 Jump: 1 UMU: 3  
Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Mechanical Jump Booster [E] — — — —  
SRM 1 [OS] 2/Msl [M.C.S.] — 3 6 9  
Armor: Basic Stealth [+0/+1/+2]  
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1	●○○○○○
2	●○○○○○
3	●○○○○○
4	●○○○○○

BV: 130/25

### BATTLE ARMOR: SQUAD 4

Type: Sea Fox Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 3 Jump: 1 UMU: 3  
Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Mechanical Jump Booster [E] — — — —  
SRM 1 [OS] 2/Msl [M.C.S.] — 3 6 9  
Armor: Basic Stealth [+0/+1/+2]  
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1	●○○○○○
2	●○○○○○
3	●○○○○○
4	●○○○○○

BV: 130/25

### BATTLE ARMOR: SQUAD 5

Type: Sea Fox Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 3 Jump: 1 UMU: 3  
Weapons & Equip. Dmg Min Sht Med Lng  
Cutting Torch [E] — — — —  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Mechanical Jump Booster [E] — — — —  
SRM 1 [OS] 2/Msl [M.C.S.] — 3 6 9  
Armor: Basic Stealth [+0/+1/+2]  
Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

1	●○○○○○
2	●○○○○○
3	●○○○○○
4	●○○○○○

BV: 130/25

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

\*Unit 1 and Unit 2 represent two battle armor units





# BATTLETECH



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: SQUAD 1

Type: Fusilier Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 2  
Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Magshot 2 [DB] — 3 6 9

Armor: Basic Stealth [+0/+1/+2]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 348/67

### BATTLE ARMOR: SQUAD 2

Type: Fusilier Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 2  
Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Magshot 2 [DB] — 3 6 9

Armor: Basic Stealth [+0/+1/+2]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 348/67

### BATTLE ARMOR: SQUAD 3

Type: Fusilier Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 2  
Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Magshot 2 [DB] — 3 6 9

Armor: Basic Stealth [+0/+1/+2]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 348/67

### BATTLE ARMOR: SQUAD 4

Type: Fusilier Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 2  
Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Magshot 2 [DB] — 3 6 9

Armor: Basic Stealth [+0/+1/+2]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 348/67

### BATTLE ARMOR: SQUAD 5

Type: Fusilier Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 2  
Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Magshot 2 [DB] — 3 6 9

Armor: Basic Stealth [+0/+1/+2]

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 348/67

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

\*Unit 1 and Unit 2 represent two battle armor units





# BATTLETECH



## BATTLE ARMOR RECORD SHEET (ADVANCED)

### BATTLE ARMOR: SQUAD 1

Type: Fusilier (Upgrade) Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 1

Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Plasma Rifle 2 [DE, H] — 2 4 6

Armor: Reflective

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 382/73

### BATTLE ARMOR: SQUAD 2

Type: Fusilier (Upgrade) Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 1

Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Plasma Rifle 2 [DE, H] — 2 4 6

Armor: Reflective

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 382/73

### BATTLE ARMOR: SQUAD 3

Type: Fusilier (Upgrade) Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 1

Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Plasma Rifle 2 [DE, H] — 2 4 6

Armor: Reflective

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 382/73

### BATTLE ARMOR: SQUAD 4

Type: Fusilier (Upgrade) Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 1

Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Plasma Rifle 2 [DE, H] — 2 4 6

Armor: Reflective

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 382/73

### BATTLE ARMOR: SQUAD 5

Type: Fusilier (Upgrade) Era: Dark Age  
Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump: 1

Weapons & Equip. Dmg Min Sht Med Lng  
Light Machine Gun (Body) 1 [DB, AI] — 2 4 6  
Plasma Rifle 2 [DE, H] — 2 4 6

Armor: Reflective

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○

BV: 382/73

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM ATTACK MODIFIERS TABLE

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

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

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

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

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

### TRANSPORT POSITIONS TABLE

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

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

\*Unit 1 and Unit 2 represent two battle armor units





# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Kruger Combat Car

Movement Points:

Cruising: 7

Flank: 11

Movement Type: Wheeled

Engine Type: Fusion Engine

Tonnage: 10

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

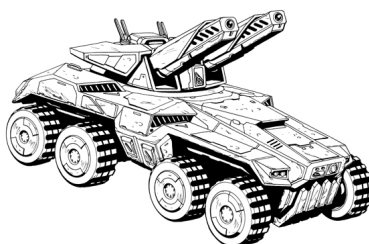
Front ☐

Left ☐

Right ☐

Rear ☐

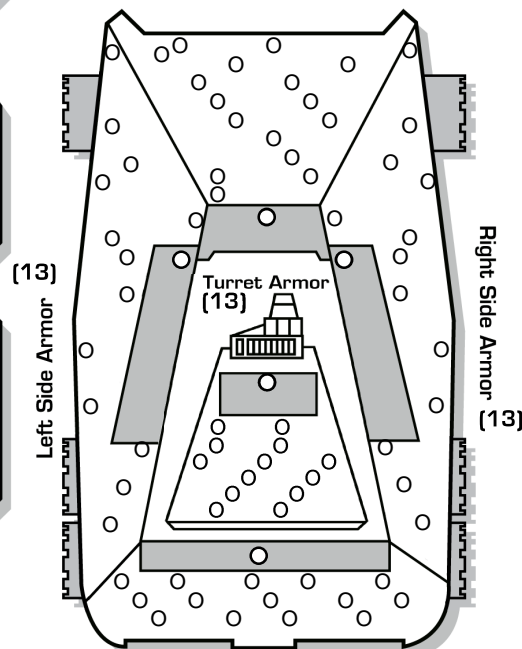
Turret ☐



BV: 429

### ARMOR DIAGRAM

Front Armor  
(16)



Rear Armor  
(14)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Kruger Combat Car (Original)

Movement Points: Tonnage: 10  
 Cruising: 7 Tech Base: Inner Sphere  
 Flank: 11 [Intro]  
 Movement Type: Wheeled Era: Star League  
 Engine Type: Fusion Engine

### Weapons & Equipment Inventory (hexes)

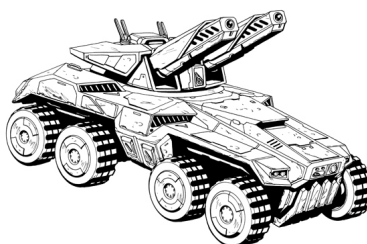
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	T	5 [DE]	—	3	6	9

### CREW DATA

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

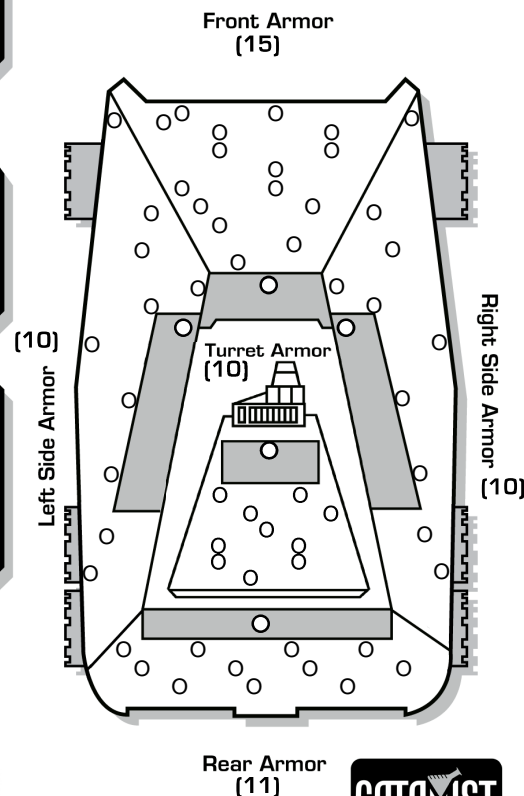
### CRITICAL DAMAGE

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



BV: 336

### ARMOR DIAGRAM



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: **Marten Scout VTOL**

Movement Points: **Tonnage: 15**  
 Cruising: 13 **Tech Base: Inner Sphere**  
 Flank: 20 **Era: Succession Wars**  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M.C.S]	—	3	6	9
1	Remote Sensor Dispenser	RR	[E]	—	—	—	—

Infantry Compartment (1 ton)

Ammo: [SRM 2] 50, [Remote Sensors] 30

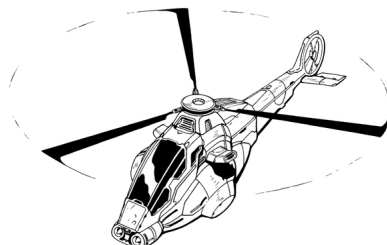
BV: 179

### CREW DATA

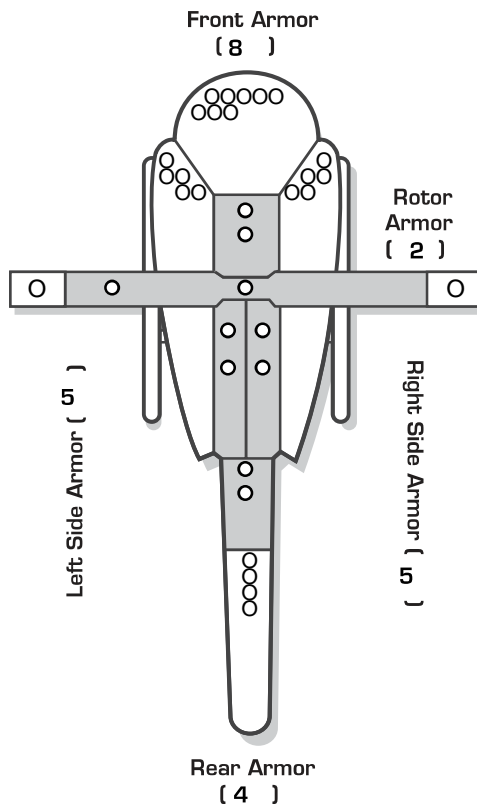
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Co-Pilot Hit **+1** Pilot Hit **+2**  
 Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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



# BATTLETECH™

## V.T.O.L. RECORD SHEET

### VEHICLE DATA

Type: **Marten Scout VTOL (Infantry)**

Movement Points: Tonnage: 15  
Cruising: 13 Tech Base: Inner Sphere  
Flank: 20 Era: Succession Wars  
Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng  
1 Remote Sensor Dispenser RR [E] - - - -  
Infantry Compartment (3 tons)

Ammo: [Remote Sensors] 30

BV: 107

### CREW DATA

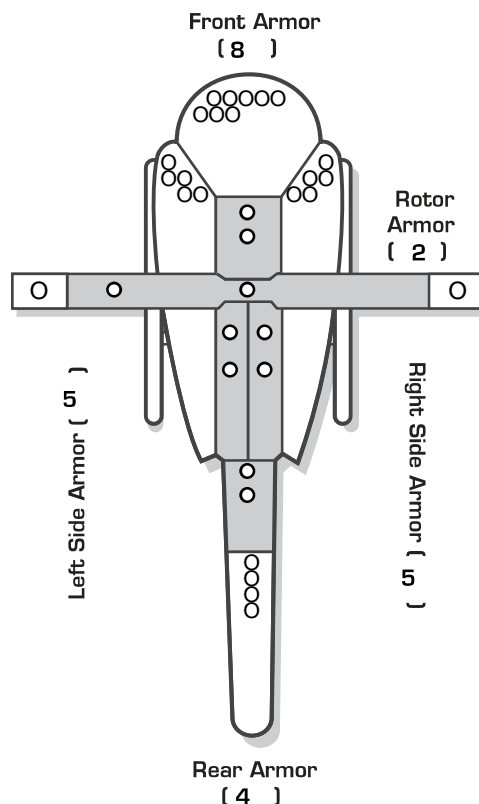
Crew: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
Co-Pilot Hit +1 Pilot Hit +2  
Modifier to all To-Hit rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM



### VTOL COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

### VTOL ELEVATION TRACK

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

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

### PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

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

### VTOL COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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



# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: JI2A1 Attack APC

Movement Points:

Cruising: 10

Flank: 15

Movement Type: Hover

Engine Type: Fuel Cell Engine

Tonnage: 25

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

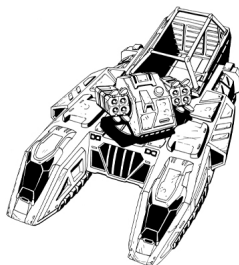
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 4	T	2/Mel	-	3	6	9

Infantry Compartment [4 tons]

Ammo: [SRM 4] 25

BV: 435



### ARMOR DIAGRAM

Front Armor  
(20)

(15)

Left Side Armor

Turret Armor  
(15)

Right Side Armor  
(15)

Rear Armor  
(14)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: JI2A1 Attack APC (MML)

Movement Points:

Cruising: 10

Flank: 15

Movement Type: Hover

Engine Type: Fuel Cell Engine

Tonnage: 25

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

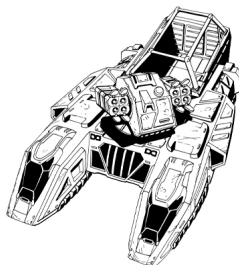
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MML 3	T	[M.S.C]	6	7	14	21
	LRM						
	SRM		2/Msl	—	3	6	9

Infantry Compartment [4 tons]

Ammo: [MML 3/SRM] 33, [MML 3/LRM] 40

BV: 396



### ARMOR DIAGRAM

Front Armor  
(20)

(15)

Left Side Armor

Right Side Armor (15)

Rear Armor  
(14)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Hasek Mechanized Combat Vehicle

Movement Points: **Tonnage:** 40  
**Cruising:** 5 **Tech Base:** Inner Sphere  
**Flank:** 8 **Era:** Dark Age  
**Movement Type:** Tracked  
**Engine Type:** Light Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	PPC	T	10 [DE]	3	6	12	18
1	Small Pulse Laser	T	3 [P,Al]	—	1	2	3

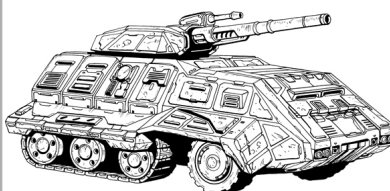
Infantry Compartment [4 tons]

### CREW DATA

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

### CRITICAL DAMAGE

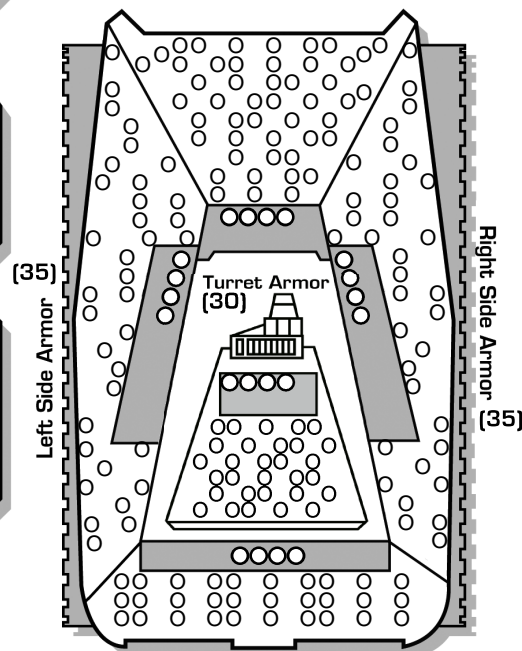
Turret Locked ☐ Engine Hit ☐  
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



BV: 841

### ARMOR DIAGRAM

Front Armor  
(48)



Rear Armor  
(30)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Sortek Assault Craft

Movement Points:

Cruising: 9

Flank: 14

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 45

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

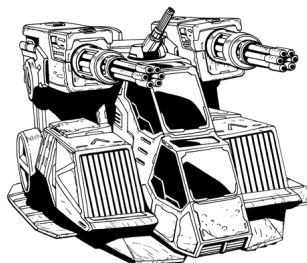
Rear ☐

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR					
2	Rotary AC/2	FR	2/Sht [DB,R/C]	6	12	18	

Ammo: [AMS] 12, [RAC/2] 90

BV: 937



### ARMOR DIAGRAM

Front Armor  
(30)

(24)

Left Side Armor

Right Side Armor  
(24)

Rear Armor  
(21)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Sortek Assault Craft (Interdictor)

Movement Points: **Tonnage:** 45  
**Cruising:** 10 **Tech Base:** Inner Sphere  
**Flank:** 15 (Advanced)  
**Movement Type:** Hover **Era:** Dark Age  
**Engine Type:** Light Fusion Engine

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	AMS	FR	—	—	—	—	—
2	Light PPC	FR	5 [DE]	3	6	12	18

Ammo: [AMS] 12

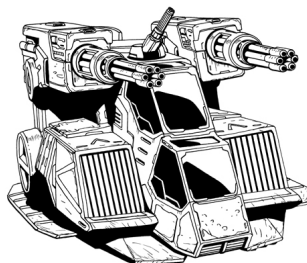
BV: 884

### CREW DATA

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

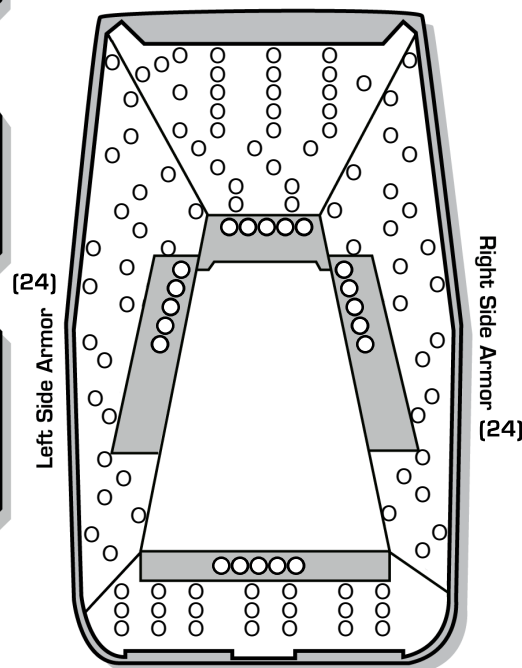
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
(30)



Rear Armor  
(21)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information).

A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zibler Strike Tank Prime

Movement Points: **Cruising:** 8 **Flank:** 12  
**Tonnage:** 50 **Tech Base:** Inner Sphere **Era:** Dark Age  
**Movement Type:** Hover  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Targeting Computer	BD	[E]	—	—	—	—
4	Medium Laser	T	5 [DE]	—	3	6	9
3	Streak SRM 4	T	2 [M/S] [M,C]	—	3	6	9

Ammo [CASE]: [Streak SRM 4] 25

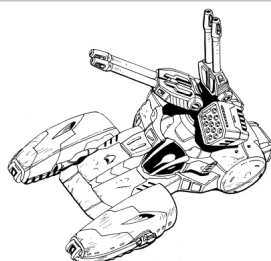
BV: 1,205

### CREW DATA

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

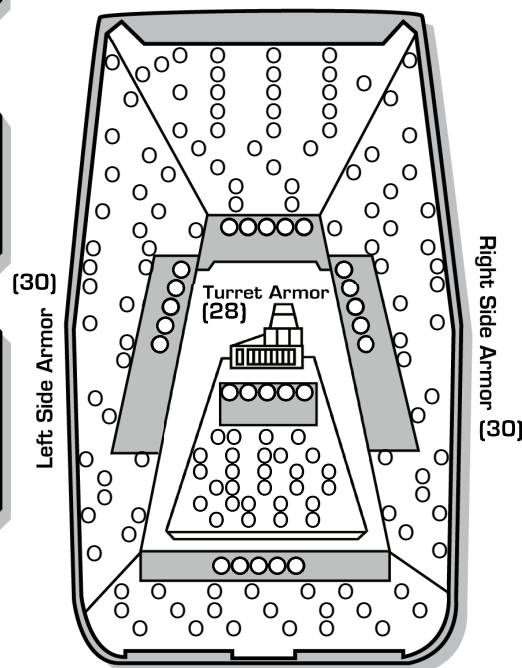
### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Front Armor  
(30)



Rear Armor  
(20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zibler Strike Tank A

Movement Points:

Cruising: 8

Flank: 12

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 50

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

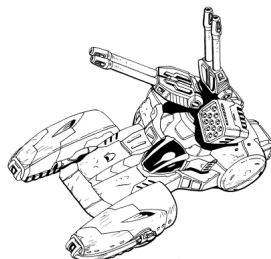
Rear ☐ Turret ☐

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	LAC/2	T	2	-	6	12	18
			[DB,S]				

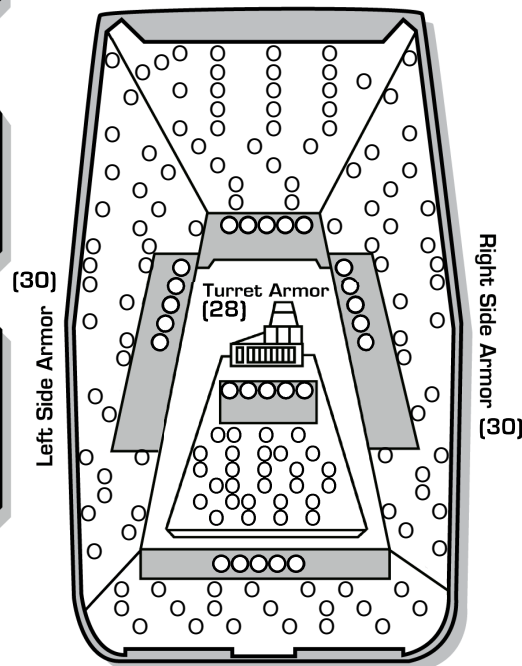
Ammo (CASE): (LAC/2) 90

BV: 664



### ARMOR DIAGRAM

Front Armor (30)



Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zibler Strike Tank B

Movement Points:

Cruising: 8

Flank: 12

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 50

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

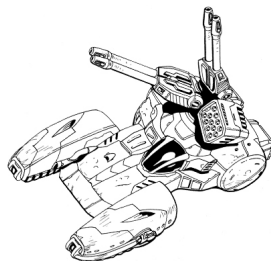
Rear ☐ Turret ☐

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	T	5 [DE]	—	4	8	12
1	LB 10-X AC	T	10	—	6	12	18
			[DB,C/F/S]				
4	Light Machine Gun	T	1	—	2	4	6
			[DB,AI]				
1	Light Machine Gun Array	T	[T]	—	—	—	—

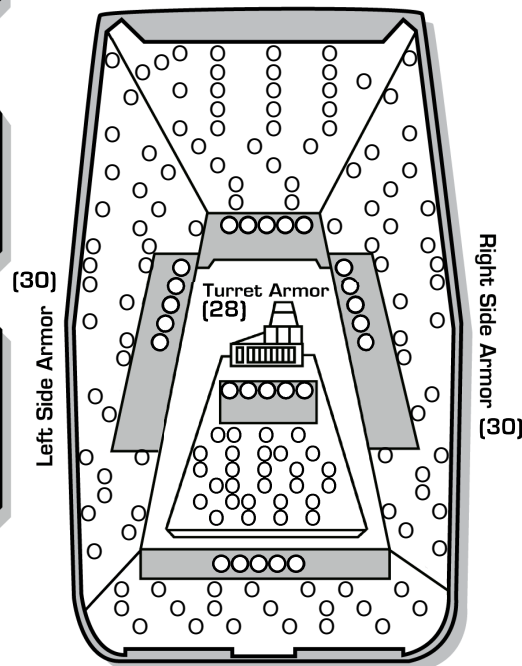
Ammo (CASE): (LB 10-X Cluster) 10, (LB 10-X) 10  
(Light Machine Gun) 100

BV: 1,072



### ARMOR DIAGRAM

Front Armor  
(30)



Rear Armor  
(20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zibler Strike Tank C

Movement Points:

Cruising: 8

Flank: 12

Movement Type: Hover

Engine Type: Fusion Engine

Tonnage: 50

Tech Base: Inner Sphere

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

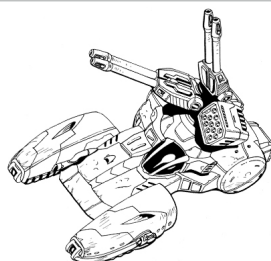
Rear ☐ Turret ☐

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
2	MML 7	T	[M,S,C]	6	7	14	21
	LRM		1/Msl	—	3	6	9
	SRM		2/Msl	—	3	6	9
1	Snub-Nose PPC	T	10/8/5 [DE,V]	—	9	13	15

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

BV: 1,017



### ARMOR DIAGRAM

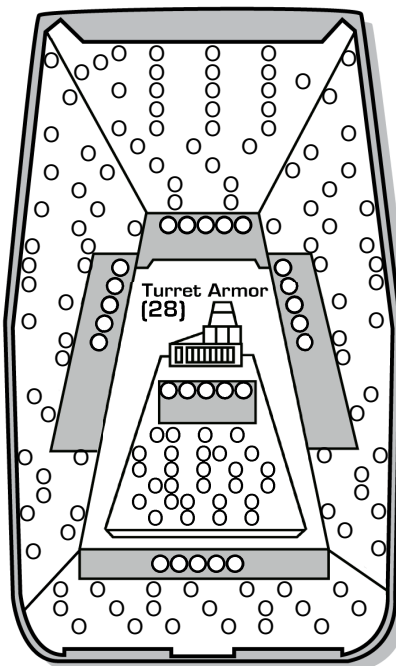
Front Armor (30)

(30)

Left Side Armor

Right Side Armor (30)

Rear Armor (20)



### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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



# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Zibler Strike Tank D

Movement Points: **Tonnage:** 50  
**Cruising:** 8 **Tech Base:** Inner Sphere  
**Flank:** 12 (Advanced)  
**Movement Type:** Hover **Era:** Dark Age  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

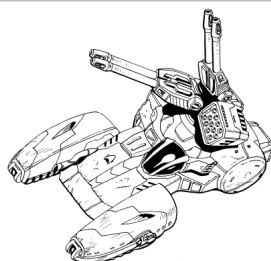
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Boosted Slave	BD	[E]	—	—	—	—
1	Heavy PPC	T	15 [DE]	3	6	12	18

### CREW DATA

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

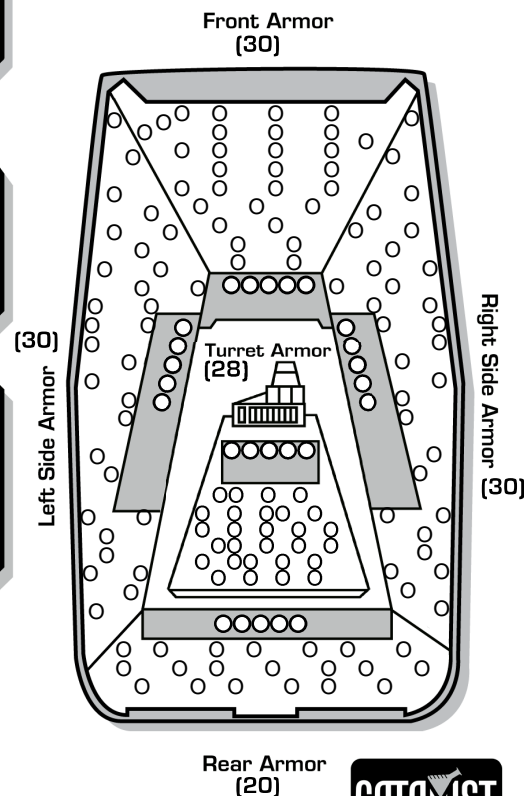
### CRITICAL DAMAGE

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



BV: 1,021

### ARMOR DIAGRAM



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Hanse MBT

Movement Points:

Cruising: 4

Flank: 6 [8]

Movement Type: Tracked

Engine Type: XL Fusion Engine

Tonnage: 75

Tech Base: Inner Sphere

(Experimental)

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving

Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

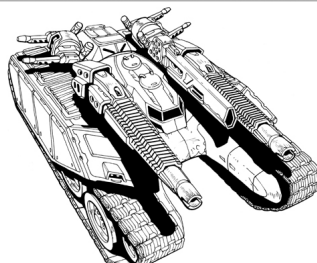
Rear ☐

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Ln
1	LAC/5	FR	5	—	5	10	15
			[DB,S]				
2	Plasma Rifle	FR	10	—	5	10	15
			[DE,H]				
2	Light Machine Gun	RSp	1	—	2	4	6
			[DB,AI]				
2	Light Machine Gun	LSp	1	—	2	4	6
			[DB,AI]				

Ammo (CASE): [LAC/5] 40, [Light Machine Gun] 100  
[Plasma Rifle] 40

BV: 1,537



### ARMOR DIAGRAM

Front Armor  
(61)

(48)

Left Side Armor

Right Side Armor

(48)

Rear Armor  
(40)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Sniper Artillery

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: Fusion Engine

Tonnage: 80

Tech Base: Inner Sphere

(Advanced)

Era: Dark Age

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving

Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

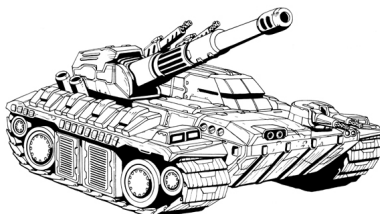
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (4 ton)	BD	[E]	—	—	—	—
2	ER Small Laser	FR	3 [DE]	—	2	4	5
1	Sniper	FR	20	—	1	2	18
			[AE,S,F]				
1	Trailer Hitch	RR	[E]	—	—	—	—
2	Machine Gun	T	2	—	1	2	3
			[DB,AI]				

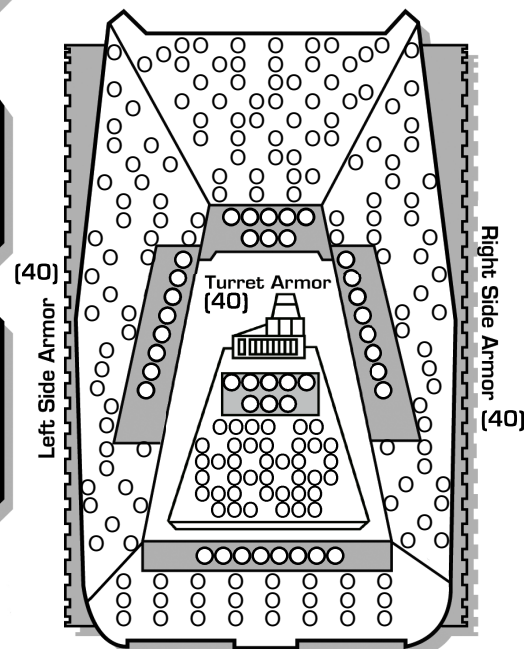
Chassis Modifications: Limited Amphibious

Ammo (CASE): [Sniper] 70, [Machine Gun] 200

BV: 895

### ARMOR DIAGRAM

Front Armor  
(48)



Rear Armor  
(24)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Paladin Defense System

Movement Points: **Cruising:** 2 **Flank:** 3 **Movement Type:** Tracked **Engine Type:** XL Fusion Engine

Tonnage: 130 **Tech Base:** Inner Sphere (Advanced) **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Communications Equipment (1 ton)	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Trailer Hitch	RR	[E]	—	—	—	—
2	Long Tom	T	25 [AE,S,F]	—	1	2	30

Ammo (CASE): (Long Tom) 30

BV: 1,624

### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

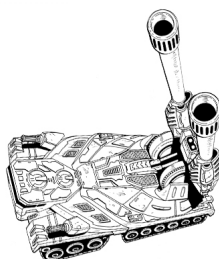
### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

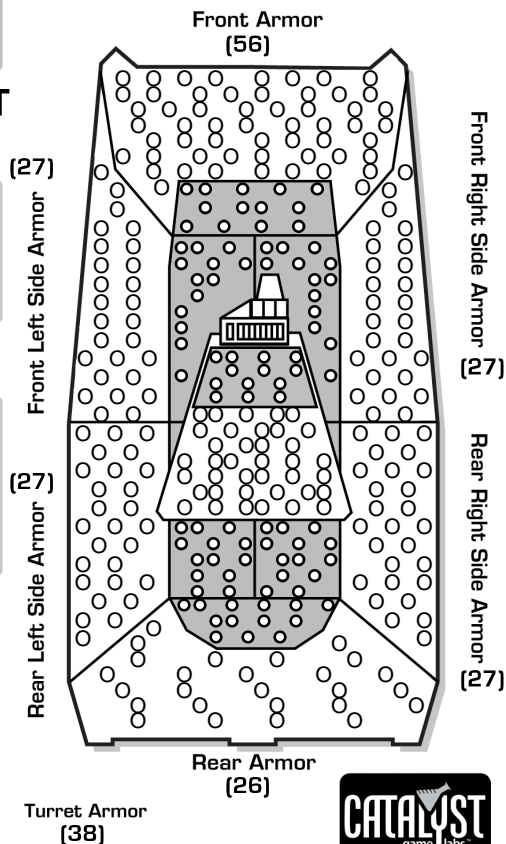
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



### ARMOR DIAGRAM



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### SUPER-HEAVY VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +5. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## SUPER-HEAVY COMBAT VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Destrier Siege Vehicle

Movement Points: **Tonnage:** 200  
**Cruising:** 2 **Tech Base:** Inner Sphere  
**Flank:** 3 (Advanced)  
**Movement Type:** Tracked **Era:** Dark Age  
**Engine Type:** XL Fusion Engine

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C Slave	BD	[E]	—	—	—	—
1	Communications Equipment (1 ton)	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	AMS	FRRS	(PD) [PD]	—	0	0	—
2	Light Machine Gun	FRRS	1 [DBA]	—	2	4	6
1	AMS	FRLS	(PD) [PD]	—	0	0	—
2	Light Machine Gun	FRLS	1 [DBA]	—	2	4	6
1	AMS	RR	(PD) [PD]	—	2	4	6
2	Light Machine Gun	RR	1 [DBA]	—	2	4	6
1	Trailer Hitch	RR	[E]	—	0	0	—
1	AMS	T	(PD) [PD]	—	4	8	12
2	ER Medium Laser	T	5 [DE]	4	6	13	20
2	Long Tom Cannon	T	20 [DBA]	4	6	13	20

Cargo:  
 Infantry Compartment (4 tons)

Ammo (CASE): (Long Tom Cannon) 40, (AMS) 48  
 (Light Machine Gun) 200

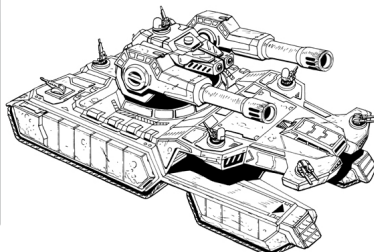
BV: 2,859

### CREW DATA

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

### CRITICAL DAMAGE

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



### ARMOR DIAGRAM

Hardened  
 Front Armor  
 (60)

(45)

Front Left Side Armor

(35)

Rear Left Side Armor

Rear Armor  
 (35)

Turret Armor  
 (41)

Front Right Side Armor (45)

Rear Right Side Armor (35)



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### SUPER-HEAVY VEHICLE HIT LOCATION TABLE

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

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Critical Hits Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡If the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear +1  
 Hit from the sides +2

#### Vehicle Type Modifiers:

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

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +5. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH™

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Ballista Artillery Trailer

Movement Points:

Tonnage: 100

Cruising: 0

Tech Base: Inner Sphere

Flank: 0

(Advanced)

Movement Type: Tracked

Era: Dark Age

Engine Type: Fusion Engine

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	BD	[E]	—	—	—	—
1	Communications Equipment (4 ton)	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Trailer Hitch	FR	[E]	—	—	—	—
1	AMS	RSpO	—	—	—	—	—
2	Light Machine Gun	RSpO	1 [DB, AI]	—	2	4	6
1	AMS	LSpo	—	—	—	—	—
2	Light Machine Gun	LSpo	1 [DB, AI]	—	2	4	6
1	AMS	RR	—	—	—	—	—
2	Light Machine Gun	RR	1 [DB, AI]	—	2	4	6
1	Trailer Hitch	RR	[E]	—	—	—	—
1	AMS	T	—	—	—	—	—
2	Arrow IV	T	20 [A, S, F]	—	1	6	12
2	ER Medium Laser	T	5 [DE]	—	4	6	12

Infantry Compartment (4 tons)

Ammo (CASE): (AMS) 48, (Arrow IV Homing) 20  
(Light Machine Gun) 200, (Arrow IV) 20

BV: 1,461

### CREW DATA

Crew: —

Gunnery Skill: —

Driving Skill: —

Commander Hit +1

Modifier to all Skill rolls

Driver Hit +2

Modifier to Driving

Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐

Engine Hit ☐

Sensor Hits

+1 +2 +3 D

Motive System Hits

+1 +2 +3

Stabilizers

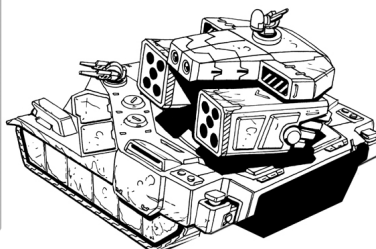
Front ☐

Left ☐

Right ☐

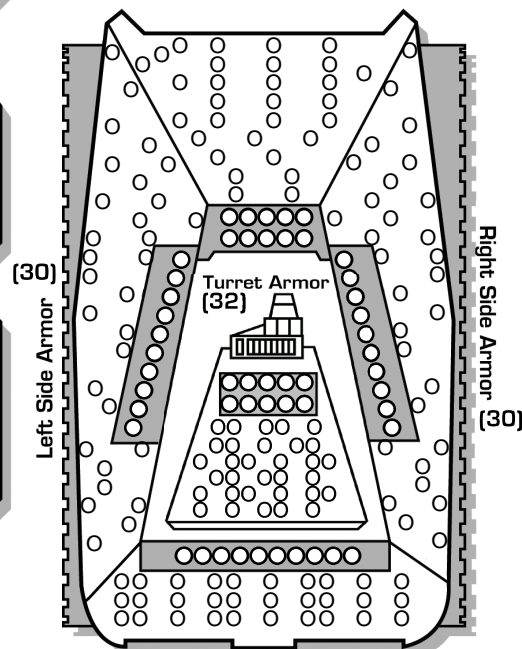
Rear ☐

Turret ☐



### ARMOR DIAGRAM

Hardened  
Front Armor  
(30)



Rear Armor  
(30)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

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

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

### MOTIVE SYSTEM DAMAGE TABLE

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

#### Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

#### Vehicle Type Modifiers:

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

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

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Prey Seeker PY-SR10

Movement Points: Tonnage: 15  
Walking: 12 Tech Base: Inner Sphere  
Running: 18 [Advanced]  
Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Re-engineered Laser	RT	7	6 [DE]	—	3	6	9
1	Medium Re-engineered Laser	LT	7	6 [DE]	—	3	6	9

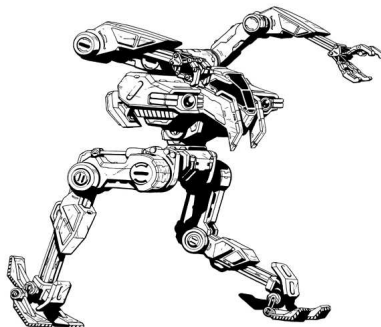
BV: 549

### WARRIOR DATA

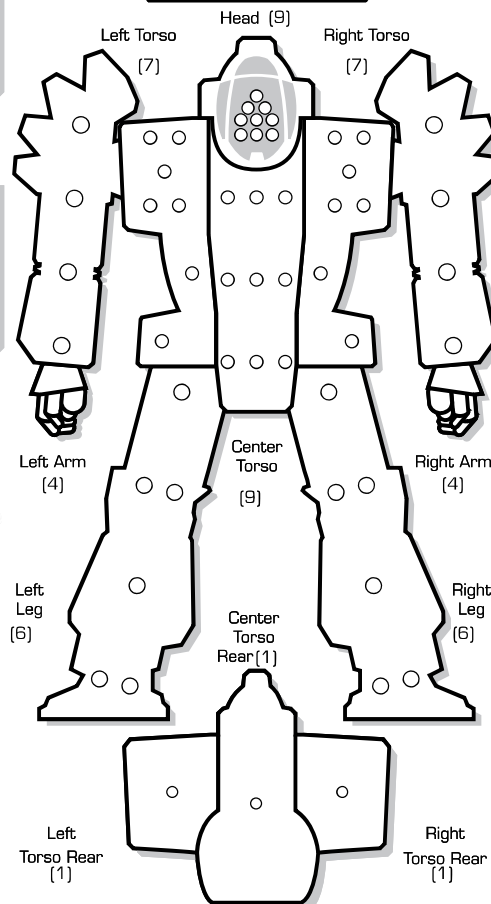
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Roll Again

#### Right Arm

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

#### Center Torso

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

#### Right Torso

- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

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

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

#### Right Torso

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

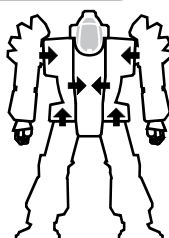
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Endo Steel

#### Left Leg

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

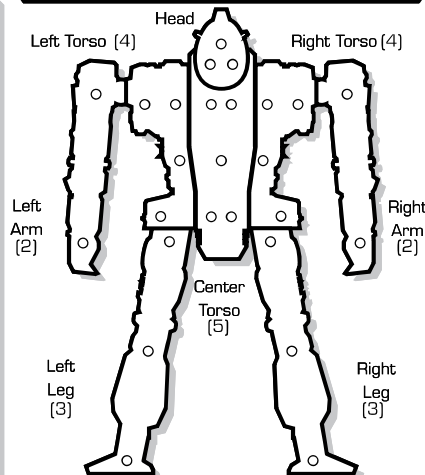
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Gunsmith CH11-NG

Movement Points: **Tonnage:** 25  
 Walking: 10 **Tech Base:** Inner Sphere  
 Running: 15 [20] **Era:** [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

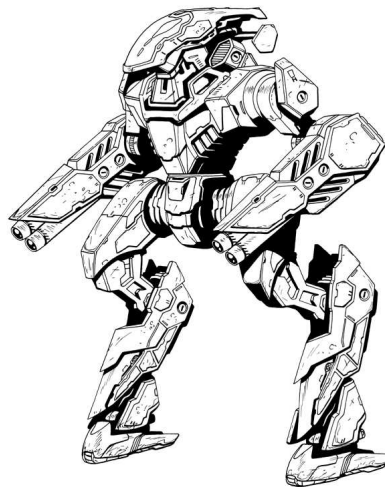
BV: 1,465

### WARRIOR DATA

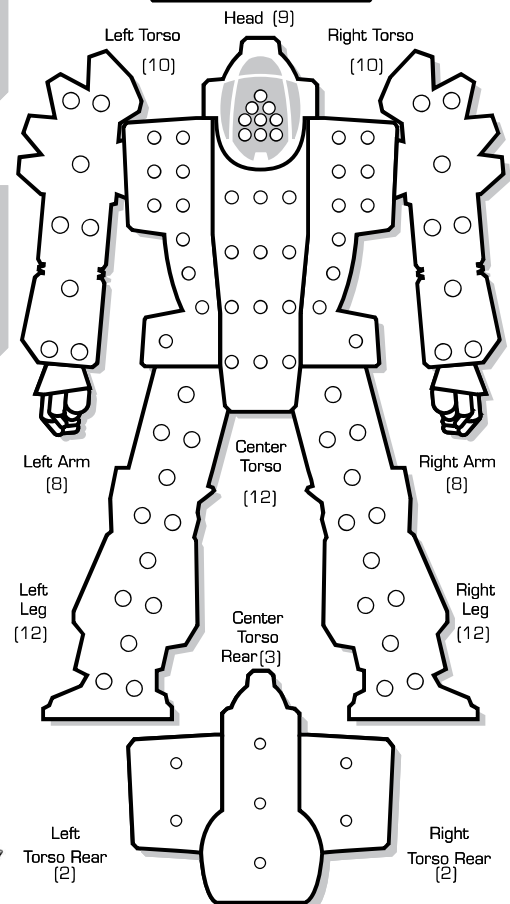
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium X-Pulse Laser
- Medium X-Pulse Laser
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Reflective
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium X-Pulse Laser
- Medium X-Pulse Laser
- Endo Steel

#### Center Torso

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

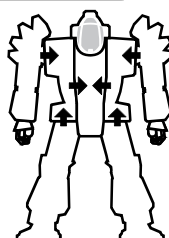
#### Right Torso

- 1-3 XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

#### Left Torso

- 1-3 XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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



Damage Transfer Diagram

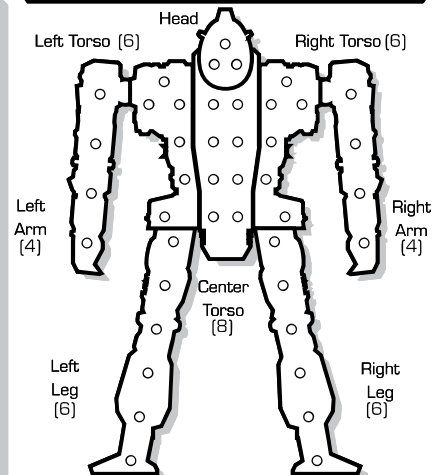
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hollander III BZK-D1

Movement Points: Tonnage: 35  
Walking: 5 Tech Base: Inner Sphere  
Running: 8 [10] [Advanced]  
Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	-	6	12	18

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

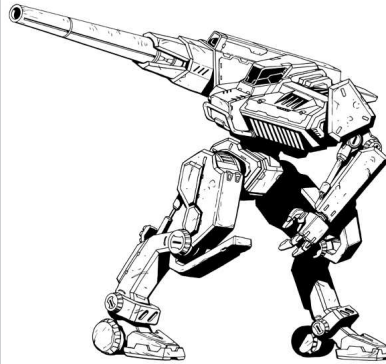
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### WARRIOR DATA

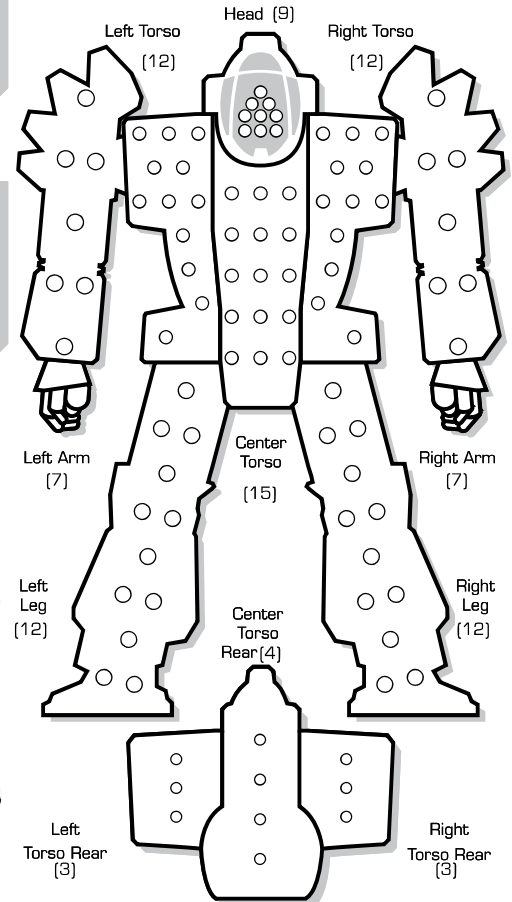
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Center Torso

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

#### Right Torso

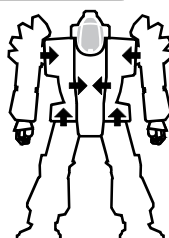
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Supercharger
- Ultra AC/10
- Ultra AC/10

#### Left Torso

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

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- CASE II

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



Damage Transfer Diagram

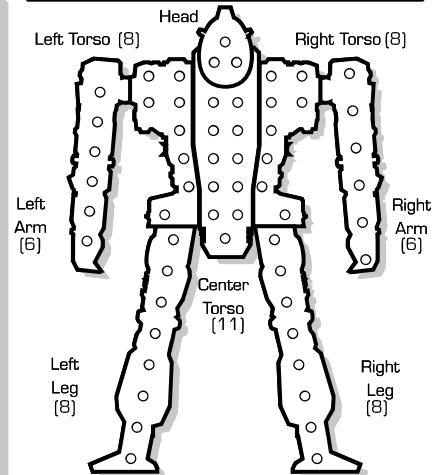
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

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

### HEAT DATA

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hollander III BZK-D2

Movement Points: Tonnage: 35  
Walking: 5 Tech Base: Inner Sphere  
Running: 8 [10] Era: [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

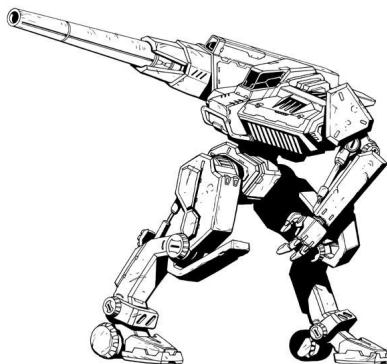
BV: 1,270

### WARRIOR DATA

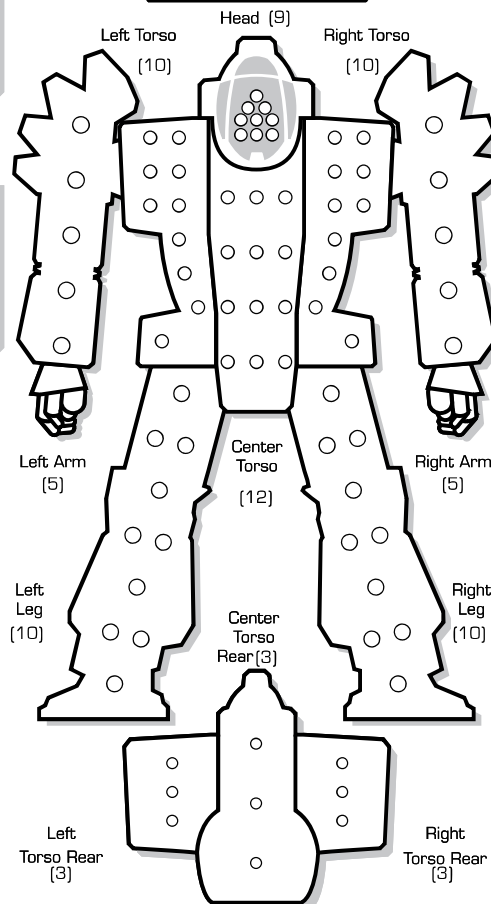
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Center Torso

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

#### Right Torso

- Endo Steel
- Reflective
- Reflective
- Reflective
- Reflective
- Reflective

#### Left Torso

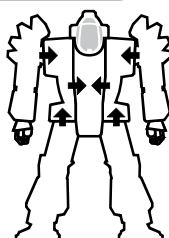
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Supercharger

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

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



Damage Transfer Diagram

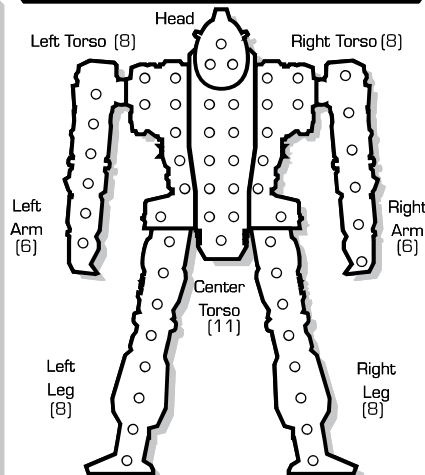
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hollander III BZK-D3

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

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
2	Medium Laser	LT	3	5 [DE]	—	3	6	9

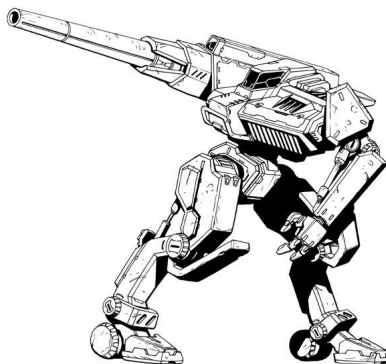
BV: 1,575

### WARRIOR DATA

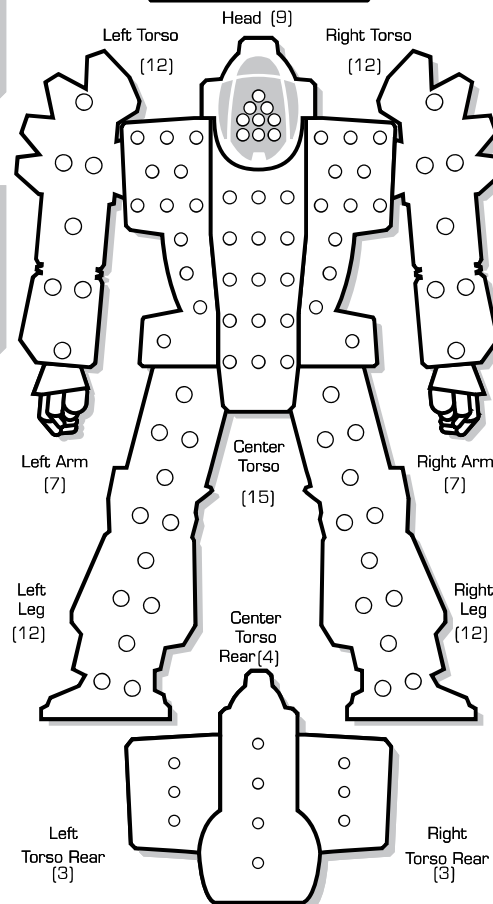
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Endo Steel
- Reflective
- Reflective
- Reflective
- Reflective
- Reflective

4-6

#### Left Torso

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

1-3

- Medium Laser
- Medium Laser
- Angel ECM Suite
- Angel ECM Suite
- Endo Steel
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

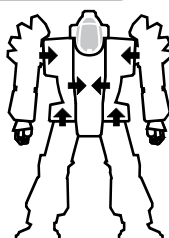
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine

1-3

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Supercharger

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Reflective
- Reflective
- Reflective
- Reflective
- Reflective

4-6

#### Right Torso

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

1-3

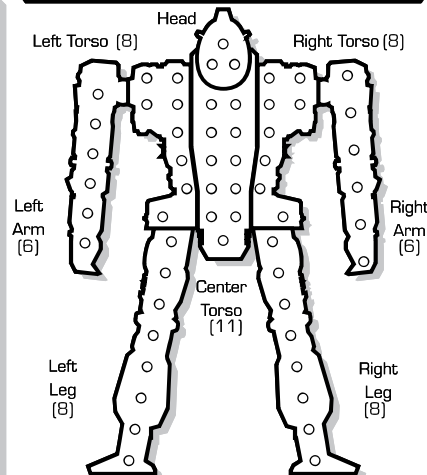
- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Scarecrow UCU-F4

Movement Points: 40  
Walking: 5  
Running: 8  
Jumping: 3

Tonnage: 40  
Tech Base: Mixed Tech (I.S.)  
(Experimental)  
Era: Dark Age

### Weapons & Equipment Inventory (hexes)

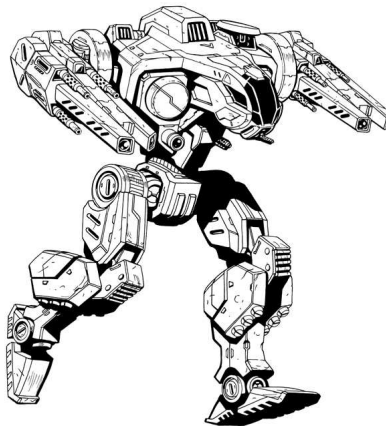
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer	CT	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Bloodhound Active Probe	LT	—	1 [E]	—	—	—	6
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
4	Light Machine Gun (Clan)	RA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array (Clan)	RA	—	1 [T]	—	—	—	—
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
4	Light Machine Gun (Clan)	LA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array (Clan)	LA	—	1 [T]	—	—	—	—
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	B-Pod	RL	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	B-Pod	LL	0	1 [DB,PD,AI,X,OS]	—	—	—	—

BV: 1,514

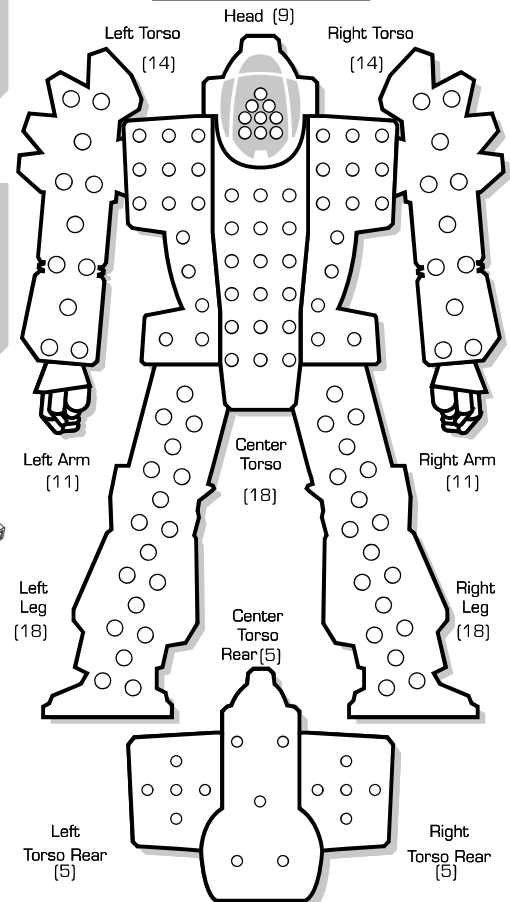
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (Clan)
- Medium Pulse Laser
- Light Machine Gun (Clan)
- Light Machine Gun (Clan)

- Light Machine Gun (Clan)
- Light Machine Gun (Clan)
- Light Machine Gun Array (Clan)
- Endo-Composite
- Endo-Composite
- Chameleon Light Polarization Shield

#### Left Torso

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

- Jump Jet
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- Endo-Composite
- Chameleon Light Polarization Shield

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Chameleon Light Polarization Shield

#### Head

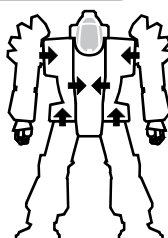
- Life Support
- Sensors
- Cockpit
- ER Flamer
- Sensors
- Life Support

#### Center Torso

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

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser (Clan)
- ER Flamer
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (Clan)
- Medium Pulse Laser
- Light Machine Gun (Clan)
- Light Machine Gun (Clan)

- Light Machine Gun (Clan)
- Light Machine Gun (Clan)
- Light Machine Gun Array (Clan)
- Endo-Composite
- Endo-Composite
- Chameleon Light Polarization Shield

#### Right Torso

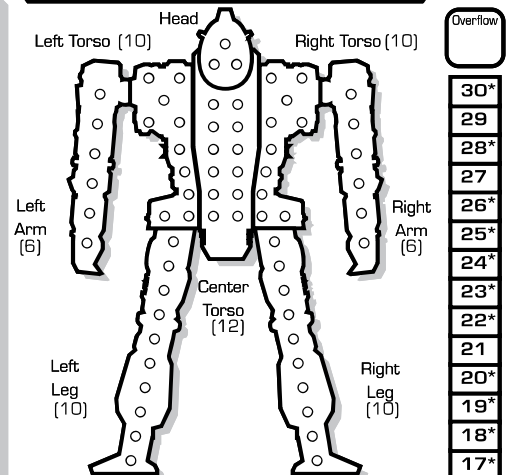
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Ammo (Light Machine Gun) 100
- CASE II
- Endo-Composite
- Endo-Composite
- Chameleon Light Polarization Shield

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Chameleon Light Polarization Shield

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Scarecrow UCU-F4r "Hobbled Scarecrow"

Movement Points: **Tonnage:** 40  
**Walking:** 5 **Tech Base:** Mixed Tech (I.S.)  
**Running:** 8 **Era:** Dark Age  
**Jumping:** 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7
1	ER Flamer	CT	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [E]	—	3	6	9
1	Bloodhound Active Probe	LT	—	—	—	—	6	10
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	B-Pod	RL	0	1 [DB,PD,AI,X,OS]	—	—	—	—
1	B-Pod	LL	0	1 [DB,PD,AI,X,OS]	—	—	—	—

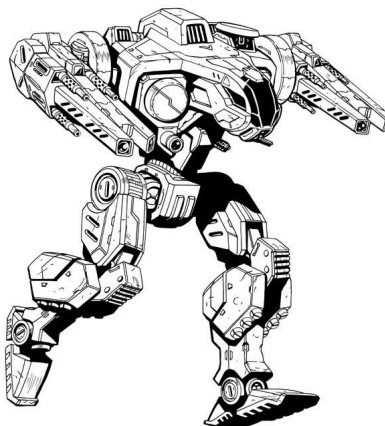
BV: 1,433

### WARRIOR DATA

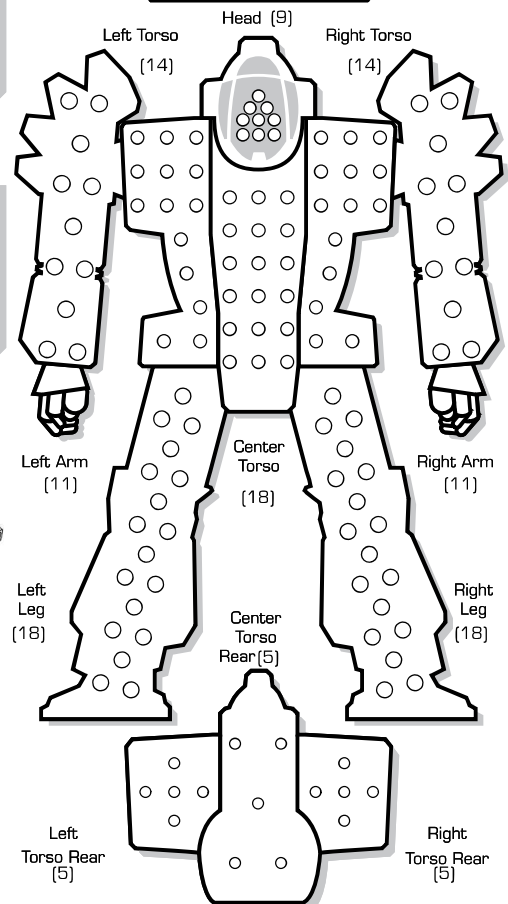
Name: \_\_\_\_\_

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 Medium Laser (Clan)
- Medium Pulse Laser
- Medium Laser
- Endo-Composite

#### Head

- Life Support
- Sensors
- Cockpit
- ER Flamer
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser (Clan)
- Medium Pulse Laser
- Medium Laser
- Endo-Composite

#### Center Torso

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

#### Right Torso

- Endo-Composite
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser (Clan)
- ER Flamer
- Roll Again

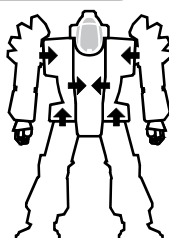
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

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

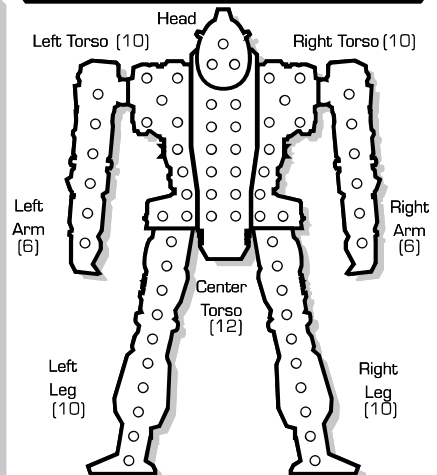
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Antlion LK-3D

Movement Points: **Tonnage:** 45  
**Walking:** 5 **Tech Base:** Mixed Tech (I.S.)  
**Running:** 8 (Experimental)  
**Era:** Dark Age

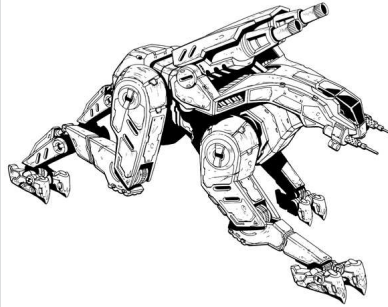
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	HD	0	1 [DB, AI]	—	2	4	6
1	Mortar 4 (Clan)	RT	5	0 [S]	6	7	14	21
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	6
1	Mortar 4 (Clan)	LT	5	0 [S]	6	7	14	21
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—

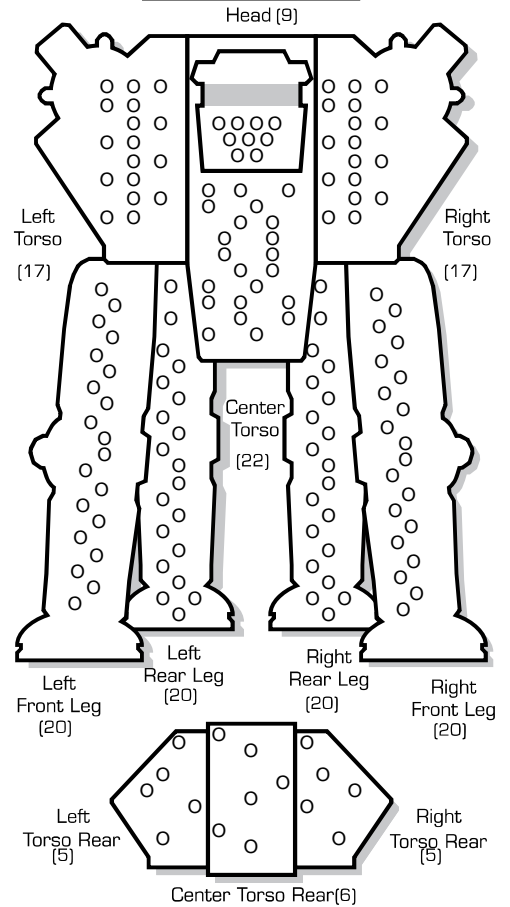
BV: 878

### WARRIOR DATA

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Front Leg

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Mortar 4 (Clan)
- Mortar 4 (Clan)
- Bloodhound Active Probe
- Bloodhound Active Probe
- Remote Sensor Dispenser

#### Left Rear Leg

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

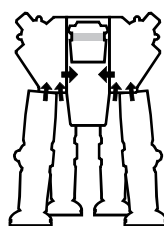
#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Light Machine Gun
- Light Machine Gun

#### Center Torso

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

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



Damage Transfer Diagram

#### Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Ammo (Light Machine Gun) 100
- Light Ferro-Fibrous

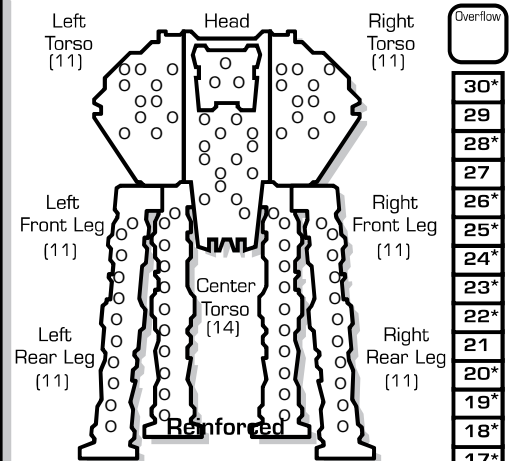
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Mortar 4 (Clan)
- Mortar 4 (Clan)
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- Ammo (Mortar SC 4) 6
- CASE II

#### Right Rear Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN11-0

Movement Points: 50  
Walking: 5  
Running: 8

Tonnage: 50  
Tech Base: Inner Sphere  
Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	CT	5	5 [DE]	—	4	8	12
1	LRM 10	LT	4	1 [M.S.]	6	7	14	21
1	w/Artemis IV FCS			10 [M.C.S.]	—	6	12	18
1	LB 10-X AC	RA	2	10 [D.B./C/F/S]	—	6	12	18

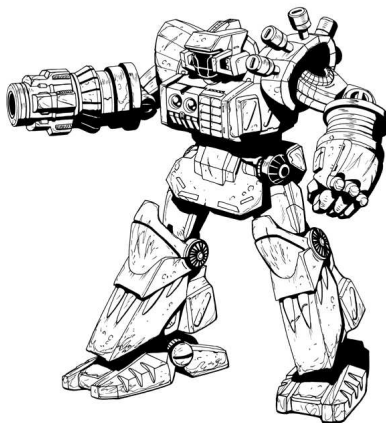
BV: 1,236

### WARRIOR DATA

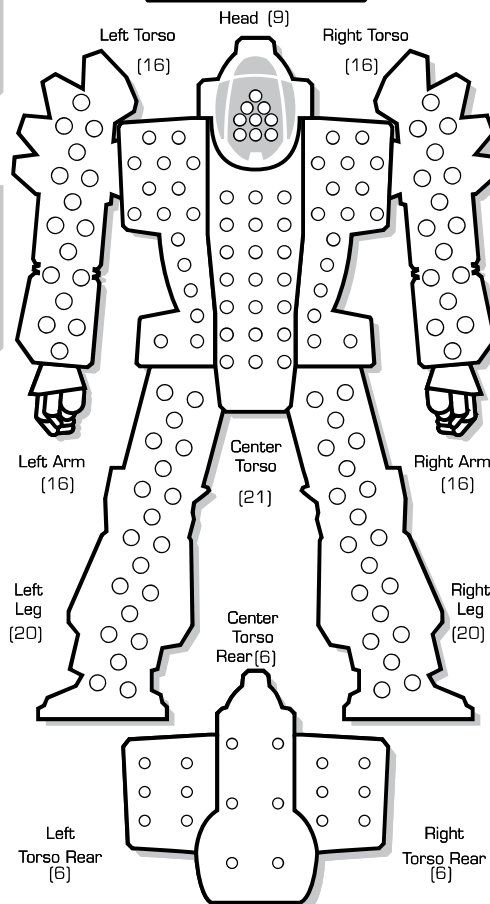
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

#### Center Torso

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

#### Right Torso

- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

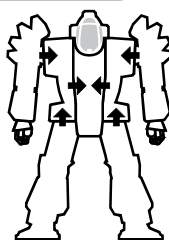
#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- Ammo (LRM 10 Artemis) 12

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



Damage Transfer Diagram

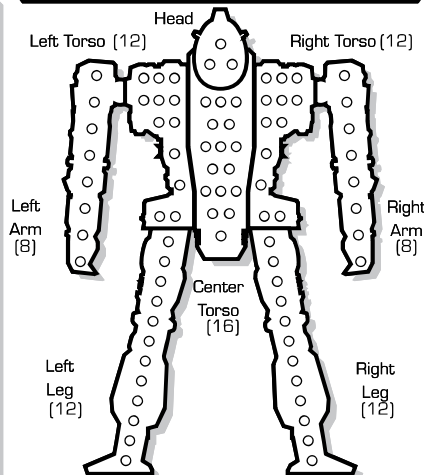
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN11-OA

Movement Points: Tonnage: 50  
Walking: 5 Tech Base: Inner Sphere  
Running: 8 Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	MML 9 LRM SRM	LT	5	1 [M.C.S.] 2 [Msl]	6	7	14	21
1	w/ Artemis IV FCS Rotary AC/5	RA	1	5 [Sht] [DB,R/C]	—	5	10	15

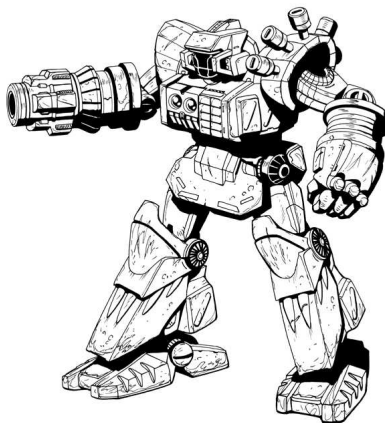
BV: 1,398

### WARRIOR DATA

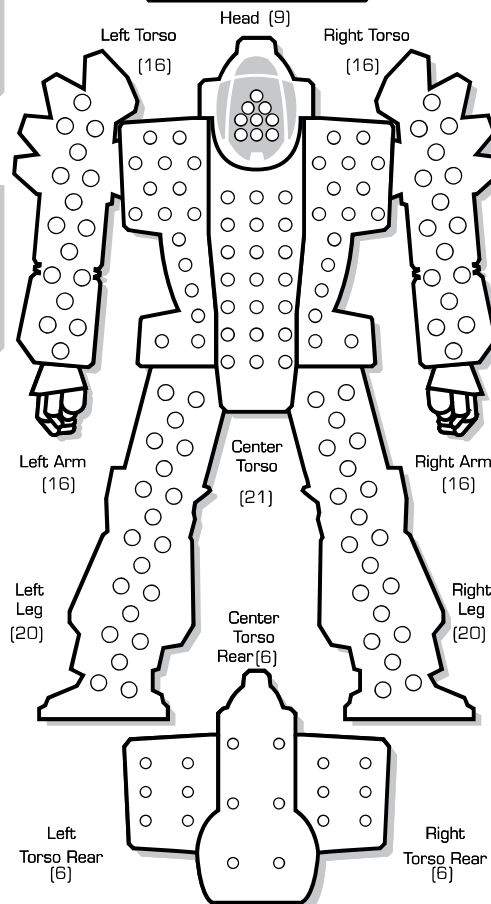
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

#### Center Torso

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 9
- MML 9
- MML 9

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

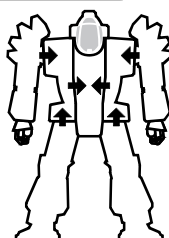
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

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

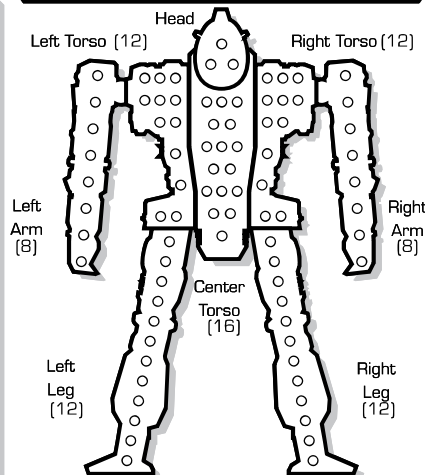
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN11-OB

Movement Points: 50  
Walking: 5  
Running: 8

Tonnage: 50  
Tech Base: Inner Sphere  
Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	MML 7 LRM SRM	LT	4	[M.C.S.]	—	—	—	—
	w/ Artemis IV FCS			1/Msl	6	7	14	21
				2/Msl	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18

BV: 1,430

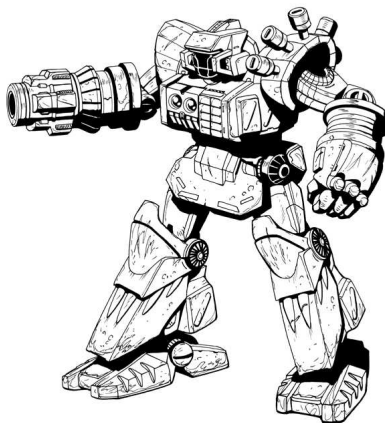
### WARRIOR DATA

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

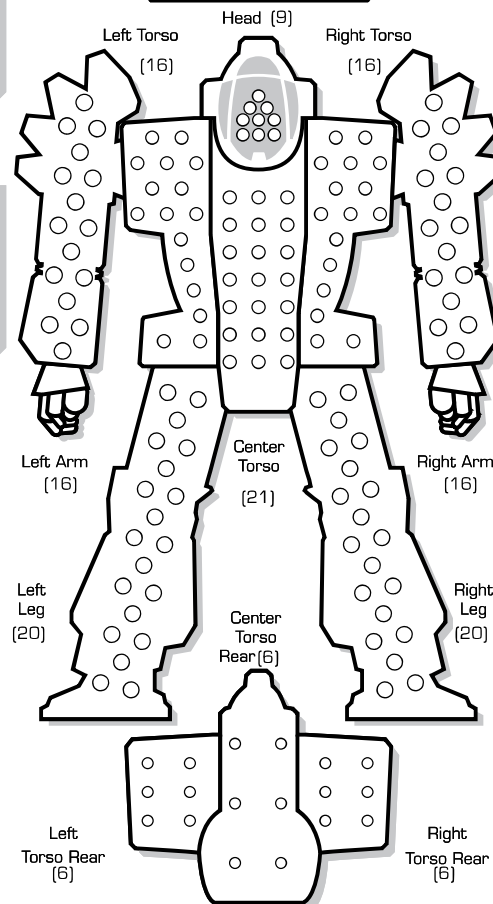
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy PPC

#### Center Torso

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

#### Right Torso

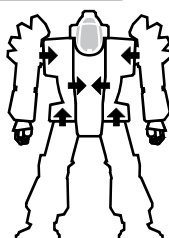
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (MML 7 LRM Artemis) 17
- Ammo (MML 7 SRM Artemis) 14
- Guardian ECM Suite

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again

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



Damage Transfer Diagram

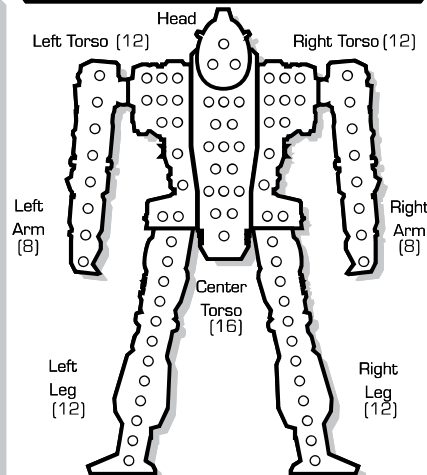
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### 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: Centurion CN11-OC

Movement Points: 50  
Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 50  
Tech Base: Inner Sphere  
Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser(R)	CT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21
1	w/Artemis IV FCS	—	—	—	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15

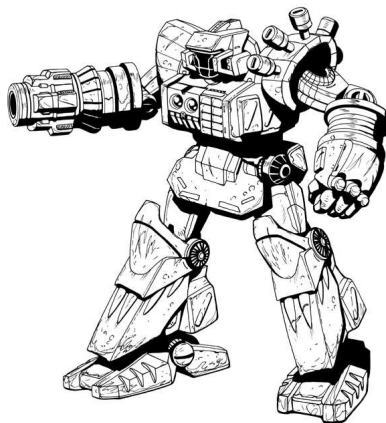
BV: 1,628

### WARRIOR DATA

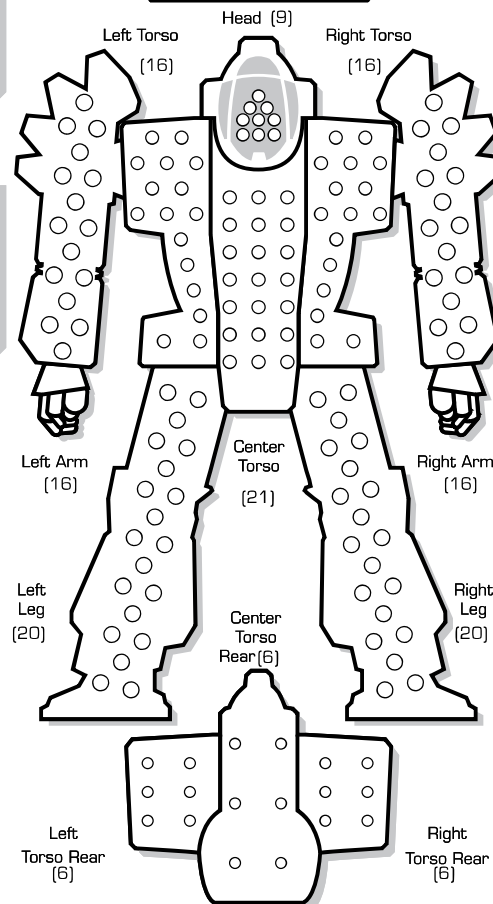
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10

#### Center Torso

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

#### Right Torso

- Ammo (Plasma Rifle) 10
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

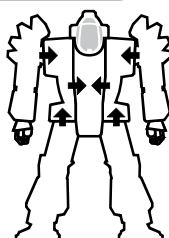
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 10

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser (R)
- C<sup>3</sup> Slave

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (LRM 10 Artemis) 12

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



Damage Transfer Diagram

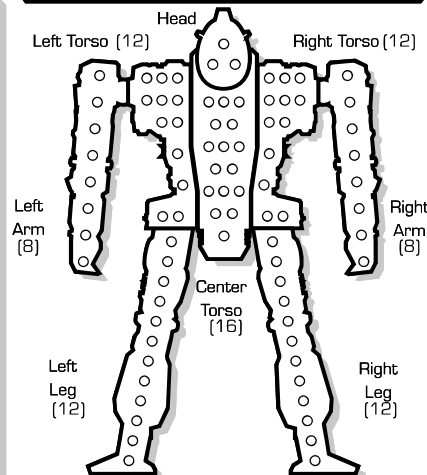
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Overflow

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



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN11-OD

Movement Points: 50  
 Walking: 4  
 Running: 6  
 Jumping: 4  
 Tonnage: 50  
 Tech Base: Inner Sphere  
 (Advanced)  
 Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	MML 9 LRM SRM	RT	5	[M.C.S.] 1/Msl 2/Msl	6	7	14	21
1	w/Artemis IV FCS	LT	2	3 [DE]	—	2	4	5
1	ER Small Laser(R)	RA	—	10	—	—	—	—
1	Hatchet	LA	—	5	—	—	—	—
1	Medium Shield	LA	—	5	—	—	—	—

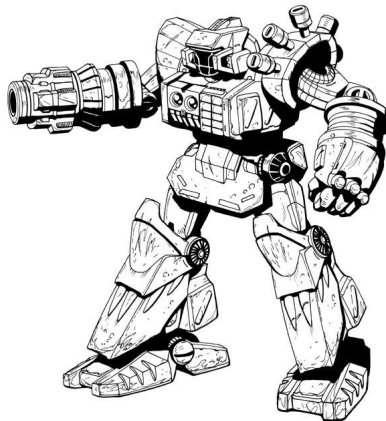
BV: 1,177

### WARRIOR DATA

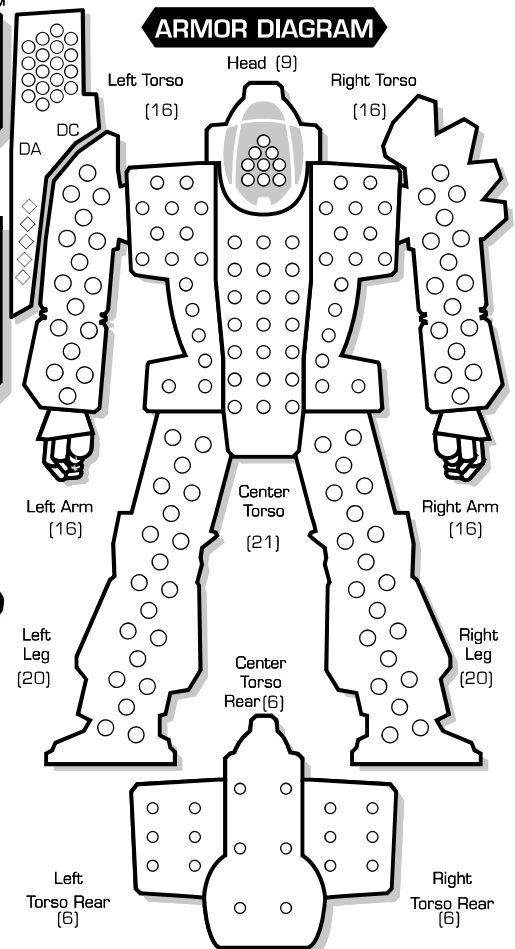
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- Medium Shield
- Medium Shield
- Medium Shield
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (MML 9 LRM Artemis) 13

- Ammo (MML 9 SRM Artemis) 11
- ER Small Laser (R)
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

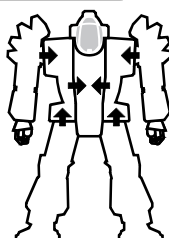
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- Beagle Active Probe
- Beagle Active Probe

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

- Hatchet
- Hatchet
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Right Torso

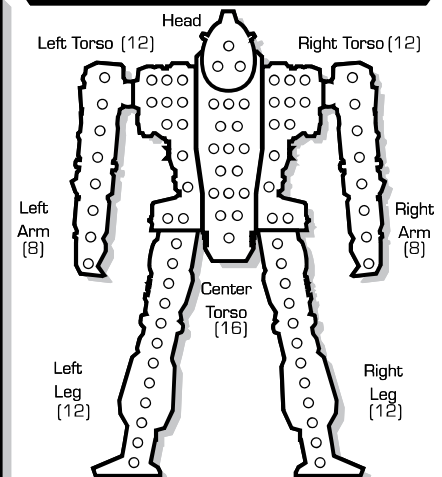
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- MML 9

- MML 9
- MML 9
- MML 9
- MML 9
- Artemis IV FCS
- Endo Steel

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN11-OE

Movement Points: Tonnage: 50  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 (Experimental)  
 Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Boosted Slave	CT	—	[E]	—	—	—	—
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

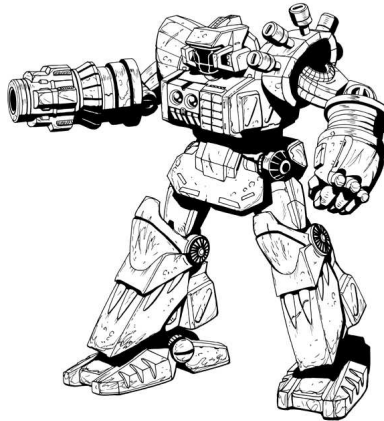
BV: 1,515

### WARRIOR DATA

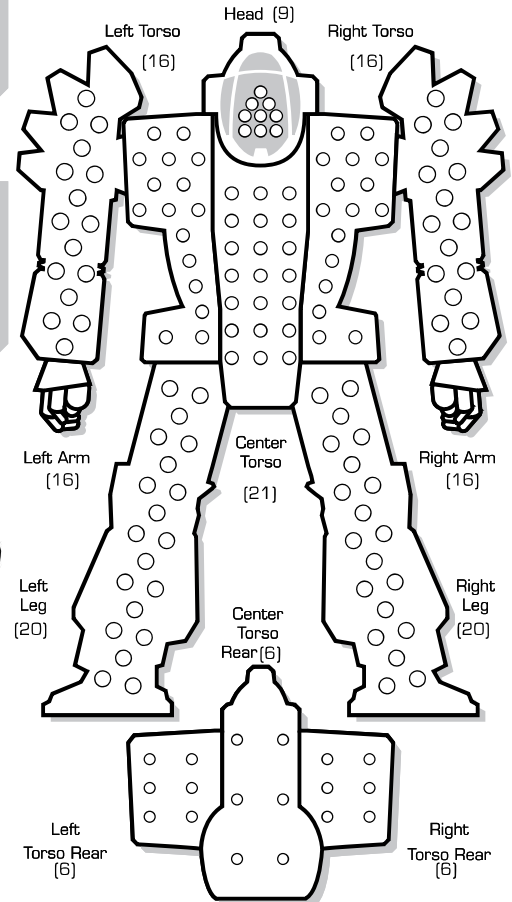
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

#### Center Torso

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

#### Right Torso

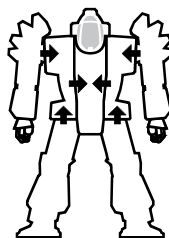
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Angel ECM Suite
- Angel ECM Suite
- Endo Steel

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- C<sup>3</sup> Boosted Slave
- C<sup>3</sup> Boosted Slave

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



Damage Transfer Diagram

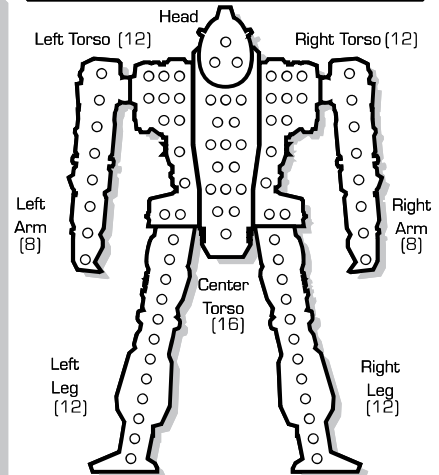
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

### HEAT DATA

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Vulpes VLP-1D

Movement Points: **Tonnage:** 60  
**Walking:** 5 **Tech Base:** Mixed Tech (I.S.)  
**Running:** 8 [10] **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	—	5	10	15
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25

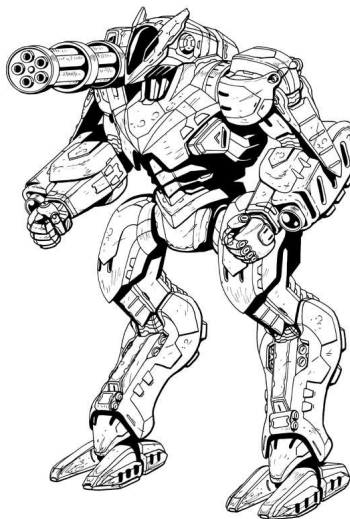
BV: 2,225

### WARRIOR DATA

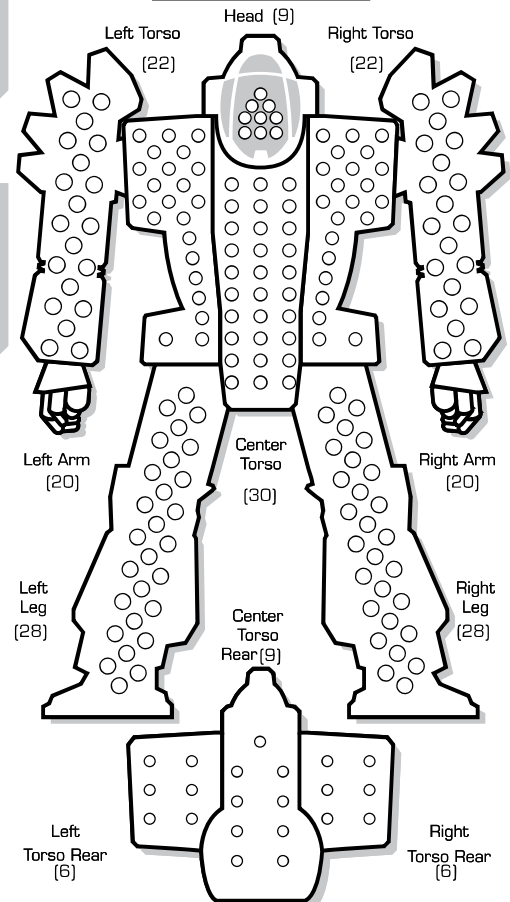
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

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

  
**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - ER Large Laser (Clan)
  - Stealth
- 4-6
- Roll Again
  - Roll Again

#### Left Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Ammo (RAC/5) 20
  - Ammo (RAC/5) 20
- 1-3
- MASC
  - MASC
  - MASC
- 4-6
- CASE
  - Stealth
  - Stealth

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

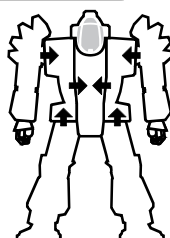
#### Head

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

#### Center Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Guardian ECM Suite
  - Guardian ECM Suite
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - ER Large Laser (Clan)
  - Stealth
- 4-6
- Roll Again
  - Roll Again

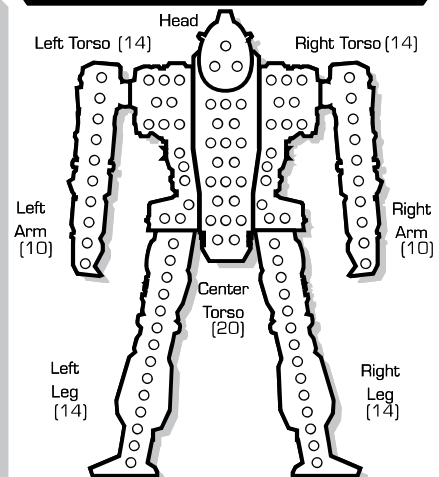
#### Right Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Rotary AC/5
  - Rotary AC/5
- 1-3
- Rotary AC/5
  - Rotary AC/5
  - Rotary AC/5
  - Rotary AC/5
  - Stealth
  - Stealth
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Black Knight BLK-NT-2Y

Movement Points: Tonnage: 75  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 Era: [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

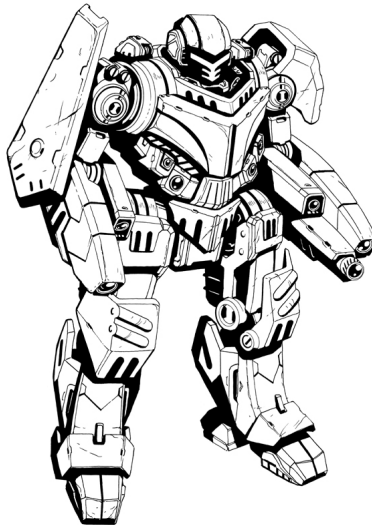
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Shield	RA	—	5	—	—	—	—
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	LA	10	10 [DE]	3	6	12	18

BV: 1,847

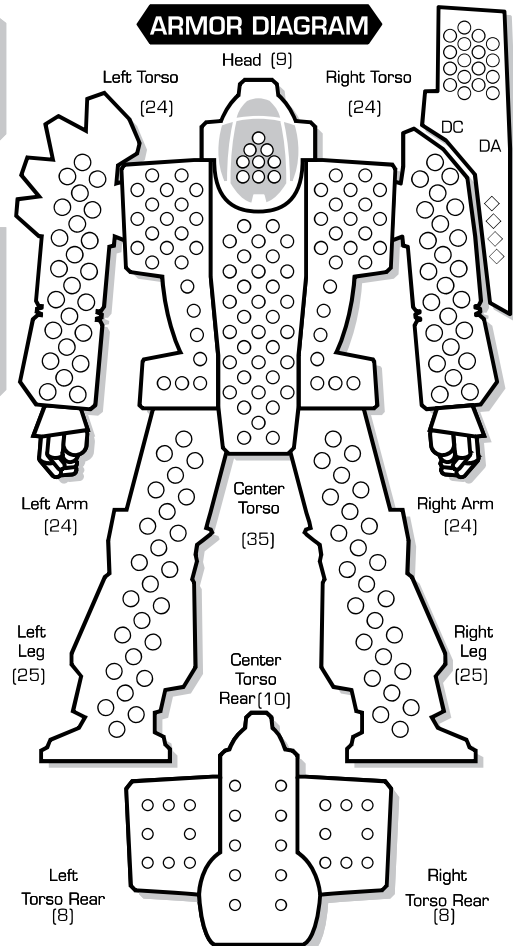
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- PPC
- PPC
- PPC
- 4-6 Large Laser
- Large Laser
- Medium Laser

#### Left Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Medium Laser
- Beagle Active Probe
- Beagle Active Probe

#### Left Leg

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

#### Head

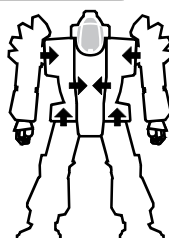
- Life Support
- Sensors
- Cockpit
- C<sup>3</sup> Slave
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

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



Damage Transfer Diagram

#### Right Arm

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

- Medium Shield
- Medium Shield
- Medium Shield
- 4-6 Medium Shield
- Medium Shield
- Endo-Composite

#### Right Torso

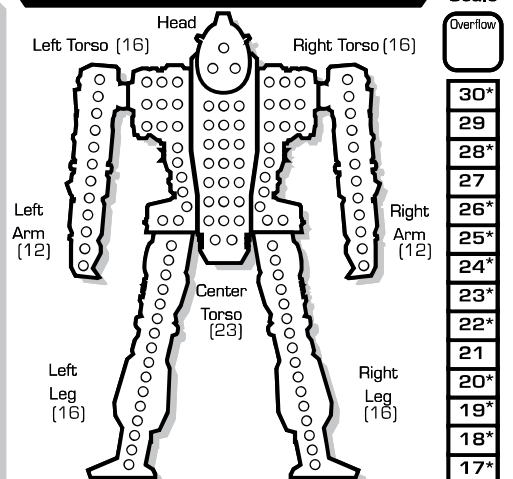
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Targeting Computer
- 4-6 Targeting Computer
- Endo-Composite
- Endo-Composite

#### Right Leg

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

### 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

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: Black Knight BLK-NT-3A

Movement Points:      Tonnage: 75  
 Walking: 4      Tech Base: Inner Sphere  
 Running: 6      Era: [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Medium Shield	RA	—	5	—	—	—	—
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Flamer	LA	3	2	—	1	2	3

[DE,H,AI]

BV: 1,707

### WARRIOR DATA

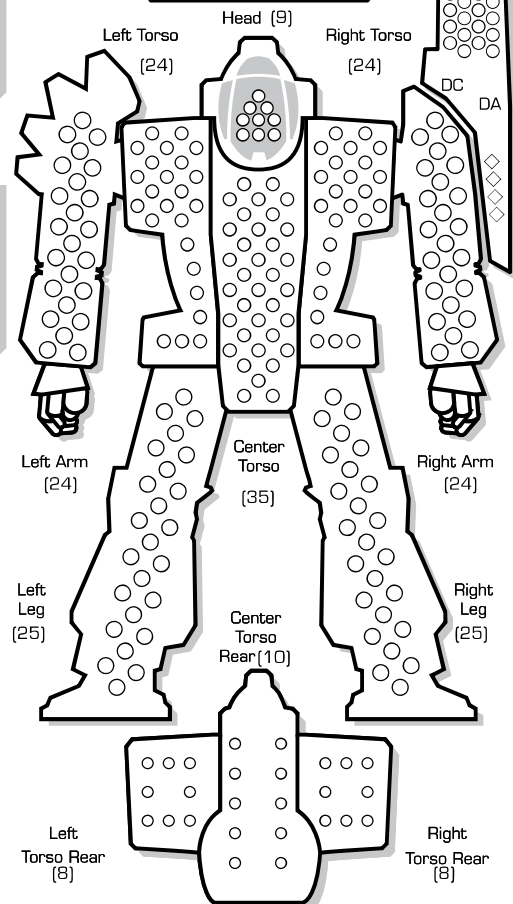
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Small Laser
- ER Medium Laser

#### Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Small Laser
- ER Medium Laser

#### Center Torso

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

4-6

#### Right Torso

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

#### Left Torso

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

4-6

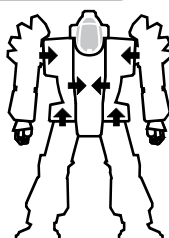
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Small Laser
- Endo-Composite

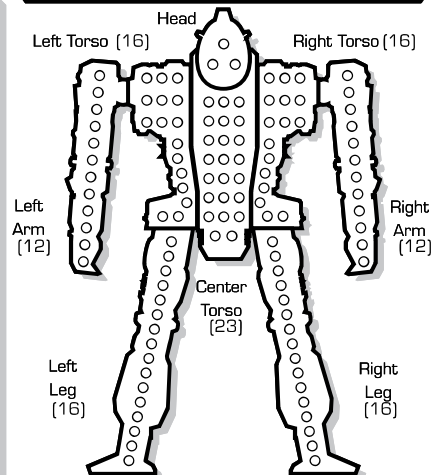
#### Right Leg

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Small Laser
- Endo-Composite



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	19 (38) 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: Black Knight BLK-NT-3B

Movement Points: **Tonnage:** 75  
**Walking:** 4 [5] **Tech Base:** Inner Sphere  
**Running:** 6 [8] **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Pulse Laser	RT	2	3 [PAI]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Small Pulse Laser	LT	2	3 [PAI]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Medium Shield	RA	—	5	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

BV: 1,911

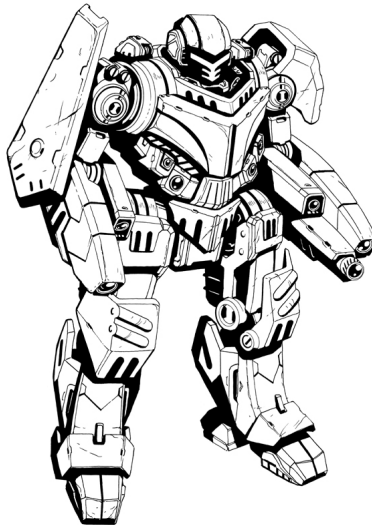
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

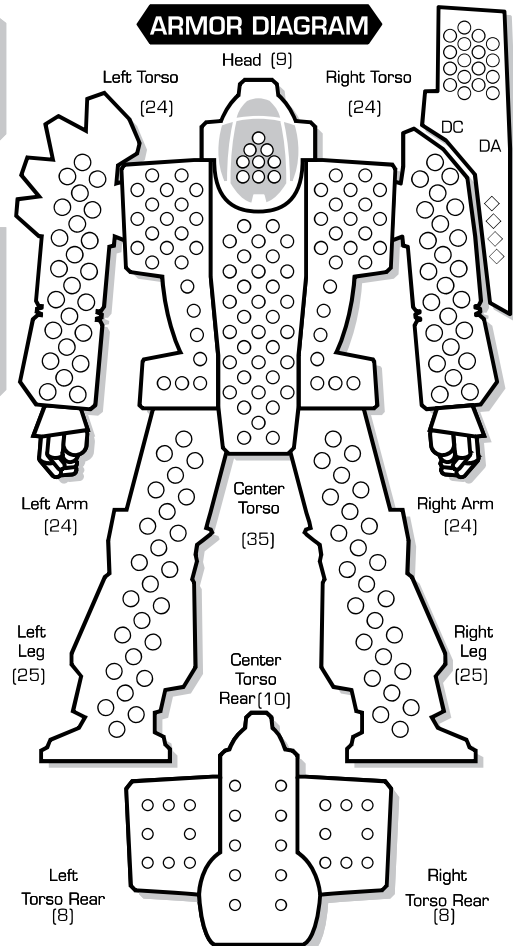
1	2	3	4	5	6
---	---	---	---	---	---

  
**Consciousness#**

3	5	7	10	11	Dead
---	---	---	----	----	------



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

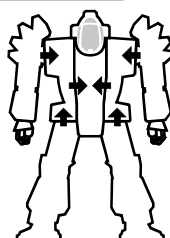
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Small Laser
- Endo-Composite
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Small Laser
- Endo-Composite
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

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



Damage Transfer Diagram

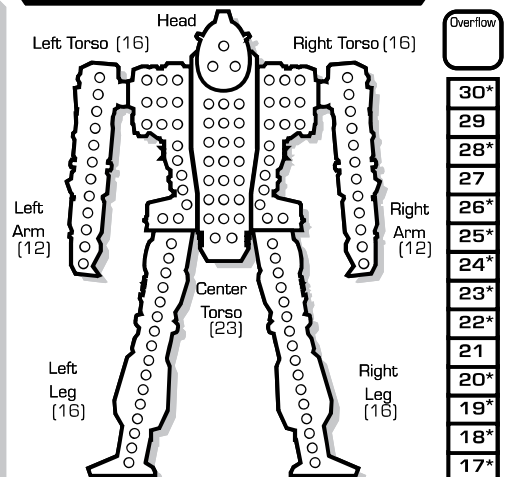
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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



## WARRIOR DATA

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

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

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

## INTERNAL STRUCTURE DIAGRAM

## Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

## Center Torso

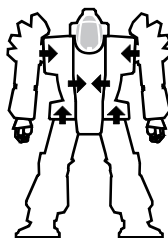
- 1-3

## Left Torso

- 4-6**

## Left Leg

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



## Right Arm

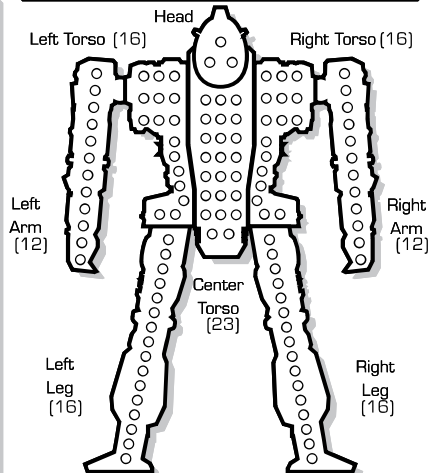
- 4-6

## Right Torso

- 4-6

## Right Leg

- Head  
Left Torso (16) Right Torso (16)



## 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







## R DATA

---

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

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



---

## Right Arm

- Shoulder  
Upper Arm Actuator  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
ER PPC  
ER PPC  
ER PPC  
ER Medium Laser

- Right Arm  
 Shoulder  
 Upper Arm Actuator  
 Double Heat Sink  
 Double Heat Sink  
 Double Heat Sink  
 Double Heat Sink  
 Double Heat Sink  
 Double Heat Sink  
 ER PPC  
 ER PPC  
 ER PPC  
 ER Medium Laser

## Double Heat Sink

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

## Right Torso

- Light Fusion Engine  
Light Fusion Engine  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
**SRM 4**  
**Ammo [SRM 4] 25**  
CASE  
Endo Steel  
Endo Steel  
Endo Steel  
Roll Again

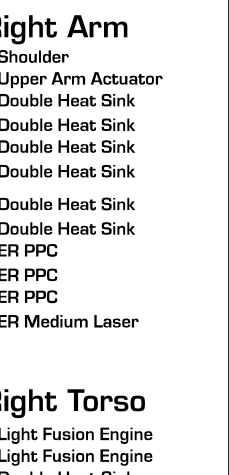
- Light Torso  
Light Fusion Engine  
Light Fusion Engine  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
SRM 4  
Ammo [SRM 4] 25  
CASE  
Endo Steel  
Endo Steel  
Endo Steel  
Roll Again

## Right Leg

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

## Right Leg

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

Endo Steel  
Endo SteelDouble Heat Sink  
Double Heat Sink

SRM 4

**Ammo [SRM 4] 25**

CASE

Endo Steel

Endo Steel

Endo Steel

Roll Again

**Light Leg**

Hip

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Endo Steel

Endo Steel

---

## Light Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser

## Light Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Ammo [SRM 4] 25
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

## Light Leg

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Templar III TLR2-OA

Movement Points:      Tonnage: 85  
 Walking: 4              Tech Base: Inner Sphere  
 Running: 6              Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MIML 7	RT	4	(M.C.S)	6	7	14	21
1	LRM			1/Msl	—	3	6	9
1	SRM	LT	4	2/Msl	6	7	14	21
1	MIML 7			(M.C.S)	—	3	6	9
1	LRM			1/Msl	—	3	7	10
1	SRM			2/Msl	—	2	4	6
1	Large Pulse Laser	RA	10	9[P]	—	3	7	10
1	Medium Pulse Laser	RA	4	6[P]	—	2	4	6
1	Large Pulse Laser	LA	10	9[P]	—	3	7	10
1	Medium Pulse Laser	LA	4	6[P]	—	2	4	6

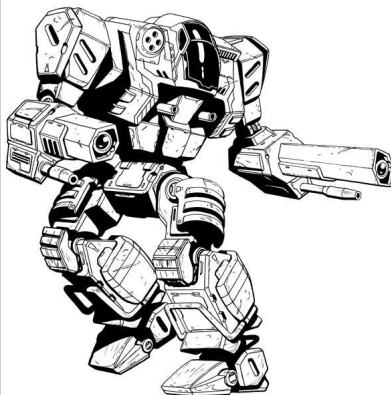
BV: 1,677

### WARRIOR DATA

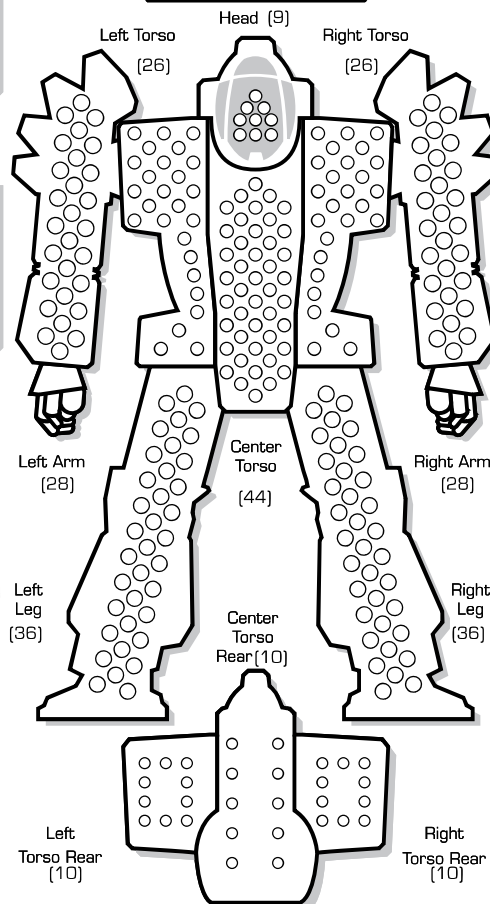
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Heavy Duty Gyro
- 4 Heavy Duty Gyro
- Heavy Duty Gyro

4-6

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

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 MIML 7
- 4 MIML 7
- 5 MIML 7
- 6 MIML 7

4-6

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again

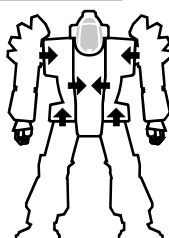
#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 MIML 7
- 4 MIML 7
- 5 MIML 7
- 6 MIML 7

4-6

- Ammo [MML 7/LRM] 17
- Ammo [MML 7/SRM] 14
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

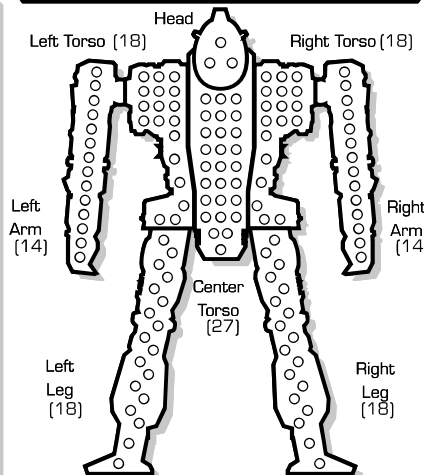
#### Left Leg

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

#### 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: Templar III TLR2-OB

Movement Points: **Tonnage:** 85  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 [8] **[Advanced]**  
**Jumping:** 4 **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
4	Small X-Pulse Laser	RT	3	3 [PA]	—	2	4	5
1	ER PPC	LT	15	10 [DE]	—	7	14	23
2	Small X-Pulse Laser	LT	3	3 [PA]	—	2	4	5
1	Hatchet	RA	—	17	—	—	—	—
1	Chain Whip	LA	—	3	—	—	—	—

BV: 1,919

### WARRIOR DATA

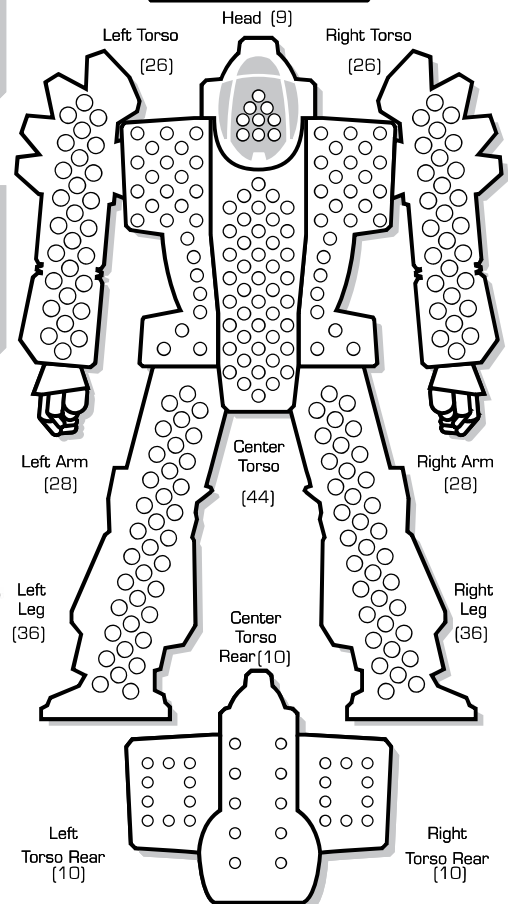
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Chain Whip
- Chain Whip

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- ER PPC
- ER PPC

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Small X-Pulse Laser
- Small X-Pulse Laser

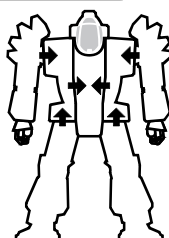
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

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

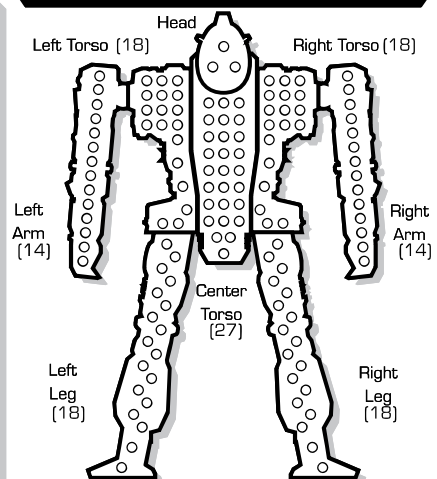
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

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

### HEAT DATA

Heat Level*	Effects	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	○○○



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Templar III TLR2-OC

Movement Points: Tonnage: 85  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 Era: [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Large Re-engineered Laser	LA	10	9 [DE]	—	5	10	15

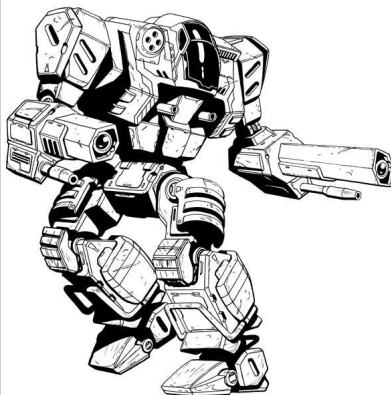
BV: 1,968

### WARRIOR DATA

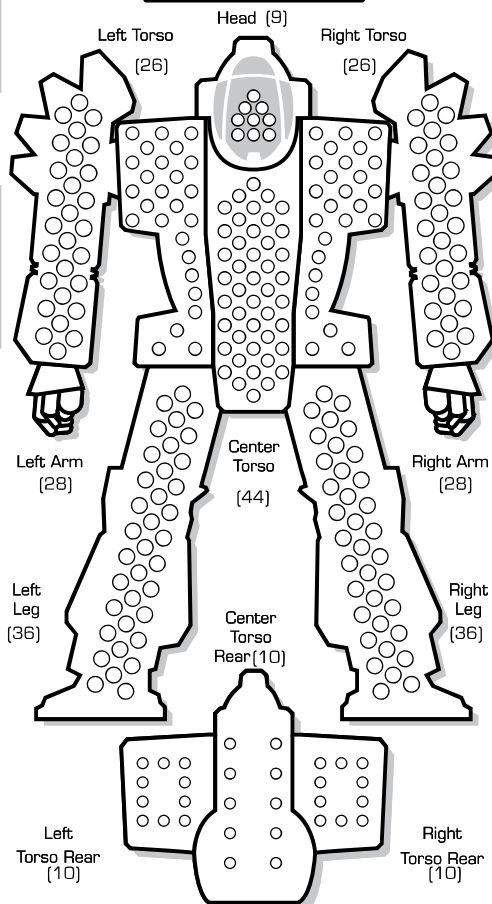
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser

- Large Re-engineered Laser
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Streak SRM 6
- Streak SRM 6
- ER Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- 3 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

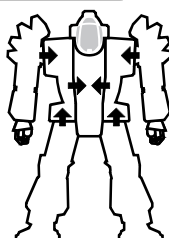
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

- Rotary AC/5
- Rotary AC/5
- 3 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

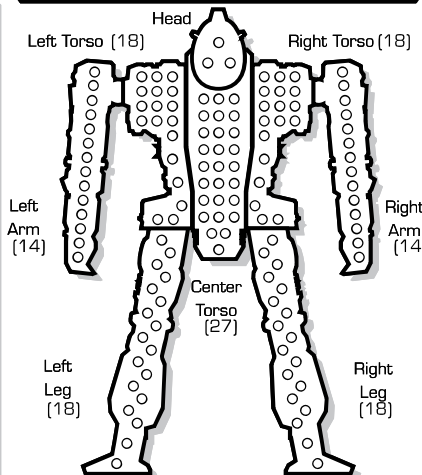
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- 1-3 Ammo [RAC/5] 20
- Ammo [RAC/5] 20
- Ammo [RAC/5] 20

- Ammo [Streak SRM 6] 15
- CASE
- 3 Endo Steel
- Endo Steel
- 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: Templar III TLR2-OD

Movement Points: **Tonnage:** 85  
**Walking:** 4 **Tech Base:** Mixed Tech (I.S.)  
**Running:** 6 **Era:** [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Re-engineered Laser	CT	7	6 [DE]	—	3	6	9
1	Medium Re-engineered Laser	RT	7	6 [DE]	—	3	6	9
2	Medium Re-engineered Laser	LT	7	6 [DE]	—	3	6	9
1	LB 10-X AC (Clan)	RA	2	10 [DB,C/F/S]	—	6	12	18
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

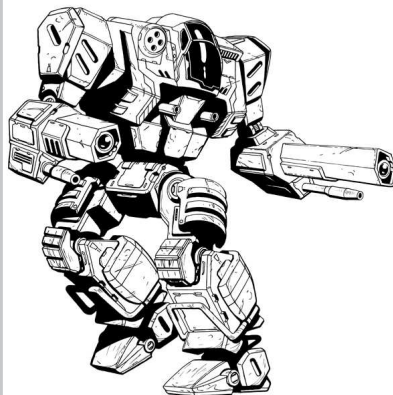
BV: 2,041

### WARRIOR DATA

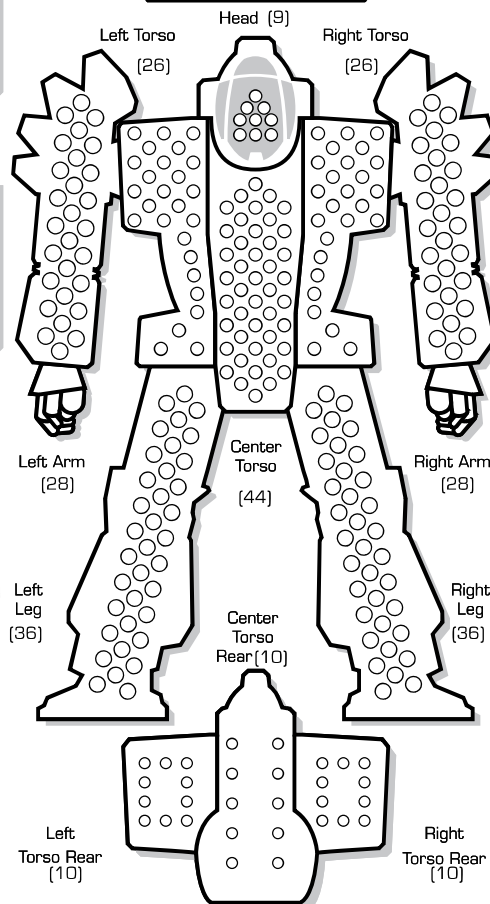
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

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

  
**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC (Clan)
- ER PPC (Clan)
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC (Clan)
- LB 10-X AC (Clan)
- LB 10-X AC (Clan)
- LB 10-X AC (Clan)

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Medium Re-engineered Laser

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Ammo (LB-10X) 10
- Ammo (LB-10X) 10

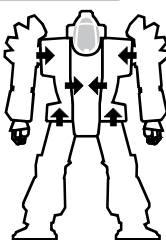
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

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

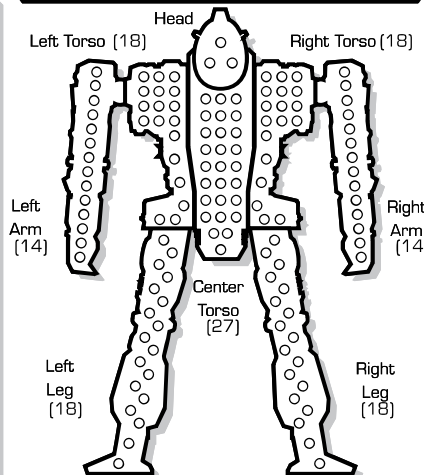
#### Right Leg

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



Damage Transfer Diagram

### 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: Atlas III AS7-D2

Movement Points: Tonnage: 100  
Walking: 3 Tech Base: Mixed Tech (I.S.)  
Running: 5 Era: [Advanced] Dark Age

### Weapons & Equipment Inventory (hexes)

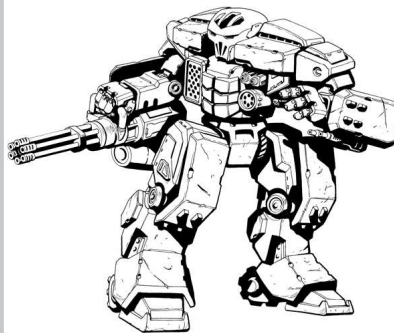
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Streak LRM 20 (Clan)	RT	6	1/Msl [M,C]	—	7	14	21
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	HAG/30 (Clan)	RA	6	30 [C,F,X]	2	8	16	24
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

BV: 2,890

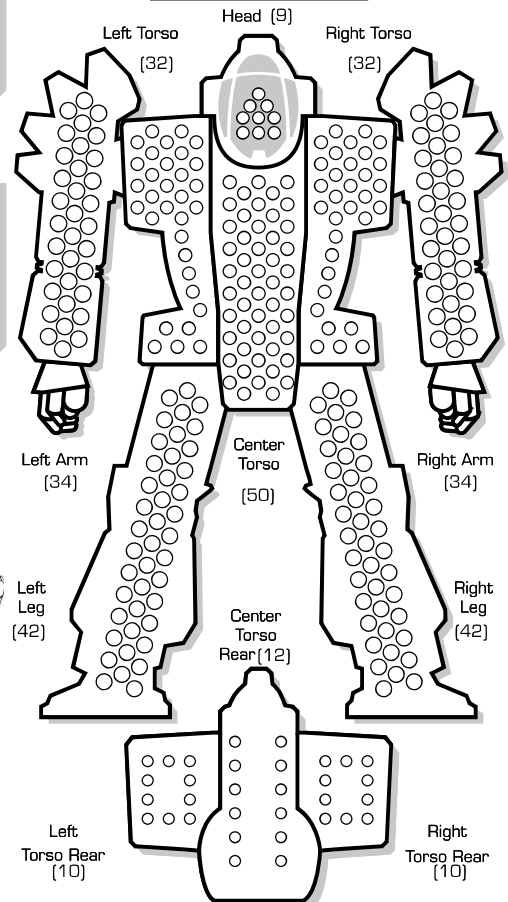
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Targeting Computer
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

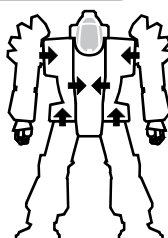
- Life Support
- Sensors
- O Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- HAG/30 (Clan)
- HAG/30 (Clan)

- HAG/30 (Clan)
- HAG/30 (Clan)
- HAG/30 (Clan)
- HAG/30 (Clan)
- HAG/30 (Clan)
- HAG/30 (Clan)

#### Right Torso

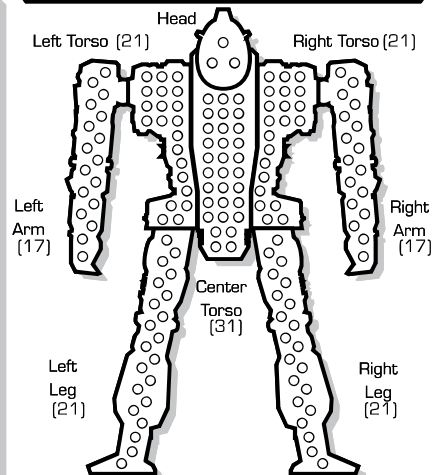
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Ammo (Streak LRM 20) 6

- Ammo (Streak LRM 20) 6
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- CASE II

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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: Atlas III AS7-D3

Movement Points: **Tonnage:** 100  
**Walking:** 3 **Tech Base:** Mixed Tech (I.S.)  
**Running:** 5 **Era:** (Advanced) Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Streak LRM 20 (Clan)	RT	6	1/Msl [M,C]	—	7	14	21
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Radical Heat Sink System	LT	—	[E]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	—	6	12	18
1	Small Shield	RA	—	3	—	—	—	—
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Small Shield	LA	—	3	—	—	—	—

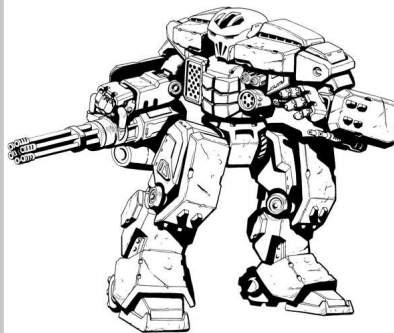
BV: 2,564

### WARRIOR DATA

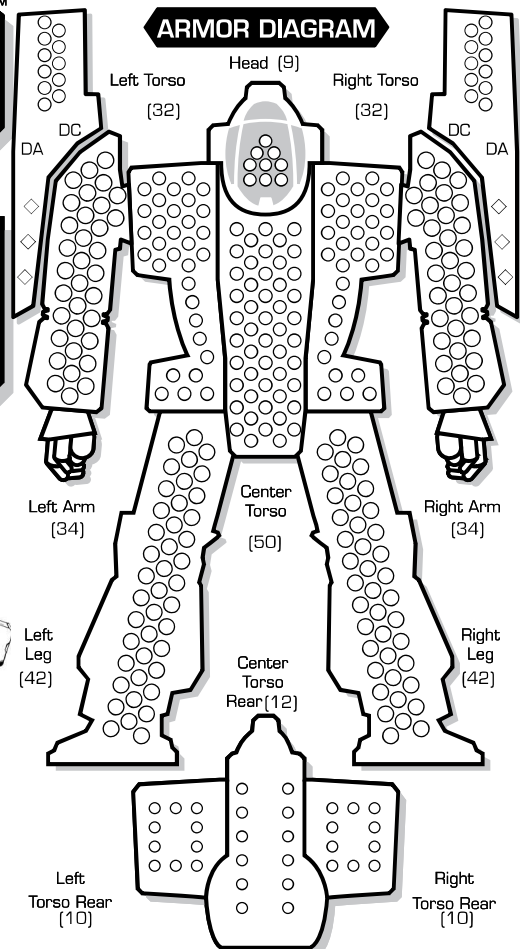
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- Small Shield
- Small Shield
- Small Shield
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

- Streak SRM 6
- Streak SRM 6
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Ammo [Streak SRM 6] 15
- Radical Heat Sink System

- Radical Heat Sink System
- Radical Heat Sink System
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

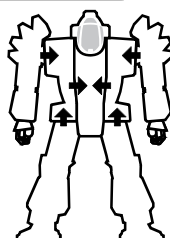
- Life Support
- Sensors
- O Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

#### Right Arm

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

- Rotary AC/2
- Ammo [RAC/2] 45
- Ammo [RAC/2] 45
- Small Shield
- Small Shield
- Small Shield

#### Right Torso

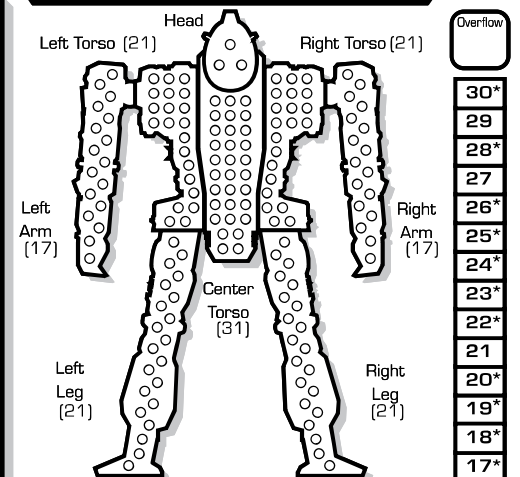
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Streak LRM 20 (Clan)
- Ammo [Streak LRM 20] 6

- Ammo [Streak LRM 20] 6
- CASE II
- Endo Steel
- Endo Steel
- 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	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

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Rondel RDL-01C

Thrust: Tonnage: 55  
 Safe Thrust: 8 Tech Base: Inner Sphere  
 Maximum Thrust: 12 (Advanced)  
 Era: Dark Age

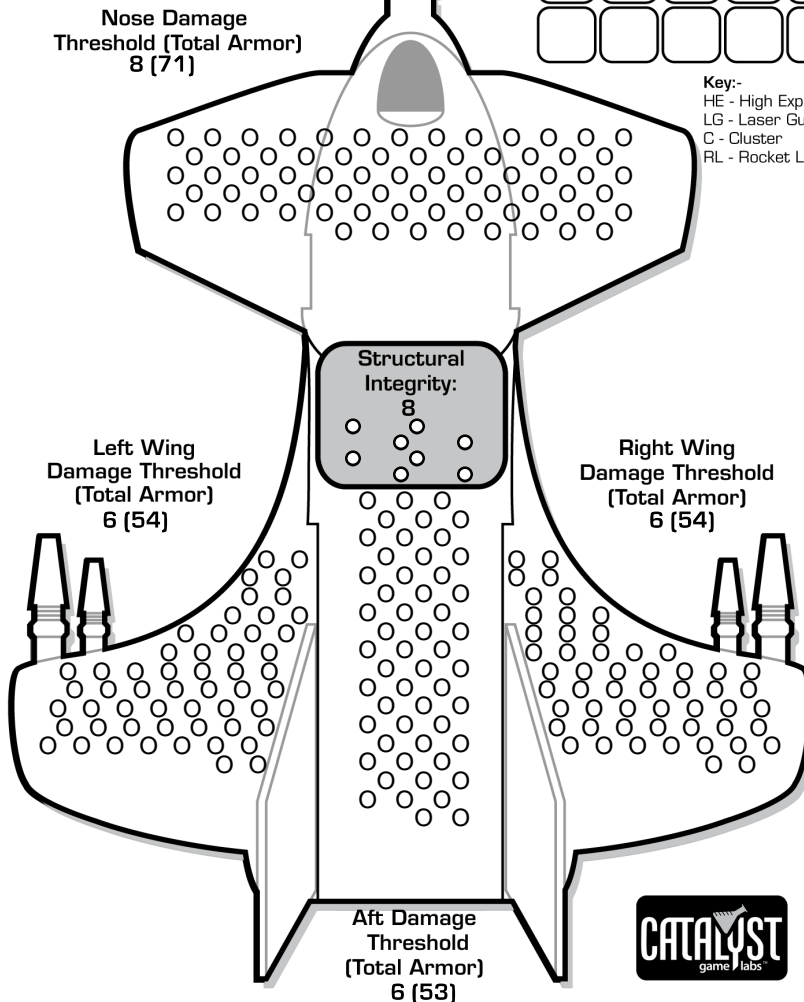
### Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Rotary AC/5 [DB,R/C]	N	1	20	20	—	—
3	ER Medium Laser [DE]	LW	5	5	5	—	—
3	ER Medium Laser [DE]	RW	5	5	5	—	—

Ammo: [RAC/5] 60  
 Fuel: 400 Points

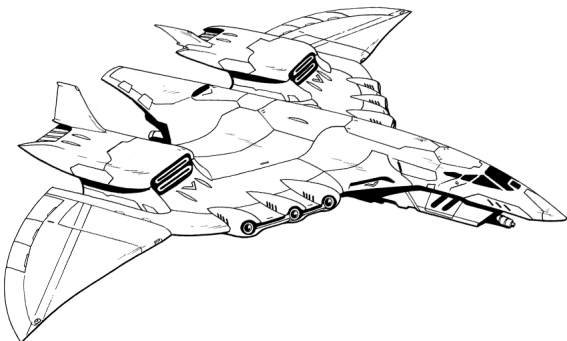
BV: 2,332

### ARMOR DIAGRAM Reflective



### EXTERNAL STORES/BOMBS


Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### PILOT DATA

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

Heat Scale

Overflow

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

CATALYST  
game labs



# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Cutlass CUT-01D

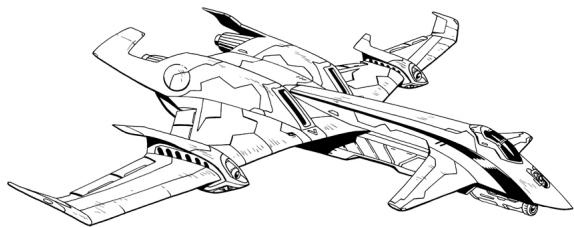
Thrust: Tonnage: 70  
 Safe Thrust: 7 Tech Base: Inner Sphere  
 Maximum Thrust: 11 (Advanced)  
 Era: Dark Age

### Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Beagle Active Probe [E]	N	0	—	—	4	—
1	ER Large Laser [DE]	N	12	8	8	8	—
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
1	Guardian ECM Suite [E]	N	0	—	—	6	—
2	ER Medium Laser [DE]	LW	5	5	5	—	—
2	ER Medium Laser [DE]	RW	5	5	5	—	—

Ammo: (Gauss) 16  
 Fuel: 400 Points

BV: 2,680



### ARMOR DIAGRAM Reflective

Nose Damage Threshold (Total Armor) 9 (82)

Left Wing Damage Threshold (Total Armor) 7 (61)

Right Wing Damage Threshold (Total Armor) 7 (61)

Structural Integrity: 7

Aft Damage Threshold (Total Armor) 6 (52)

### EXTERNAL STORES/BOMBS


Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale

Overflow

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

### CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D  
 FCS +2 +4 D Gear +5  
 Sensors +1 +2 +5 Life Support +2

### PILOT DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 1 2 3 4 5 6  
 Consciousness # 3 5 7 10 11 Dead  
 Modifier +1 +2 +3 +4 +5

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

### VELOCITY RECORD

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

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



# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Cutlass CUT-01E

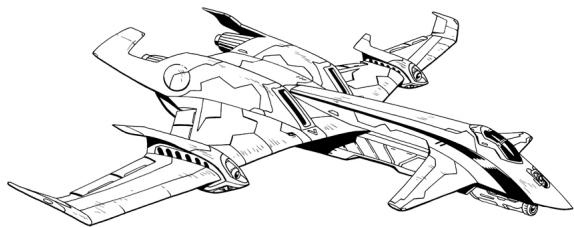
Thrust: Tonnage: 70  
 Safe Thrust: 7 Tech Base: Inner Sphere  
 Maximum Thrust: 11 (Advanced)  
 Era: Dark Age

### Weapons & Equipment Inventory

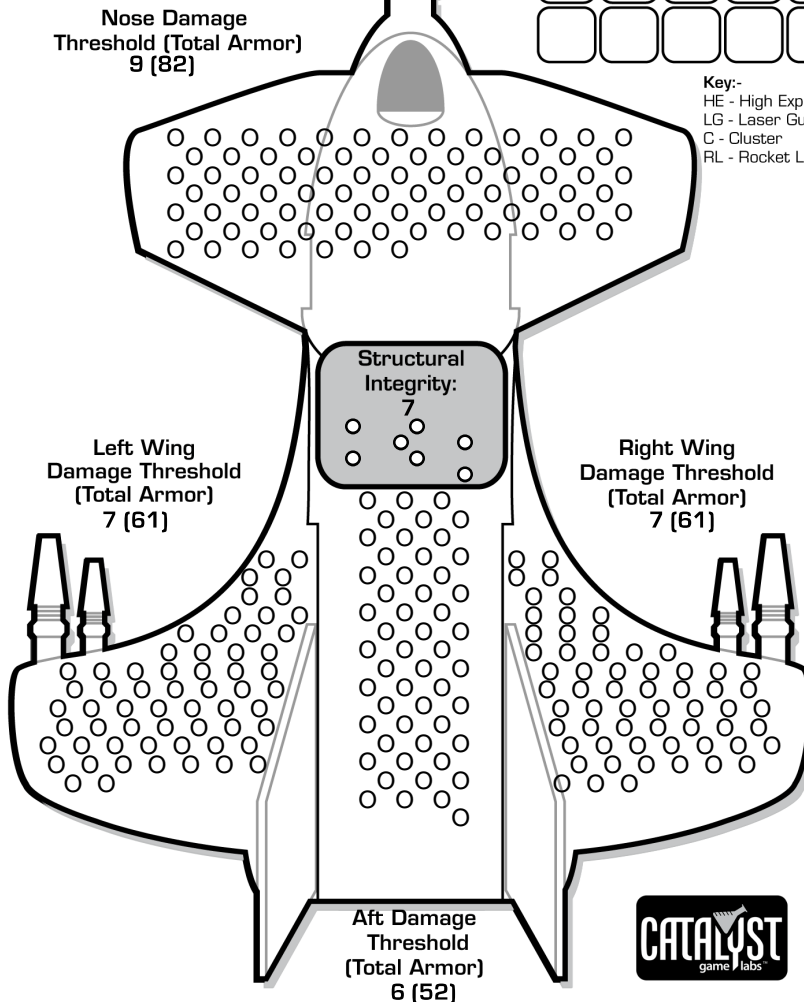
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Beagle Active Probe [E]	N	0	—	—	4	—
1	ER Large Laser [DE]	N	12	8	8	8	—
1	Extended LRM 20 [M,C,S]	N	10	12	12	12	12
1	Guardian ECM Suite [E]	N	0	—	—	6	—

Ammo: [ELRM 20] 16  
 Fuel: 400 Points

BV: 2,234



### ARMOR DIAGRAM Reflective



### EXTERNAL STORES/BOMBS


Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### PILOT DATA

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

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

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

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	O O
26	Shutdown, avoid on 10+	O
25	Random Movement, avoid on 10+	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
21	Pilot Damage, avoid on 6+	O
20	Random Movement, avoid on 8+	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	Random Movement, avoid on 7+	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	Random Movement, avoid on 6+	O
8	+1 Modifier to Fire	O
5	Random Movement, avoid on 5+	O

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

