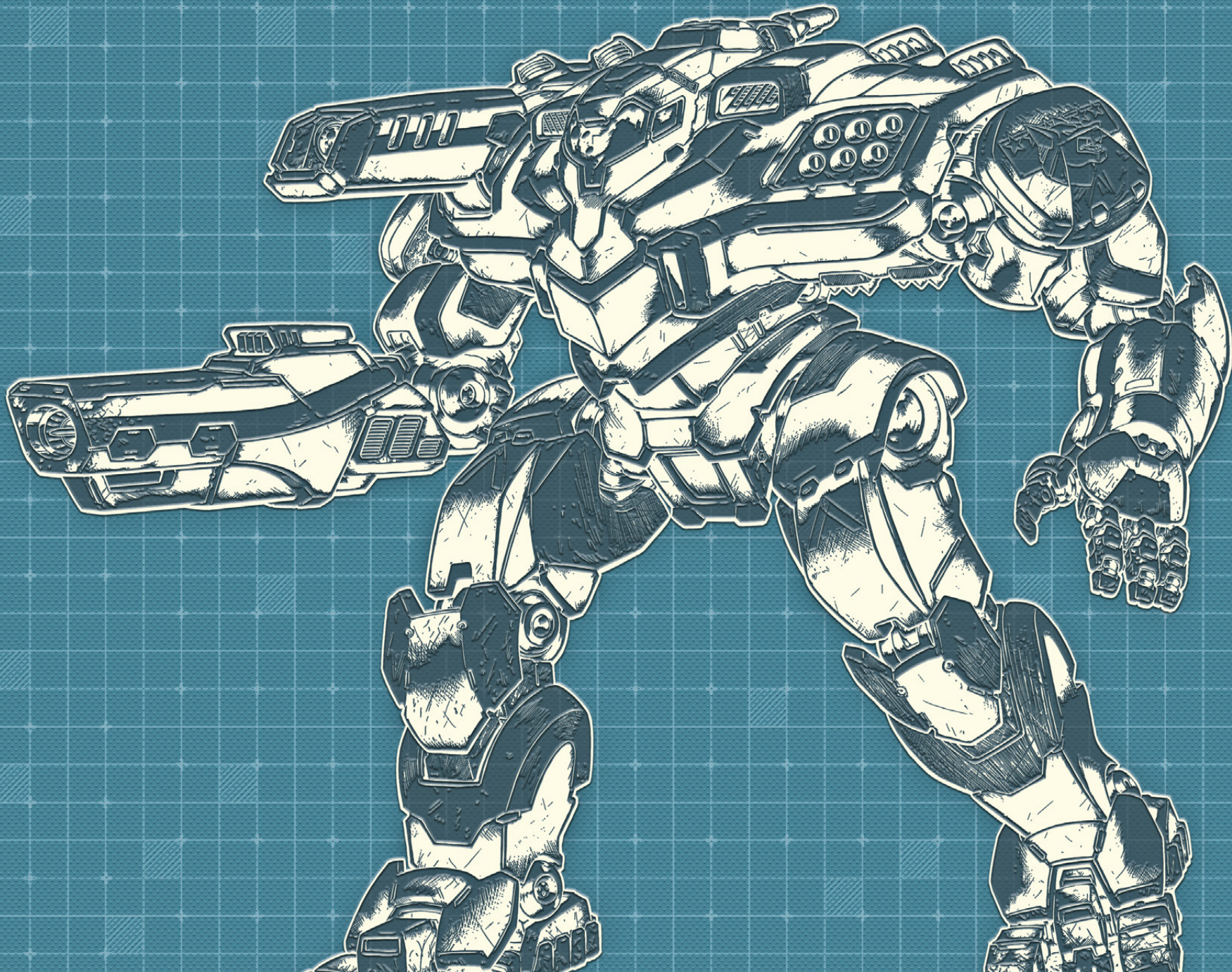
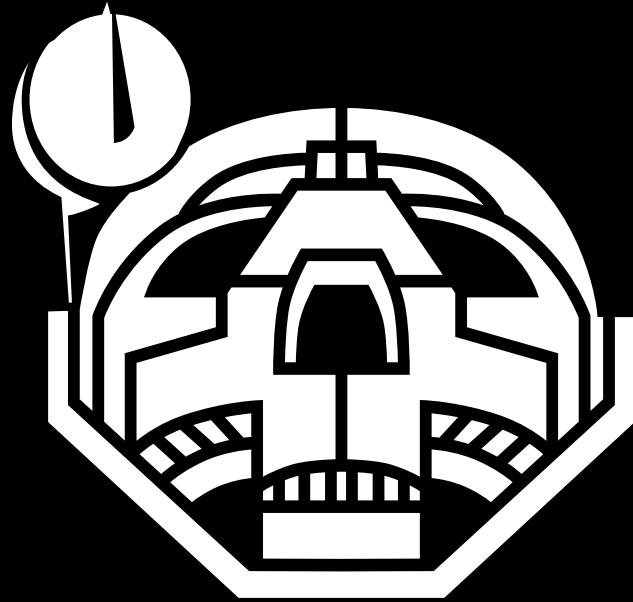


RECOGNITION GUIDE: ILCLAN VOL. 01



RECOGNITION GUIDE: ILCLAN

VOLUME 01



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 01

SAFACTOR,

Words which once seemed impossible now seem inevitable: the ilClan is nigh.

The turbulence of the last two decades has brought several of our fellow Clans to Terra's doorstep, to say nothing of the Inner Sphere powers which gaze upon humanity's birthplace with hungry eyes. But we know our people, we know their aggression. One of them will move to take Terra first and claim the mantle of ilClan, however briefly. If they intend to hold it, however, they will need new hardware—and, as ever, we stand ready to deliver. For a price.

Contained within these volumes is that hardware. It is an intriguing combination of all-new BattleMech designs and retrofits of existing Inner Sphere and Clan designs with weapons and equipment suitable for modern combat. All are in our inventories or otherwise obtainable, and I have instructed all Merchant Caste personnel under my command above the rank of Point Merchant to familiarize themselves with the contents of these reports and be ready to negotiate terms for any merchandise herein. I hope you will assist me, "old friend," with their distribution across all Khanates.

The wheel of power is poised to spin once more, but we must be the axle on which it revolves. Who winds up atop that wheel, and who is crushed beneath it, matters little as long as we profit from each turn.

—Merchant Colonel Reece, aboard CSF *Atlantean*, Skate Khanate, 14 November 3150

Welcome to *Recognition Guide: ilClan*, a supplement offering players exciting new 'Mech variants rooted in the closing days of the Dark Age era and the transition to the ilClan era. Inside, you'll discover a mix of all-new 'Mechs only recently seen on battlefields of the Inner Sphere, alongside modern refits of long-existing and much-loved units.

Each volume of *Recognition Guide: ilClan* includes full, *Technical Readout*-style entries on new 'Mechs or significant rebuilds of existing designs; a selection of brief write-ups on existing variants; notable pilots for each 'Mech, and record sheets for immediate game use.

Special attention has been given to 'Mechs which were redesigned as part of the *BattleTech: Clan Invasion* Kickstarter, to ensure that these brand-new miniatures have a place in games set in the Dark Age. Many of these units have torn apart battlefields of the Inner Sphere for hundreds of years. With these guides, they will continue to do so for hundreds more.

CREDITS

Project Development: Johannes Heidler

Development Assistance: Aaron Cahall, Chris Wheeler

BattleTech Line Developer: Ray Arrastia

Writing: Keith Hann, Lance Scarinci, Chris Wheeler

BattleTech Line Editor: Aaron Cahall

Production Staff

Art Director: Anthony Scroggins

Assistant Art Director: Ray Arrastia

Cover Design and Layout: David A. Kerber

Illustrations: Alan Blackwell, Harri Kallio, Matt Plog, Anthony Scroggins

Record Sheets: Dave Nawton, Matt Wilsbacher

Proofers, Core Fact Checkers, and Unit Design: Ray Arrastia, Matt Cross, Joshua Franklin, William Gauthier, Keith Hann, Johannes Heidler, David A. Kerber, Mike Miller, Joshua Perian, Luke Robertson, Lance Scarinci, Matt Wilsbacher

Additional Fact Checkers: Matt Alexander, Chris Callicoat, Stephan Frabartolo, Eric Salzman

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FIND US ONLINE

precentor_martial@catalystgamelabs.com
(e-mail address for any *BattleTech* questions)

<http://bg.battletech.com/>
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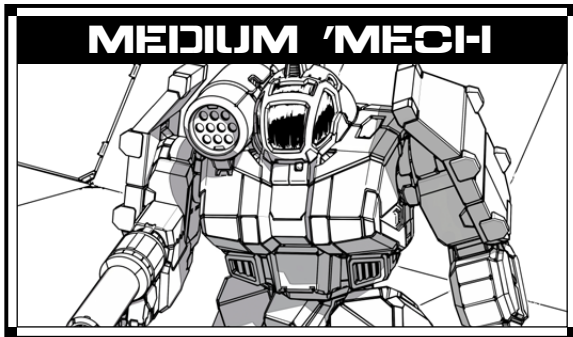
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Debuting in its most primitive form just twenty-five years after the *Mackie* altered the face of warfare forever, the *Griffin* is one of the oldest BattleMechs still in service. Through the Age of War and the Succession Wars, to the horrors of the Jihad and the bitter battles of today, wherever there is conflict, one finds the *Griffin*.

As 'Mechs proliferated across the armies of the Great Houses, the *Griffin* maintained its relevance, settling comfortably into the role of medium-class fire support. Built by the tens of thousands by the Star League, factions as divergent as the Word of Blake and the Clans found a spot for this venerable 'Mech in their rosters over the centuries. Constantly updated to keep abreast of changing technologies, the *Griffin* seems certain to serve for centuries yet to come.

CAPABILITIES

Even the earliest *Griffin* variant continued to be built in limited numbers some six hundred years after it first thundered off the assembly line, a tribute to its sturdiness. This model served as the template for what a *Griffin* should be: a powerful PPC matched with an equally long-range missile launcher. As with many of the most legendary BattleMechs, one variant or another occasionally breaks the mold, but the most popular *Griffin* models today follow the classic loadout pattern.

The -3N, built in the Free Worlds League, takes the classic *Griffin* and improves upon it in nearly every fashion: more armor, protection against

ammunition explosions, a more accurate missile launcher, and a longer-range PPC. By avoiding the temptation to upgrade the engine, the chassis' core sturdiness remains uncompromised. Often, a -3N must be torn to pieces before its advance is halted.

The model most commonly fielded by the Wolf Empire, simply known as the *Griffin C*, is unusual in being a refit of a refit. Built upon a common refit of older *Griffins*, the *C* places the venerable chassis in the forefront of 31st-century warfare. Boosting the 'Mech's ground speed, almost doubling the standard *Griffin* jump range, and replacing the weapons loadout with Clan-spec gear means the *C* is not as sturdy most of its Inner Sphere cousins, but it regularly startles its enemies with the speed of a lighter 'Mech. It has become popular enough to enter full production, and despite its Clan origins has spread across the Inner Sphere, thanks to our traders.

BATTLE HISTORY

In the dying days of the Succession Wars, a lance of the dreaded Blades of Death pirate band found itself watching with a mixture of fury and helplessness as their DropShip boosted into orbit without them, leaving them stranded on the Marik world of Hazeldean. Rather than surrender, the Blades—three rickety *Griffins* and an elderly *Spider*—slaughtered their way through town after town. Using the mobility provided by their jump jets, the band constantly evaded the local nobility's patrols, and was only run to ground after smashing a hole in a major hydroelectric dam and flooding hundreds of kilometers of villages and farmland.

The Second Legion of Vega landed on Orestes in the early days of the Second Combine-Dominion War, seeking to level the Odin Manufacturing Works there. In the siege that followed, the Legion's numerous *Griffins* shined. Over six days of brutal struggle, they complemented the Second's artillery bombardment, helped crush Dominion sallies from within the factory grounds, and even formed the core of a Vegan forlorn hope that tried to brawl its way into the complex. Ripping gun barrels from nearby batteries with their impressive battlefists

and kicking their way through a section of wall savaged by artillery, only massed Dominion fire at point-blank range hurled the *Griffins* back.

VARIANTS

Mainstays of the wars of the mid- to late-31st century, -3M and -1DS *Griffins* were manufactured in great numbers and can still occasionally be found today. The -3M used the weight saved by an XL engine to double the size of its LRM launcher and upgrade to an ER PPC, and was a common sight in Free Worlds League Military units as well as mercenary groups, the Capellan Confederation, and the Federated Commonwealth. The -1DS was widely deployed across the Commonwealth, but also saw a great deal of action in the ranks of the Draconis Combine. Similar to the -3M, it favored a large pulse laser rather than the Marik unit's ER PPC. Large numbers of both variants would eventually be converted by Clan forces to their *Griffin C* standard.

Introduced in the closing years of the Star League, the GRF-2N was a "Royal" 'Mech, available only to the League's most elite units. Between Kerensky's Exodus and the collapse of the League, the -2N rapidly disappeared from Inner Sphere battlefields, only to be reborn in the Jihad era thanks to the recovery of the New Dallas Memory Core. The -2N upgraded its primary weapon to an ER PPC but otherwise lessened its long-range punch by switching out the standard LRM launcher for a pair of SRM launchers; the addition of an ECM suite made it a top-notch electronic warfare unit. A few of the originals still exist in Clan second-line forces.

GRF-3N GRIFFIN

Mass: 55 tons
Chassis: Earthwerks GRF Endo Steel
Power Plant: CoreTek 275
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Valiant Chainmail Ferro-Fibrous with CASE II
Armament:
 1 Fusigon Longtooth Extended-Range PPC
 1 Delta Dart II Enhanced LRM 10 Launcher
Manufacturer: Earthwerks-FWL, Inc.
Primary Factory: Tiber
Communications System: Neil 6000
Targeting and Tracking System: Octagon Tartrac System C with Artemis IV FCS

 Technology Base: Inner Sphere
 Tonnage: 55
 Role: Sniper
 Battle Value: 1,560

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	275	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	179	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	27
Center Torso (rear)		7
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	24

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Enhanced LRM 10	RT	4	6
Artemis IV FCS	RT	1	1
Ammo (NLRM) 24	LT	2	2
CASE II	LT	1	1
2 Jump Jets	RT	2	1
Jump Jet	CT	1	.5
2 Jump Jets	LT	2	1

Notes: Features the following Design Quirks: Battlefists, Jettison-Capable Weapon (PPC), Rugged (1), Ubiquitous.

GRIFFIN C

Mass: 55 tons
Chassis: Earthwerks GRF Endo Steel
Power Plant: VOX 330 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 65+
Jump Capacity: 270 meters
Armor: Starshield A with CASE
Armament:
 1 Type 22 Extended-Range PPC (Clan)
 1 Type X-S Streak LRM 10 Launcher
Manufacturer: Earthwerks, Inc.
Primary Factory: Keystone
Communications System: Neil 6000
Targeting and Tracking System: RCA Instatrac Mark XI

 Technology Base: Mixed Inner Sphere
 Tonnage: 55
 Role: Sniper
 Battle Value: 2,131

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	9	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	25
Center Torso (rear)		8
R/L Torso	13	19
R/L Torso (rear)		5
R/L Arm	9	16
R/L Leg	13	23

Weapons and Ammo	Location	Critical	Tonnage
ER PPC (C)	RA	3	6
Streak LRM 10 (C)	RT	2	5
Ammo (Streak) 12 (C)	RT	1	1
CASE (C)	RT	0	0
Improved Jump Jet	RL	2	1
3 Improved Jump Jets	RT	6	3
Improved Jump Jet	CT	2	1
3 Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1

Notes: Features the following Design Quirks: Battlefists, Jettison-Capable Weapon (ER PPC), Ubiquitous.

NOTABLE 'MECHS AND MECHWARRIORS



“Kommandant-General” Tristan Ximander: Leader of the Blades of Death lance that caused so much horror on Hazeldean, the self-styled Kommandant-General’s ancient *Griffin* was an Age of War leftover passed down from generation to generation. The ‘Mech was fully loaded with incendiary ammunition, which Ximander used to horrific effect in his campaign of terror. Found guilty of the murder of over 6,000 people, the nobility of Hazeldean had Ximander torn apart by savage beasts in a live broadcast, a spectacle which only ensured his legend’s endurance.



Michael Hiner: Though Hiner maintained and operated a *Griffin*, his specialty was engineering. After graduating from Sanglamore, Hiner did his customary stint in the Skye Rangers before hiring out as a freelancer to various planetary governments seeking to improve their static defenses. Study of the ruined Castles Brian on several former Hegemony worlds allowed Hiner to become an expert on BattleMech-scale fortifications, knowledge that he brought to dozens of Federated Commonwealth planets. His services came into great demand along the entire Clan front in the 3050s, when, for the first time, he entered the Draconis Combine not at the controls of his *Griffin*. He was last seen on Orestes, helping the Com Guards construct Fort Miraborg.

Hauptmann Heinrich von Questenberg: A gregarious man well-liked by his peers, Heinrich commanded an independent recon company attached to the Lyran Guards. His *Griffin* became such a familiar annoyance to Jade Falcon and Steel

Viper units throughout their shared OZ that they learned to expect a massive raid if his unit was spotted. According to AFFC records, his company was spotted on only a sixth of their missions, making Heinrich’s company responsible for the intel which led to dozens of successful raids during the 3050s. Off the field, he was known for an endless supply of long-winded war stories, called “groaners” by his troops.



Captain Daniel Daley: Captain Daley was an “old guard” MechWarrior in a time when the title had all but lost its mystique. In the 3060s, he still piloted a family machine with the Federated Suns Armored Cavalry, an ancient *Griffin* inherited from his grandfather. Though often teased for his low-tech, quirky ride, Daley proved that it is skill that makes a warrior by piloting that old *Griffin* to victory after victory. After the Civil War and Jihad, a war-weary Captain Daley retired and took his ‘Mech home with him, resisting the FedSuns’ version of Devlin Stone’s buyback program. The whereabouts of the Daley *Griffin* are currently unknown.

Leutnant Yoshi “Daedalus” Ems: The FedCom Civil War tried the souls of many of its citizens. Though his Third Lyran Guards nominally supported Katherine, Daedalus Ems tried his best to keep the peace both within his unit and between other commands. When Adam Steiner tapped the Third for Operation Audacity, Ems was relieved to take his GRF-1DS against an enemy he didn’t call brother. On Graus, he twice protected his lancemates by drawing incoming Falcon fire, earning citations of merit. Such protective behavior toward younger warriors was not uncommon for Daedalus, perhaps a result of losing his only child some years before.



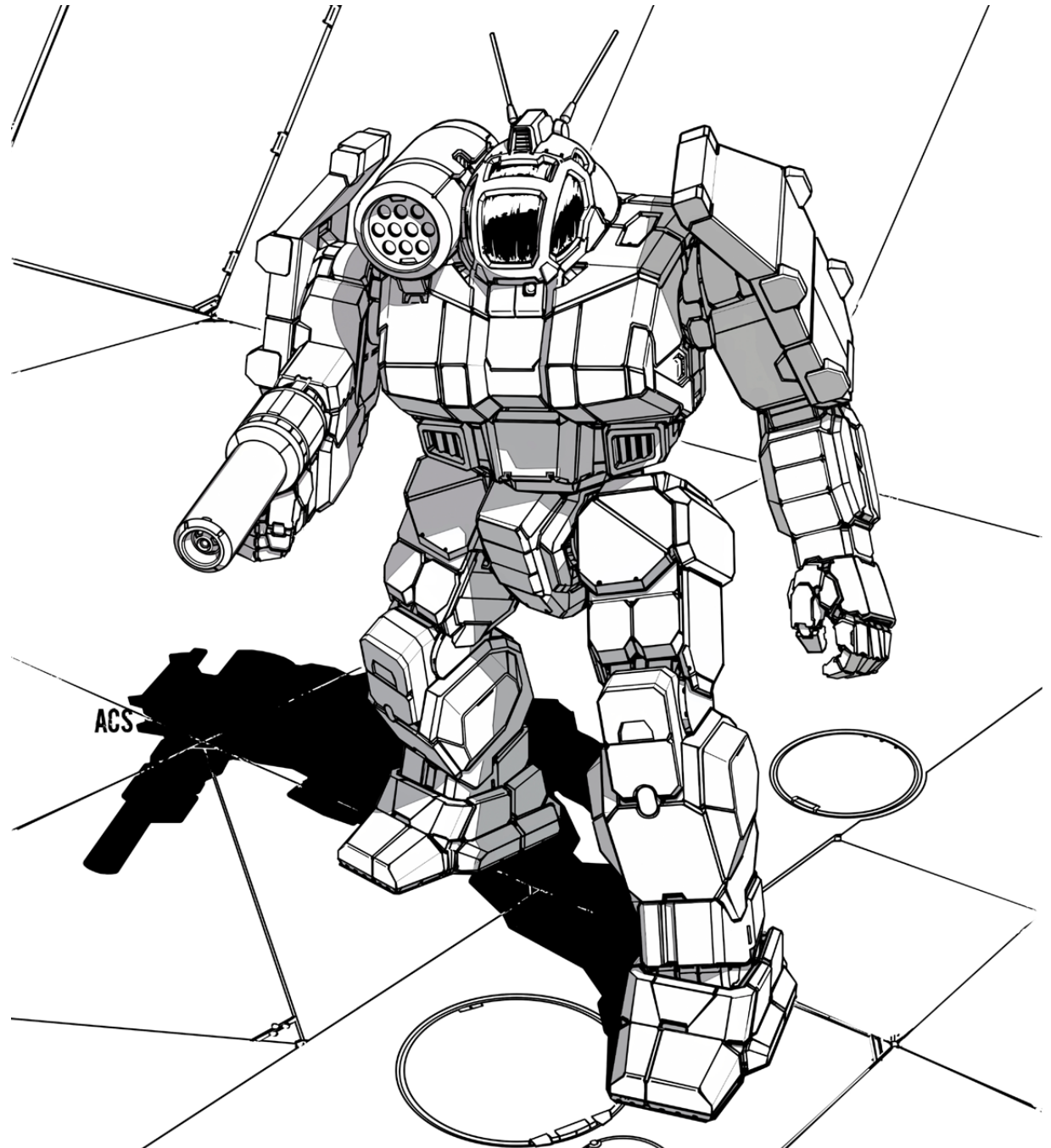
MechWarrior Alishay Glass: A Lyran enigma, MechWarrior Glass seems to have switched both units and ‘Mechs more often than usual for one soldier’s career, bringing much about her into question. During the dark years of the Jihad, she piloted a *Griffin* with the Skye Guards against Jeremy Brett’s FWLM counterattack, then disappeared until the invasion of Terra, where she once again joined Robert Kelswa-Steiner’s personal unit. Most of the right side of her body had been replaced with cybernetics in the interim, suggesting that she was not idle, but any record of deployment was lost to the Jihad. She is listed as having survived the liberation, but permanently vanished from LAAF rolls afterward, her fate unknown.

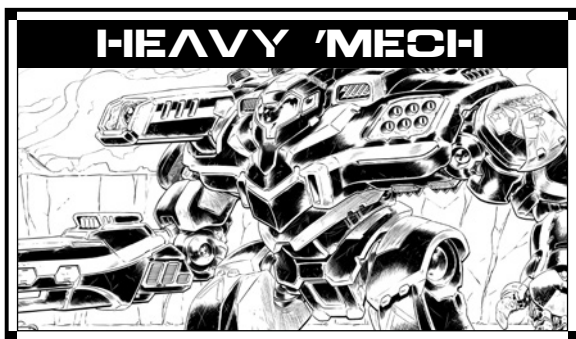
MechWarrior Jan (Muller): Formerly of the Anywhere Militia, Jan was made bondsman to Star Commander Denise of the Eighth Falcon Regulars early in the Clan Invasion. Denise noted his incredible skills as a technician and fiery temper towards anyone who mispronounced his name (correctly, Yawn), and kept him close. After serving for years as a tech, Jan earned enough respect to be allowed to test into the warrior caste. As a freeborn, he would never pilot an OmniMech, but Jan was granted a Star League-vintage GRF-2N *Griffin* to replace the older machine he lost on Anywhere. Jan served Clan Jade Falcon through the Jihad before testing down to the technician caste once more to help design a new generation of Falcon BattleMechs.



MechWarrior Nathaniel Carlson: Carlson represents the foibles of love in the Inner Sphere and of marrying into a noble family. Having no pedigree and no academy training made him less than acceptable in the eyes of his wife's family on Emris IV, and they had no problem showing it. In an effort to prove his worth, Nathaniel turned to the mercenary life in a salvaged *Griffin*. A man of deep moral values, Carlson often clashed with less scrupulous commanders, leading to his blacklisting among the mercenary community. He eventually settled with the First Marik Protectors, who welcomed him for his values. Though he saw little of his wife until retiring in the 3120s, he did eventually earn the respect he sought from her family, and his descendants now hold title on Emris IV.

MechWarrior Elofson: An aging Wolf Empire MechWarrior, Elofson faced the nightmare of every Clan warrior—demotion to *solahma* status. Vowing to avoid such a shameful end no matter the cost, Elofson secured his wish when the Republic dropped the Fortress Wall and made its first incursions into Clan space. On Castor, the 328th Wolf Assault Cluster staggered under the unexpected blows of the Fifteenth Hastati, and one of the 328th's Trinaries stayed behind to buy time for the rest of the Wolves to escape with word of the Republic's attack. Elofson, his *Griffin* nearing destruction, hurled himself forward in a full-speed charge at the Hastati commander, using the Clantech *Griffin's* formidable speed to its best effect. Disarming his jump jet safeties and firing them at full throttle at the moment of collision, Elofson and his opponent hurtled into a nearby hillside, where a devastating series of ammunition explosions signaled the end of both combatants.





Mass: 65 tons

Chassis: Type W4 Endo Steel

Power Plant: Starfire 325 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 108 kph w/ Supercharger

Jump Jets: BMP Series XV

Jump Capacity: 150 meters

Armor: Forging FF01 Ferro-Fibrous

Armament:

1 Type 22 extended Range PPC

1 Series 7K Extended-Range Large Laser

1 Series 3K Extended-Range Small Laser

1 Smartshot Mark VI Streak SRM 6

Manufacturer: W-12 Facilities

Primary Factory: Zosma

Communications System: WC-020

Targeting and Tracking System: WC-TT-008B with Targeting Computer

Alaric Ward himself dictated the parameters of the *Dominator*: "Build me a 'Mech to make the Republic tremble behind their Wall, to chase the Falcons from the skies, and to dominate the Inner Sphere under our will." The new 'Mech was to be mobile, heavily armored, and powerful enough to dissuade faster units from pursuing it. And it had to be a brawler, capable of holding its own in the increasingly common arena of BattleMech physical combat. After at least one suicide and one execution for insubordination, a haggard team of scientists delivered the first *Dominator* ahead of schedule and under budget.

CAPABILITIES

The *Dominator* handily meets all of Khan Ward's qualifications. Though it is undergunned compared to other Clan heavy 'Mechs, the tradeoff was necessary in order to gain the mobility that allows a *Dominator* pilot to dictate the terms of battle. Khan Ward was said to be in an ill mood when the final product was presented to him, but upon watching the majestic BattleMech stride from its gantry, the Khan smiled and commented that if the team had done as good a job on performance as they did on presentation, then he would be happy indeed. Test pilot Racine proceeded to ace the live-fire exercises, scoring a higher than average number of hits with the *Dominator's* targeting computer and SRMs, and ending the course by taking a knee before her now-impressed Khan.

BATTLE HISTORY

Despite the *Dominator's* promise, it has seen little deployment. Several exist in Gamma and Zeta Galaxies, but most seem to be held in reserve. In one notable exception, the assault on Skye let some *Dominators* cut their teeth against the Jade Falcons. Star Captain Coriolanus Vickers of the Ninth Wolf Guard found himself facing a Jade Falcon *Summoner* and *Hierofalcon* on the streets of New London. His supercharger blew out early in the fight, leaving Vickers with a damaged engine, but he refused to retreat as the Falcons blasted through tenement buildings to destroy him. Luring the Falcons away from civilians, Vickers disabled the *Hierofalcon* with precision fire from his PPC, then faced down the *Summoner* in an industrial park. The two exchanged salvos until a leg hit forced Vickers' *Dominator* to its knees. Perhaps suspecting a ruse, the *Summoner* pilot rocketed over his fallen opponent to deliver the death blow from behind. The humble small laser mounted in the back of the *Dominator's* head saved Coriolanus Vickers' life, coring through damaged armor to ignite the *Summoner's* missile ammo. Vickers took the badly injured MechWarrior as his bondsman, and reported the *Dominator's* success to his superiors.

The conquest of Alula Australis was one of the bloodiest yet on Clan Wolf's march to Terra. Several Stars of *Dominators* belonging to the Ninth Wolf

Guard Striker Cluster engaged the Eleventh Triarii after the Eleventh failed to kill Khan Ward in an artillery ambush. Frenzied Republic MechWarriors, seeking to protect their world and punish the invaders, rushed into physical combat, unaware that Wolf scientists had reinforced the *Dominator's* arms and legs against such actions. Unlike battles against honorable opponents, the outraged Wolves had no compunction about engaging in what descended into 'Mech-scale barroom brawling. They met the Triarii head on, and for a time the streak of missiles and boom of autocannons was replaced by the clang of metal on metal. Though the Republic *Axmans* took their toll, the *Dominators* gave back pain in spades, crushing enemy 'Mechs with punches and Death From Above attacks. During the clash, it was discovered that the *Dominator's* large laser tended to snap when struck from a certain angle. When the Triarii tried to exploit this flaw, the *Dominators* simply used their superior mobility to retreat. In the end, the Republic MechWarriors found that the best way to bring down a *Dominator* was to be lucky. Those who survived joined the ranks of Clan Wolf, one step closer to Terra.

VARIANTS

One popular variant originated as a field refit. The PPC is swapped for a second large laser, the supercharger is removed, and an Artemis V-enhanced LRM 20 replaces the SRM. This customization was such a successful sniper that it was adopted as a new factory model.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Racine: At forty-two, Racine is considered past her prime, but that has not slowed her down. She accepted a reduced combat role in favor of working with the scientist caste to produce better BattleMechs, including major input on the *Thresher II* refits. Her experience kept the *Dominator* from becoming a debacle, as rushed projects often do. She claimed one of the first 'Mechs off the line as her own, though it is expected that she will soon test down and join the scientist caste, lending her design expertise to the Clan for years to come.

DOMINATOR

Type: **Dominator**
 Technology Base: Clan
 Tonnage: 65
 Role: Skirmisher
 Battle Value: 3,018

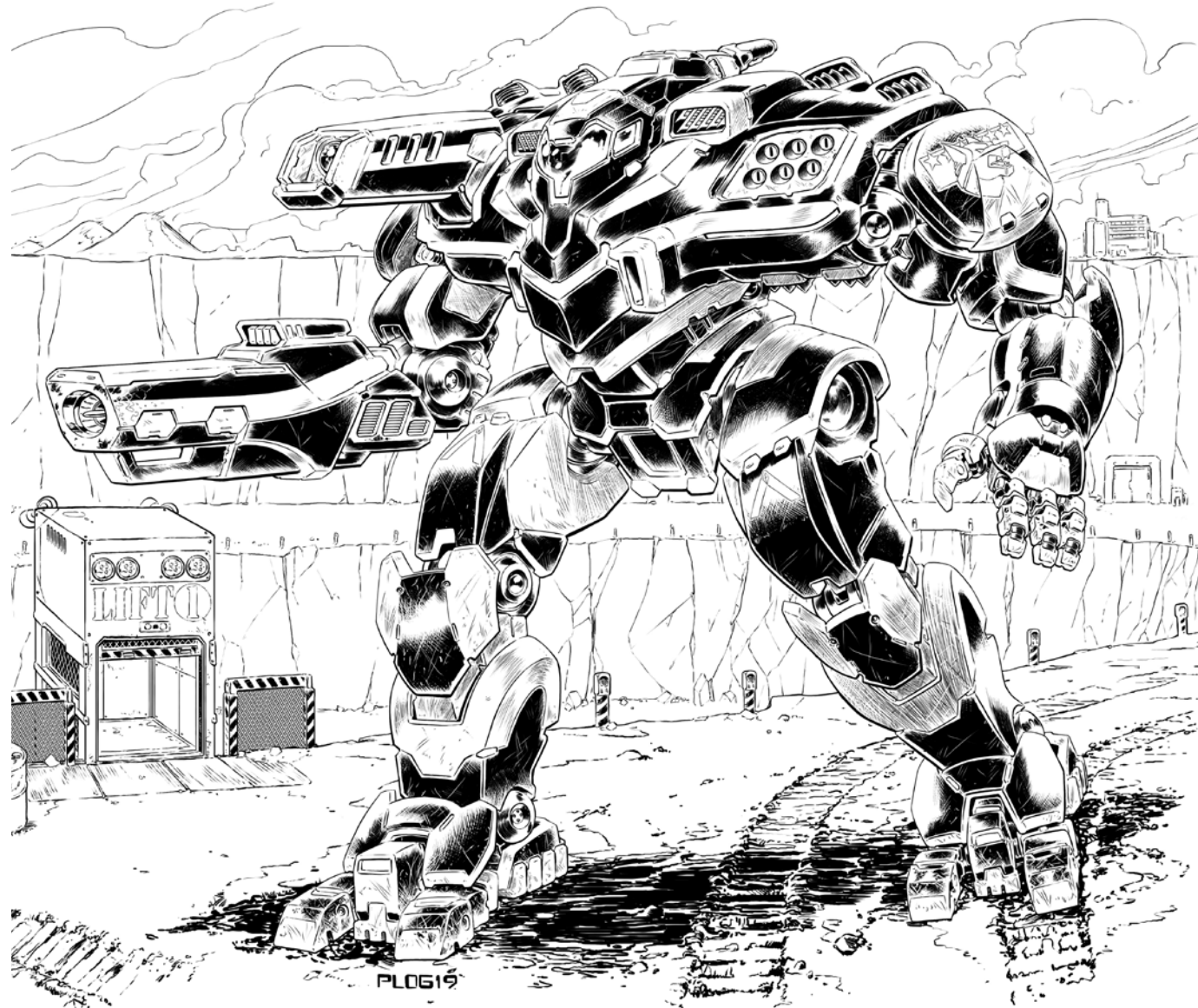
Equipment

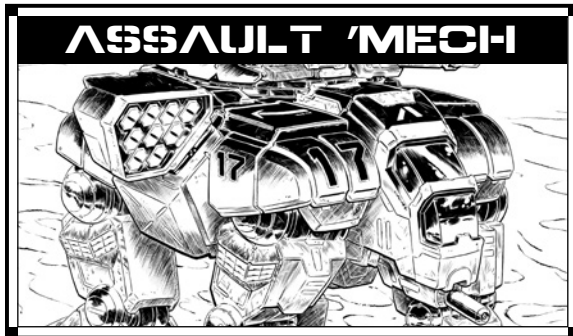
	Endo Steel	Mass
Internal Structure:	325 XL	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	5	
Heat Sinks:	18 [36]	8
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	201	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	31
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	10	20/15
R/L Leg	15	28

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
ER Large Laser	RT	1	4
Targeting Computer	RT	3	3
ER Small Laser	H (R)	1	.5
Supercharger	CT	1	1.5
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1
2 Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Battlefists, Reinforced Legs, Exposed Weapon Linkage (ER Large Laser).





Mass: 80 tons

Chassis: Corean IX

Power Plant: Pitban 240

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield with CASE II

Armament:

1 Series II Gauss Rifle (Clan)

1 Series 7K Extended-Range Large Laser (Clan)

1 Series 2b Extended-Range Medium Laser (Clan)

1 Raid Micro Pulse Laser (Clan)

1 Type 9 Series Advanced Tactical Missile System (Clan)

4 Delta X B-Pods

Manufacturer: Corean Enterprises - MacAdams-Suharno

Primary Factory: Stewart

Communications System: Corean TransBand-J9

Targeting and Tracking System: Corean B-Tech with Targeting Computer

Clan Wolf's migration to the core of the Inner Sphere brought them into possession of many worlds rich in resources, industry, and the population to exploit them. The world of Stewart has always drawn a sense of pride from Dr. David Harrison's great beast, the *Goliath*, but Clan Wolf sees the lumbering 'Mech as a propaganda opportunity. Upgrading the Corean factory to Clan standards showed respect to the population of Stewart, and brought an economic boom during a difficult time.

CAPABILITIES

Though integrating Clan and Spheroid tech can be challenging, the GOL-6M proved to be a prime platform for upgrades. Corean designers at first clashed with Clan technicians, but those techs also came bearing tools and plans for building Clan-grade Gauss rifles, information long coveted by the Inner Sphere. Within weeks, the *Goliath* line had been retooled to mount not only the new Gauss rifle, but a full suite of Clan weapons. The new variant, slated for both Wolf garrison units and export to the Clan's allies, lined many pockets at Corean Enterprises, now full supporters of the Wolf Empire.

BATTLE HISTORY

For decades, an unusual band of pirates plagued the space around the world of Loyalty. Known as Lincoln's Rotting Corpse, their only communications came via messages displaying a grotesque, propped-up mummy while a voice-modulated individual made threats. In 3147, they struck the world of Laureles, seeking vengeance for something they claimed happened there thirty years prior. Avoiding the defenders of the 21st Wolf Garrison Cluster, the pirates burned and plundered a number of small villages, taking slaves and loot back to their DropShip. Star Captain Seth scored the only kill against the elusive pirates, disabling a fleeing *Griffin* at extreme range with aid from his *Goliath's* targeting computer. The captured pirate, thinking he would be made a bondsman to his new Clan, willingly gave away the location of the Corpse's base as the long-dead world of Thirty Weight. After Thirty Weight's location was determined using old Star League charts, he was executed. Star Captain Seth bid for the right to exterminate the pirates, choosing a force of adopted Free Worlds citizens and traditional Marik 'Mechs, and set out for Thirty Weight. Seth's force returned three months later with all the slaves the pirates had ever taken, several salvaged 'Mechs and the pirates' JumpShip. Seth reported that his Star of *Goliath* Cs was instrumental in destroying the pirate base.

Quad BattleMechs carry even more stigma among Clan warriors than in the Inner Sphere, giving the *Goliath* C value as a trade good for our merchants. When the assorted mercenaries of Fortune Charlie turned on Julian Davion in the depths of the New Syrtis Cave complex, not all switched sides. A company known as The Barricade believed that stabbing an employer in the back would

look bad on their resume, so Captain Randi Jacobs ordered her company to attack the traitors instead. Though reduced to six 'Mechs by previous fighting, The Barricade was an assault unit fashioned on Lyran "Wall of Steel" tactics. Jacobs ordered her people to hold a critical juncture, positioning her two *Goliath* Cs in the intersection so their turrets could swivel to cover any flankers coming from the side tunnels. The Barricade held out for over an hour of sustained combat against their former allies and the Fourth McCarron's Armored Cavalry. By the time the Fifth Crucis Lancers broke through the traitors' lines, only a single *Goliath* C remained of the valiant Barricade, its ammo exhausted, its turret locked, but still blasting away with its head-mounted laser. After the battle, the surviving warriors of The Barricade were cleared of any wrongdoing, given citations of merit by Julian Davion, and absorbed into the Lancers.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Boris: Much of the funding for Clan Wolf's domestic programs comes from our loans, repaid partly by a shipment of new *Goliath* Cs. Boris, a warrior of Spina Khanate, claimed one out of curiosity. He believes that piloting a quad requires that one be in touch with their animal nature, and has taken his own advice to heart. Since taking possession of the 'Mech, he has grown more aggressive, fighting more Trials of Grievance and angling for heavier combat assignments. He believes his new confidence will lead to a Bloodname sponsorship, but so far it has only cost him allies both within and outside his Aimag. Time will tell if his new doctrine leads to glory or the grave.

Star Captain Seth: Once a member of Anson Marik's military, Seth at first resisted his bondcord and anything to do with Clan Wolf. His opinions slowly changed upon realizing that the people of conquered Marik planets thrived more under their new Clan than they ever did under Anson Marik. Seth tested into the warrior caste, and treats his *Goliath* C as a symbol of the unity between his former people and his Clan, including trialing for the right to paint it in Marik Militia colors. After his defeat of Lincoln's Rotting Corpse, he has become something of a celebrity in both the Wolf Empire and the Free Worlds League.

Type: **Goliath C**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 80

Role: Sniper

Battle Value: 2,227

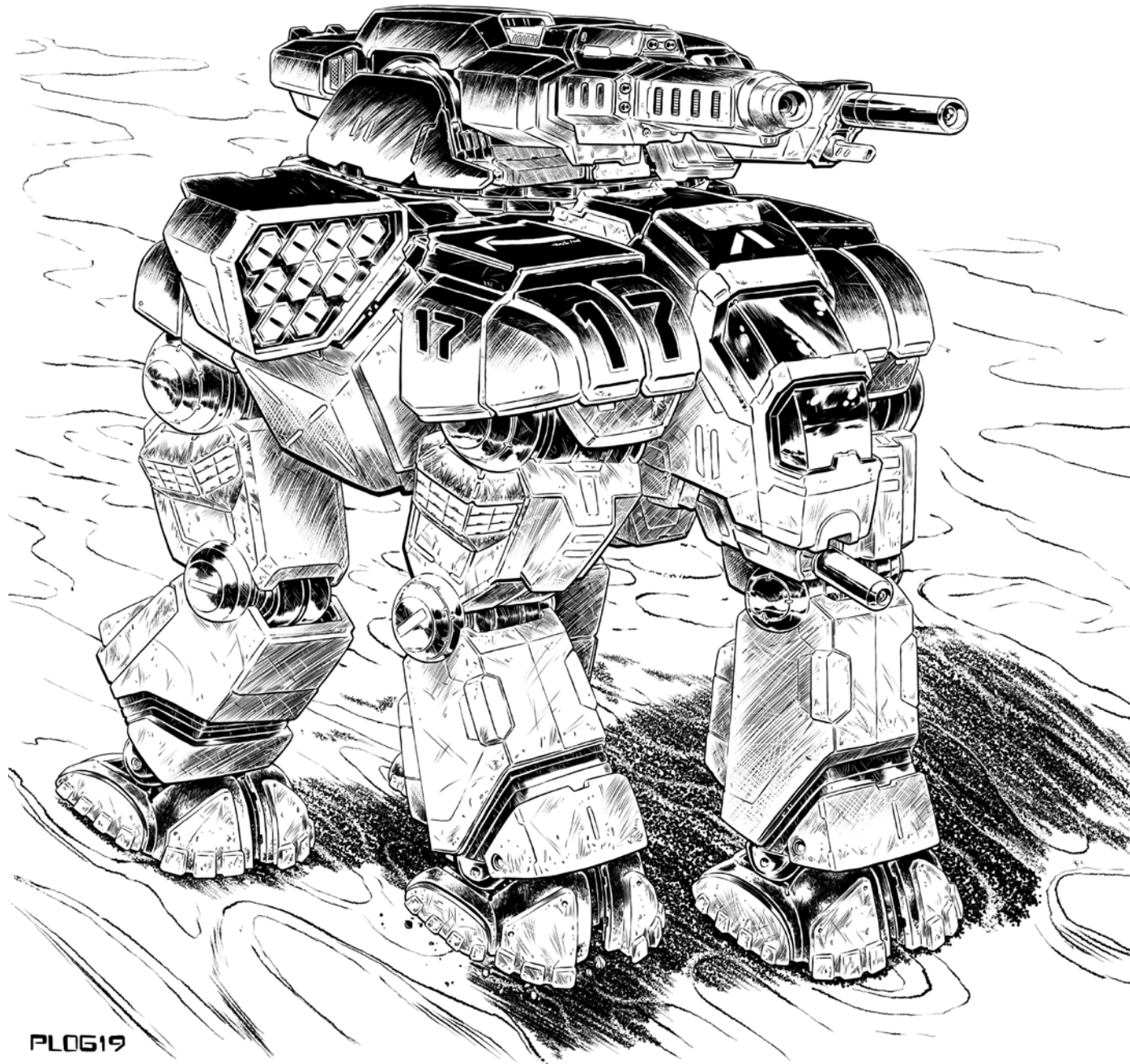
Equipment

		Mass
Internal Structure:		8
Engine:	240	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	232	14.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	30
Center Torso (rear)		19
R/L Torso	17	20
R/L Torso (rear)		13
FR/L Leg	17	24
RR/L Leg	17	30

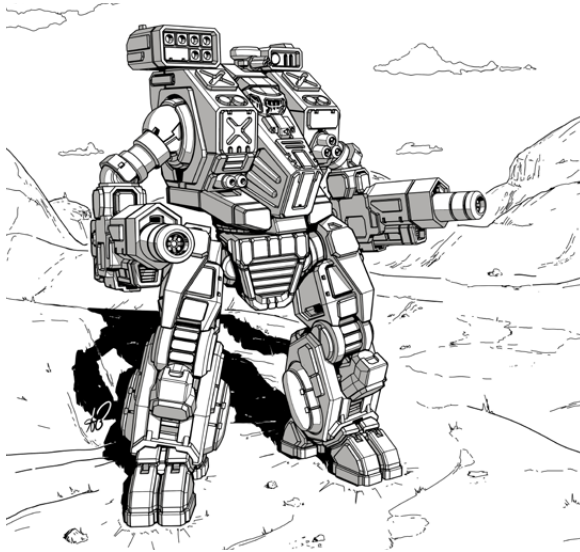
Weapons and Ammo	Location	Critical	Tonnage
B-Pod	FRL	1	1
B-Pod	RRL	1	1
ATM 9 (C)	RT	4	5
Ammo (ATM) 7 (C)	RT	1	1
CASE II (C)	RT	1	.5
ER Medium Laser (C)	H	1	1
Targeting Computer (C)	CT	4	4
Ammo (ATM) 7 (C)	LT	1	1
Gauss Rifle (C)*	LT	6	12
Ammo (Gauss) 8 (C)	LT	1	1
CASE II (C)	LT	1	.5
ER Large Laser (C)*	LT	1	4
Micro Pulse Laser (C)*	LT	1	.5
Quad Turret	LT	1	2
B-Pod	FLL	1	1
B-Pod	RLL	1	1
Ammo (Gauss) 8 (C)	RLL	1	1

Notes: *This weapon is mounted in a quad BattleMech Turret. Features the following Design Quirks: Multi-Trac.



PL0619

HELLBRINGER (LOKI)



Mass: 65 tons
Speed: 54 kph cruising, 85 kph max
Jump Capacity: None
Payload: 28.5 tons of pod space
Manufacturer: Olivetti Weaponry (Sudeten)
Featured in TRO: 3050 Upgrade / Clan Invasion

The ancient *Hellbringer*, now known interchangeably as the *Loki* even among some Clans, retains a place on the modern battlefield. Disgraced warriors, *solahma*, or those who simply wish to cause as much pain as possible before dying seek out Loki the Hellbringer as their chariot.

CAPABILITIES

Simple and cheap to build, the *Hellbringer* remains in production alongside its upgraded cousin, the *Hel*. It is often deployed in a cavalry role, where it can rush in, deliver its blistering firepower, and advance to the next hot spot. Though the *Hellbringer's* armor remains inadequate, the march of time and technology offered many new standard weapon configurations to keep it viable on the fields of war.

DEPLOYMENT

The battle for Thorin in 3149 pitted Clan Jade Falcon against a staunch Republic defense. After

orbital bombardment destroyed the only entrance to Fortress Laiacona, a lance of Eleventh Hastati Sentinels anchored by an *Ares* found themselves cut off and outnumbered. Placing their backs to a cliff face, the Republic troops held off all comers until a *solahma* warrior called Jerrick rushed their formation in his *Hellbringer*. Ignoring crippling damage to his machine, the Falcon MechWarrior crashed through their defenses and rammed into the *Ares's* center leg. This alone left the massive 'Mech unfazed, but Jerrick then let his damaged reactor go critical, severing the leg and bringing down the colossus. The demoralized Hastati were quickly dispatched, and the Falcons claimed the relatively intact *Ares*. As no *giftake* could be retrieved from their companion, the Falcons named the captured colossus *Jerrick's Prize*.

Our Clan provides the *Hellbringer* to all buyers, leading to its appearance across the Inner Sphere. During the thrust to reclaim Beenleigh from the Capellans, a mercenary company called Lost Blood cornered a lance of Harloc Raiders in a canyon. The company of mercs, piloting primarily older machines, thought they would have an easy kill, but the Raiders' quartermaster had a trade relationship with our merchants. Led by a pair of *Hellbringers*, the Raiders systematically picked apart the mercenaries' *Griffins* and *Crusaders*, leaving only five 'Mechs to retreat from the field. Though the Harloc Raiders eventually abandoned Beenleigh, the damage they dealt caused the Lost Blood to disband, its survivors absorbed into other units. The *Hellbringers* undoubtedly carried the day, proving that though it may be an old design, it is far from obsolete.

NOTABLE UNITS

Nova Commander Straken: One of the rare warriors who has survived the debilitating effects of his Enhanced Imaging implants, Straken fought on Hesperus II as part of the Hell's Horses' Forty-second BattleMech Cluster. Clan Wolf poured their anger onto his unit, wiping out most of his Nova and filling him with an unquenchable hate. He has been reassigned to training duties on Csesztreg, but trialed for the right to retain his *Hellbringer* and return to active duty once his charges graduate.

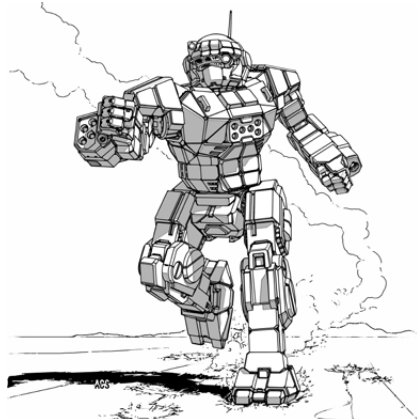
Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
ER PPC	RA	2	6
ATM 6	RT	3	3.5
Ammo (ATM) 20	RT	2	2
2 AP Gauss Rifles	RT	2	1
Ammo (AP Gauss) 40	RT	1	1
Ammo (AMS) 24	RT	1	1
CASE II	RT	1	.5
Double Heat Sink	RL	2	1
Anti-Missile System	H	1	.5
Double Heat Sink	CT	2	1
Double Heat Sink	LL	2	1
3 ER Medium Lasers	LT	6	3
Double Heat Sink	LT	2	1
ER PPC	LA	2	6
Battle Value: 2,444 Role: Sniper			

<i>Alternate Configuration F</i>			
LB 10-X AC	RA	5	10
Ammo (LB-X) 10	RA	1	1
ER Medium Laser	RA	1	1
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 10	LA	1	1
ER Medium Laser	LA	1	1
Battle Value: 1,839 Role: Striker			

<i>Alternate Configuration G—Mixed</i>			
3 ER Small Lasers	RA	3	1.5
Imp. Heavy Gauss Rifle (IS)	RT/CT	10/1	20
Ammo (iHeavy Gauss) 4	CT	1	1
Ammo (iHeavy Gauss) 8	LT	2	2
Improved Heavy Large Laser	LA	3	4
Battle Value: 1,943 Role: Striker			

<i>Alternate Configuration J</i>			
Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
2 ER Medium Lasers	RT	2	2
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
2 ER Medium Lasers	LT	2	2
Active Probe	LT	1	1
ER PPC	LA	2	6
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1
2 Jump Jets	LT	2	2
Battle Value: 2,415 Role: Scout			

COMMANDO



Mass: 25 tons

Manufacturer: Coventry Metal Works (Coventry)

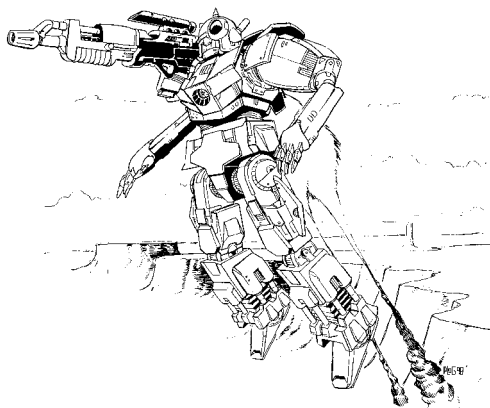
Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

The COM-9S represents something of a paradigm shift for the venerable *Commando*, turning this historically short-ranged striker into a long-ranged harasser. Building upon the speedy COM-8S model, the COM-9S replaces the entire weapons loadout. Twin chest-mounted MML 3s perform the role of the SRM 6 of older models, with the added capability of long range fire, while the usual arm-mounted medium laser is replaced by a light PPC. The only nod to the *Commando*'s former short-ranged strength lies in the twin SRM 2 one-shot launchers, providing a nasty close-in surprise.

MechWarrior Sven "Manne" Mansberg: Hailing from a Nordic community on the Lyran world of Viborg, Mansberg put the *Commando*'s newfound flexibility to the test as a new recruit during the Florida Timbuktu Theatre Militia's 3147 fight for Ayacucho, homeworld of the self-proclaimed "Warlord" Diego Widmer of the rogue Buena Collective. MechWarrior Mansberg and his colleagues punched well above their battalion's own weight against the two defending battalions of the Second Guards. Although unable to fully rout the Guards, the TMM settled for pinning them on world, and dug in awaiting reinforcements.

During the months of impasse, the TMM and Guards continued to probe each other, with neither side willing to fully commit. At the fore of these probes for the TTM, Mansberg used his COM-9S's speed and new long-ranged armaments to maximum effect, assessing enemy troop positions and inflicting damage whenever possible. Task Force Kingbreaker's landing in January 3148 broke the stalemate; despite the intervention of Collective mercenaries, the LCAF troops were able to swiftly force half the Second Guards off world and capture the rest.

PACK HUNTER



Mass: 30 tons

Manufacturer: Technicon Manufacturing/IBMU (Tongatapu)

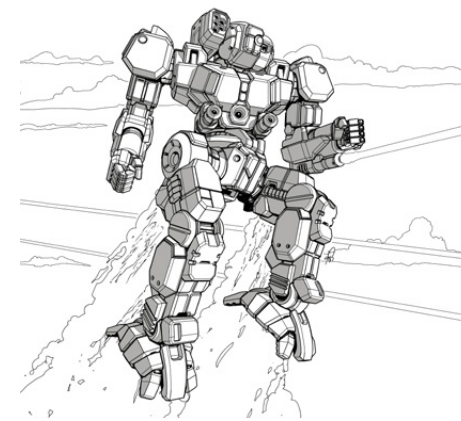
Featured in TRO: 3060

Instead of simply upgrading the Hermes -4K line on Tongatapu, the Wolf Empire used the chassis to reintroduce the *Pack Hunter*. This was done not as a snub to Clan Wolf-in-Exile, but rather as an enticement for their warriors to join the Empire following the fall of Arc-Royal. Analysts are uncertain how the Empire acquired the plans, but are unable to rule out inter-Clan contacts. Regardless, the new *Pack Hunter* is now a fusion of Inner Sphere and Clan technologies, creating a 'Mech that is faster and better protected than the original.

Star Captain Finn: A member of the Exiles' Third Wolf Guards Cluster, Star Captain Finn and his unit were powerless to help when the Falcons assaulted Arc-Royal. He somehow made his way to the Wolf Empire and took up Khan Alaric Ward's offer of amnesty. A deadly marksman, Finn's skills ensured he quickly tested back into active duty, and he was assigned to Beta Galaxy in the cockpit of a new *Pack Hunter*.

The Star Captain would gain a measure of vengeance as part of the Ninth Wolf Guard Strikers during the Wolves' attack on Skye in 3150. Using his *Pack Hunter*'s increased mobility to dictate the terms of the engagement, he picked his targets apart with accurate PPC fire, often ravaging their weaker rear armor. He personally accounted for three kills from the Turkina Keshik and was observed executing at least another three downed pilots with point-blank PPC shots to their cockpits. His new masters have so far turned a blind eye to these excesses.

GRASSHOPPER



Mass: 70 tons

Manufacturer: LexaTech Industries (Hun Ho)

Featured in TRO: 3039 and 3050 Upgrade / Succession Wars

In what some consider to be a backward step, the *Grasshopper* GHR-8K represents a return to the 'Mech's roots. Combining the light PPCs of the GHR-7K with the weapon layout of the original GHR-5H resulted in a 'Mech with a much better long-range damage profile, though lacking the advanced electronics of the later models. Given the 'Mech's primary role as a raider or skirmisher, the electronics suite was deemed secondary to the weaponry. The return of the LRM 5 remains controversial, although the wide availability of different munitions helps to quiet critics, as does the inclusion of CASE II.

Tai-i Brian "Storm Rider" Dean: The GHR-8K has seen substantial action on the Davion front across the last several decades. *Tai-i* Brian Dean's skills and perseverance allowed him to escape a stint in the Legions of Vega, and he has since put the 'Mech to good use in the no-man's land of the Draconis Reach with the *Ryuken-go*. During the many years of inconclusive fighting his *Grasshopper* lived up to its reputation, inflicting damage and then fading away.

A jujitsu master outside the cockpit, Dean fights with a dexterity that most MechWarriors can only dream of. He often uses Thunder munitions to corner his opponents before jumping in close to finish them off—despite being under his light PPC's minimum ranges—believing he shows them respect by fighting at a disadvantage. During the battle for Robinson in 3144 he personally disabled two 'Mechs of the Second Robinson Rangers in close combat. Fortunately for the *tai-i*, his concept of honor has yet to interfere with the completion of his duty.

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Commando COM-9S

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

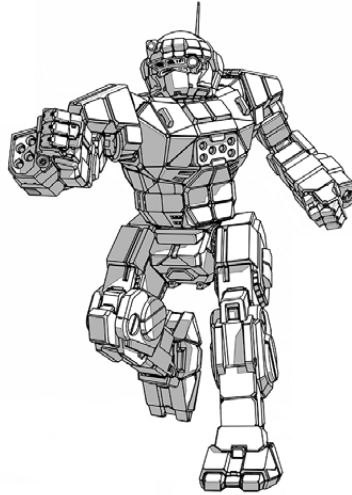
Weapons & Equipment Inventory

(hexes)

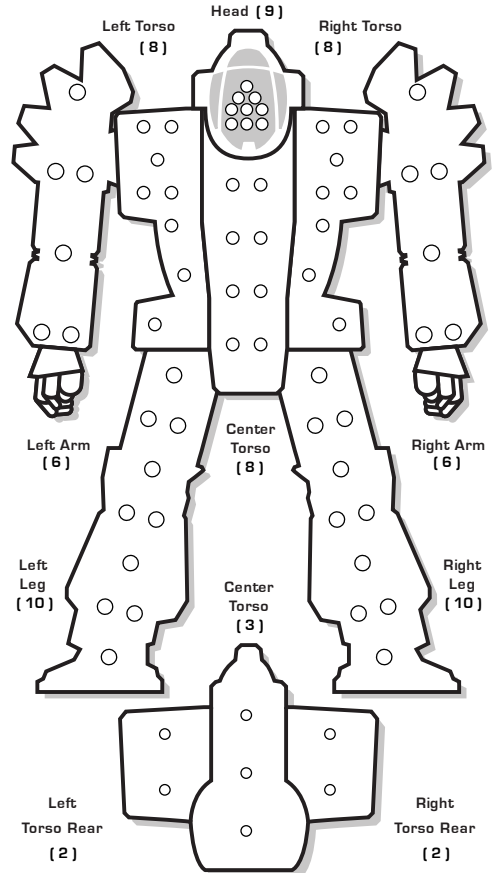
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
2	SRM 2 (I-OS)	RA	2	2/Msl [M,C,S]	-	3	6	9
1	MML 3	LT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	-	3	6	9
1	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	-	3	6	9

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

BV: 719



ARMOR DIAGRAM



CRITICAL TABLE

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

- Center Torso**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - MML 3
 - MML 3
 - Endo Steel

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

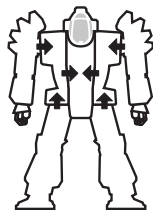
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Right Arm**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Supercharger
 - Roll Again

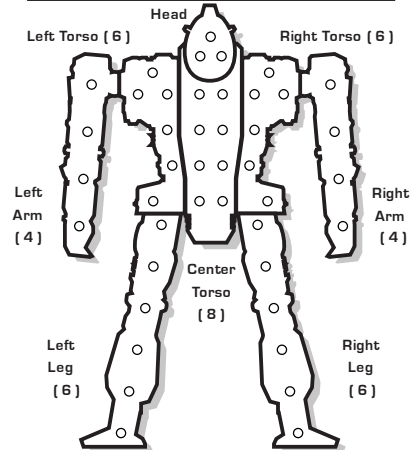
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Pack Hunter 5

Movement Points:

Walking: 9

Running: 14

Jumping: 7

Tonnage: 30

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (Clan)	RT	15	15 [DE]	-	7	14	23

BV: 1,644



WARRIOR DATA

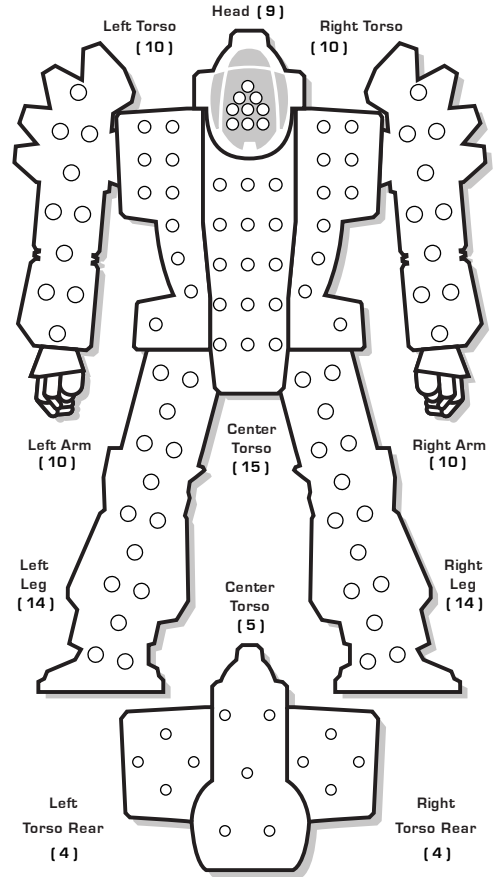
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel [IS]
- Endo Steel [IS]

1-3

- Endo Steel [IS]
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel [IS]
- Ferro-Fibrous

Head

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

Center Torso

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

1-3

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel [IS]
- Endo Steel [IS]

1-3

- Endo Steel [IS]
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

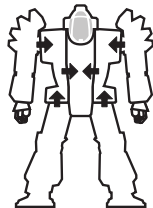
1-3

- ER PPC
- ER PPC
- Endo Steel [IS]
- Endo Steel [IS]
- Ferro-Fibrous
- Roll Again

4-6

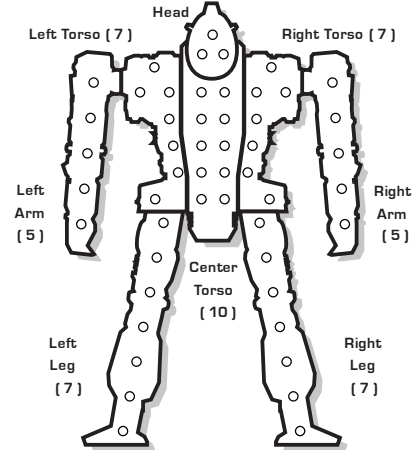
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel [IS]
- Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
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™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Griffin C

Movement Points:

Walking: 6

Running: 9

Jumping: 9

Tonnage: 55

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (Clan)	RA	15	15 [DE]	-	7	14	23
1	Streak LRM 10	RT	4	1/Msl [M,C]	-	7	14	21

Ammo: [Streak LRM 10] 12

BV: 2,131

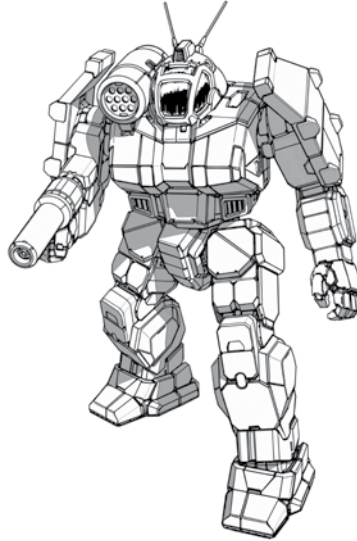


WARRIOR DATA

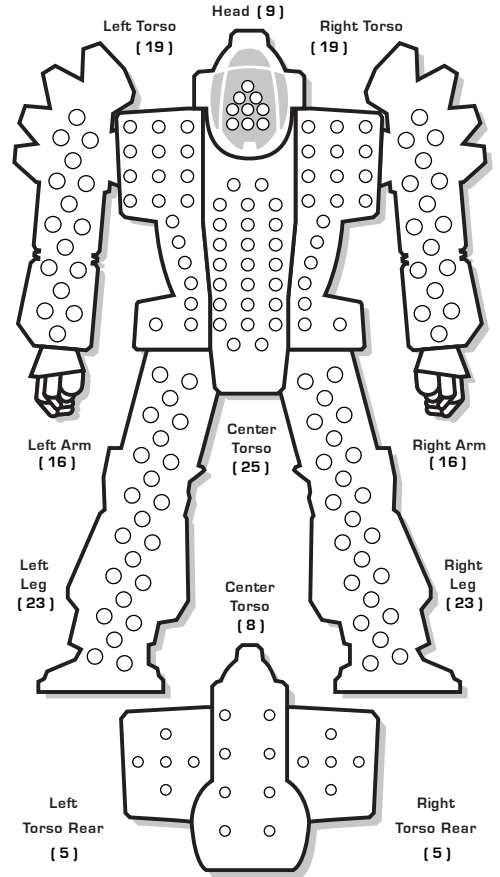
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel [IS]
- Endo Steel [IS]

1-3

- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Endo Steel [IS]

1-3

- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

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

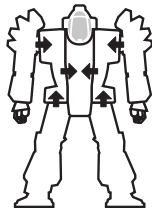
1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Streak LRM 10
- Streak LRM 10
- Ammo [Streak LRM 10] 12

4-6

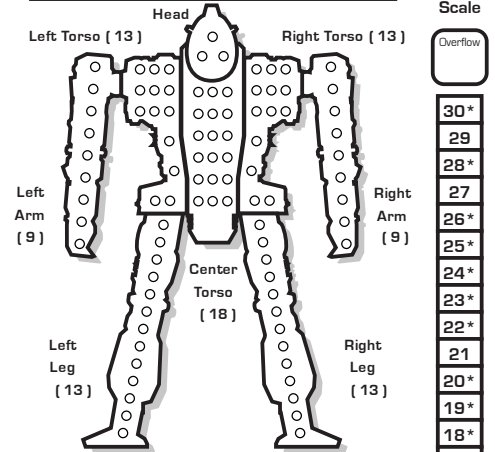
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
11		11 [22]
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™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Griffin GRF-1DS

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

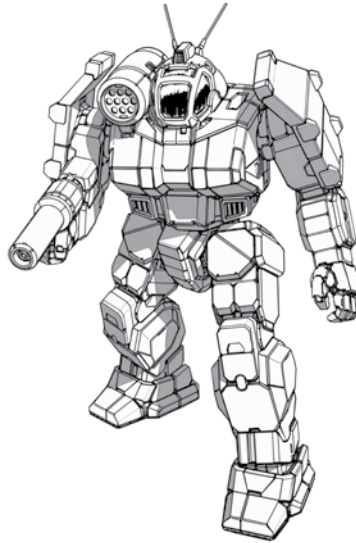
Weapons & Equipment Inventory

(hexes)

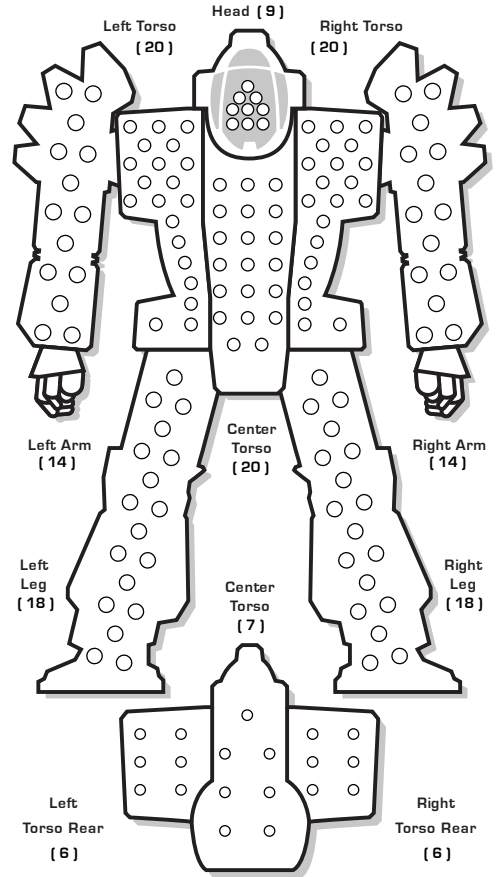
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9 [P]	-	3	7	10
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 20] 12

BV: 1,285



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- CASE
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

Right Arm

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

1-3

- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 20

1-3

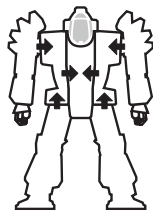
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again

4-6

Right Leg

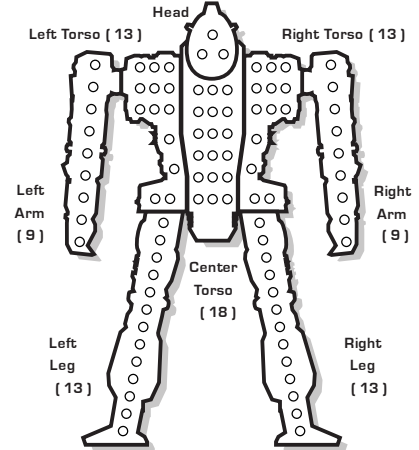
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



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	Double Heat Sinks: 14 [28]
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-2N

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	—
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30

BV: 1,606

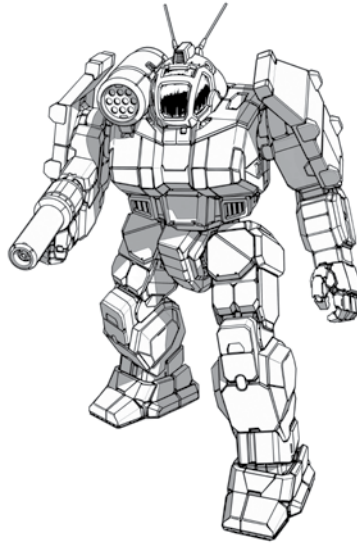


WARRIOR DATA

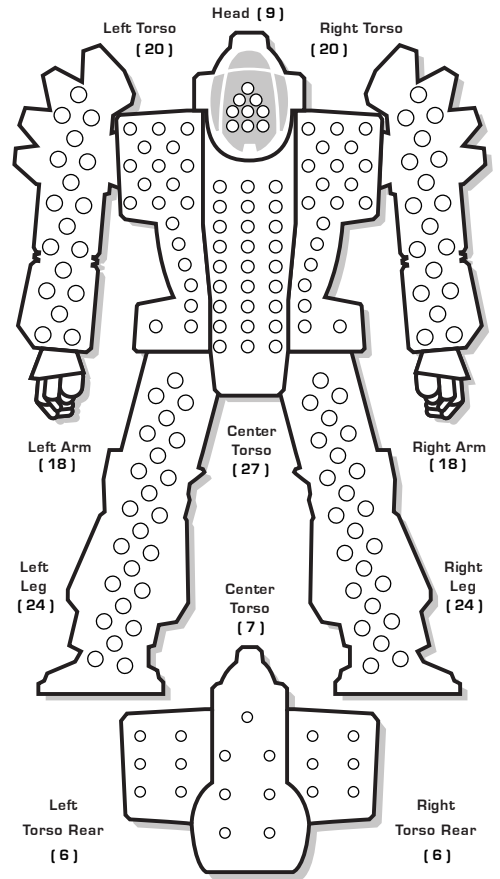
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Jump Jet
- Jump Jet
- SRM 6
- SRM 6
- ECM Suite (Guardian)
- ECM Suite (Guardian)

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Right Arm

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

1-3

- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Jump Jet
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

1-3

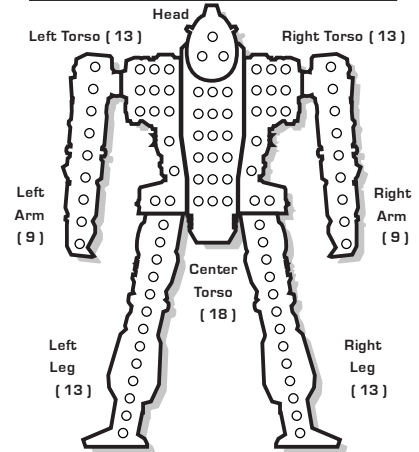
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

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	Double Heat Sinks:
11		11 [22]
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-3M

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

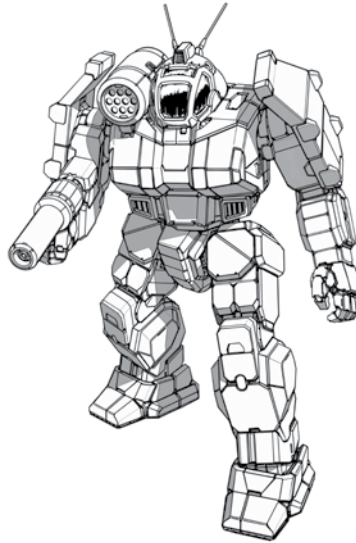
Weapons & Equipment Inventory

(hexes)

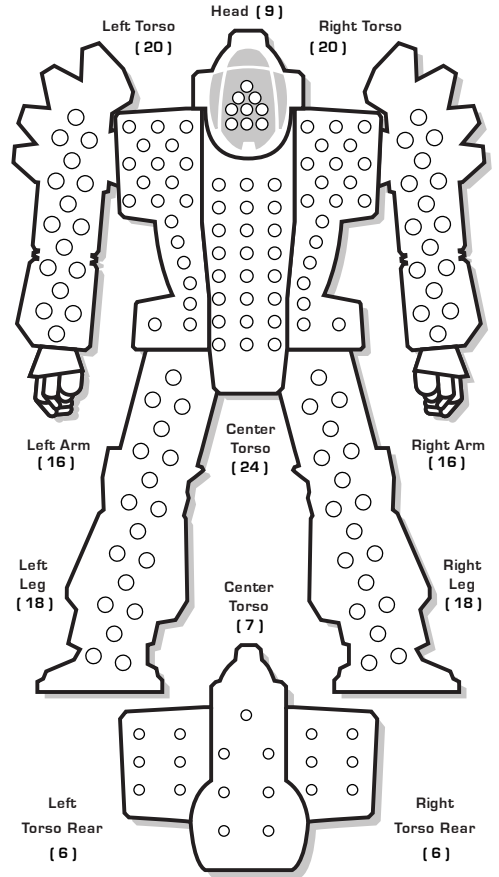
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 20] 12

BV: 1,521



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

Center Torso

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

4-6

Left Torso

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

1-3

Right Torso

- Jump Jet
- Jump Jet
- Small Laser
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- CASE

4-6

Head

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

Right Arm

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

1-3

Center Torso

- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 20

1-3

Left Leg

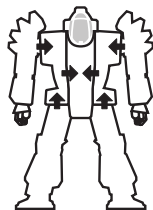
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again

4-6

Right Leg

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

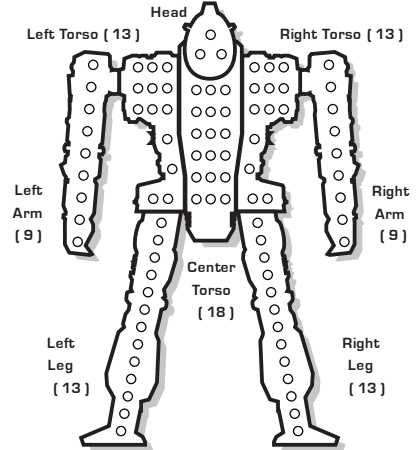
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 [26]
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™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hellbringer (Loki) F

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
				[DB,C/F/S]				
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	LB 10-X AC	RA	2	10	-	6	12	18
				[DB,C/F/S]				
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	ER Medium Laser	RT	5	7 [DE]	-	5	10	15

Ammo: (LB-10X) 20, (SRM 6) 15

BV: 1,839

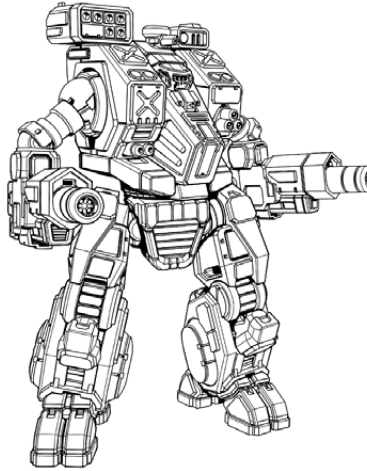


WARRIOR DATA

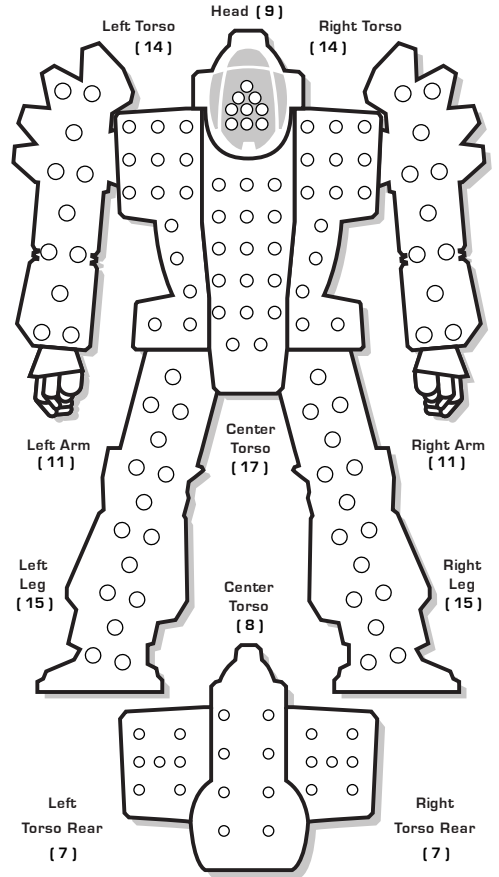
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Ammo (LB-10X) 10
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

Right Torso

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

4-6

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Ammo (LB-10X) 10
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Ammo (SRM 6) 15
- ER Medium Laser
- Roll Again

1-3

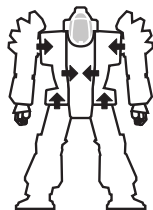
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

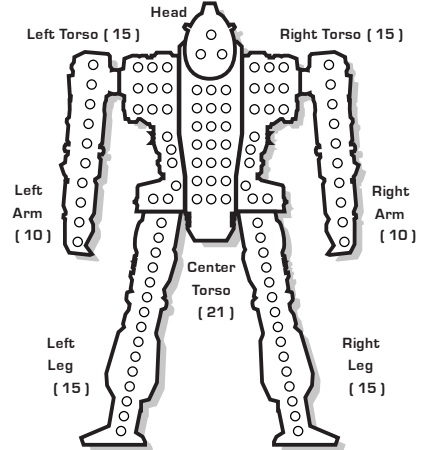
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hellbringer (Loki) G

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Mixed

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Large Laser	LA	18	16 [DE,X]	-	5	10	15
3	ER Small Laser (Clan)	RA	2	5 [DE]	-	2	4	6
1	Imp. Heavy Gauss Rifle	CT	2	22 [DB,X]	3	6	12	19

Ammo: (iHeavy Gauss) 12

BV: 1,943

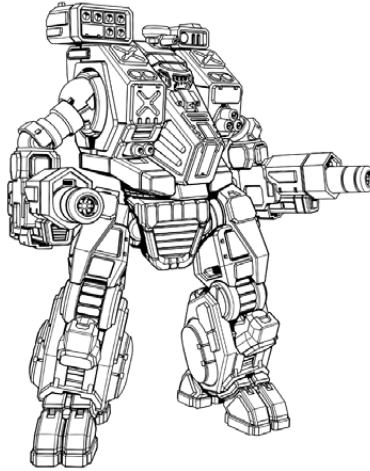


WARRIOR DATA

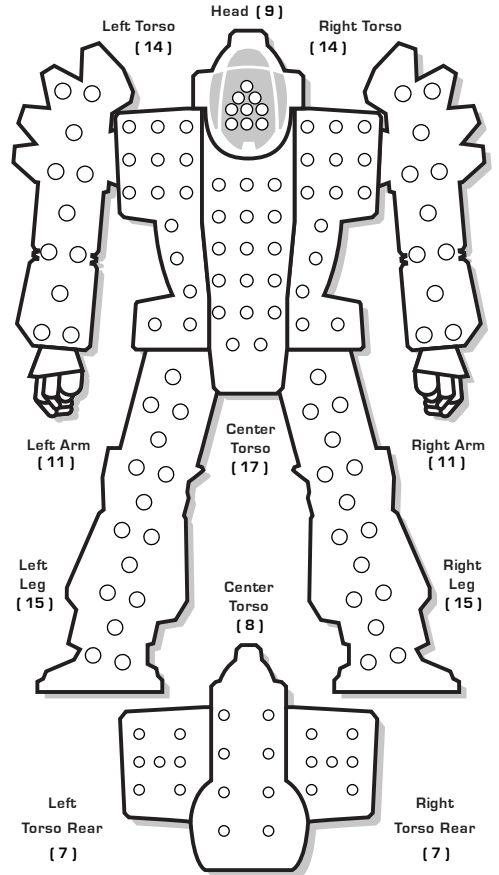
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Gauss Rifle [IS]
- Ammo (iHeavy Gauss) 4

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Small Laser
- ER Small Laser
- ER Small Laser

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

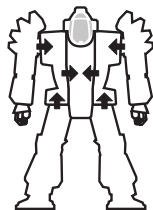
Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]

- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]
- Imp. Heavy Gauss Rifle [IS]

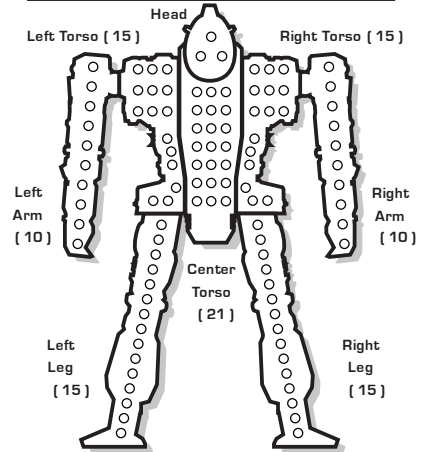
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hellbringer (Loki) J

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	Ultra AC/5	RA	1	5/Sht	-	7	14	21
				[DB,R/C]				
2	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
1	Active Probe	LT	-	[E]	-	-	-	-
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
2	ER Medium Laser	RT	5	7 [DE]	-	5	10	15
1	Anti-Missile System	HD	1	[PD]	-	1	1	1

Ammo: [AMS] 24, [Streak SRM 4] 25, [Ultra AC/5] 20

BV: 2,415

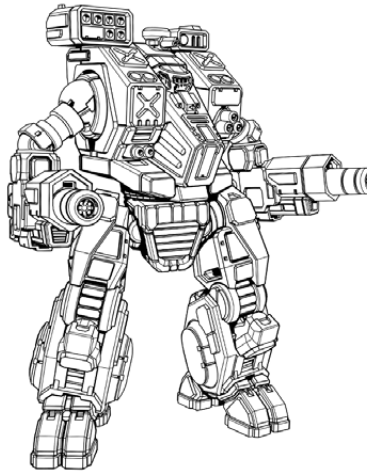


WARRIOR DATA

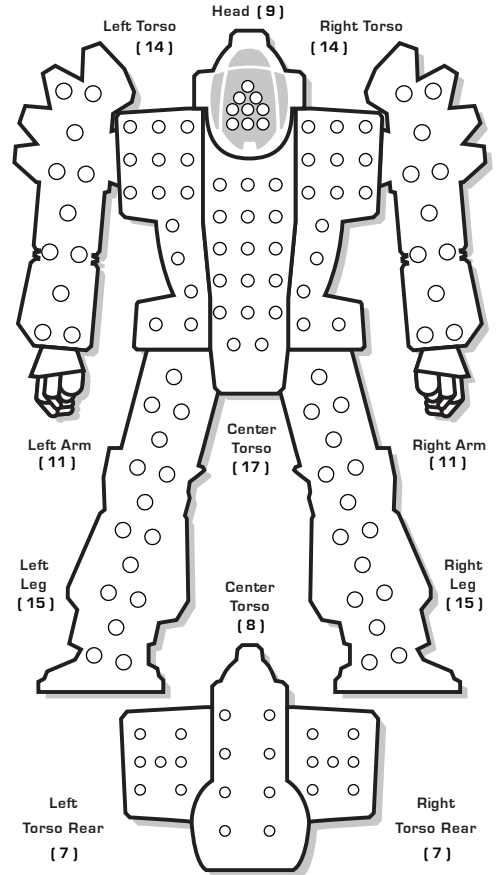
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
- ER PPC
 - ER PPC
 - Roll Again
 - Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - ER Medium Laser
 - Active Probe
 - Roll Again
- 1-3

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet
- 4-6

Head

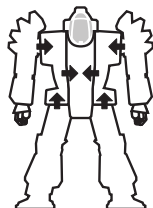
- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso (CASE)

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Ammo [AMS] 24

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ammo [Ultra AC/5] 20
- 1-3

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

Right Torso (CASE)

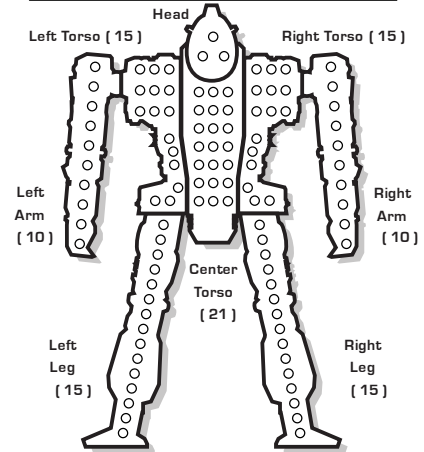
- XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 4
 - Ammo [Streak SRM 4] 25
 - ER Medium Laser
 - ER Medium Laser
- 1-3

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

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet
- 4-6

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 [26]
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™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Dominator

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 5

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Small Laser (R)	HD	2	5 [DE]	—	2	4	6

Ammo: (Streak SRM 6) 15

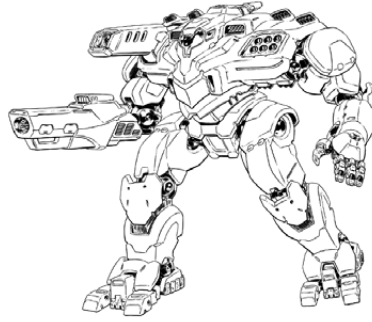
BV: 3,018

WARRIOR DATA

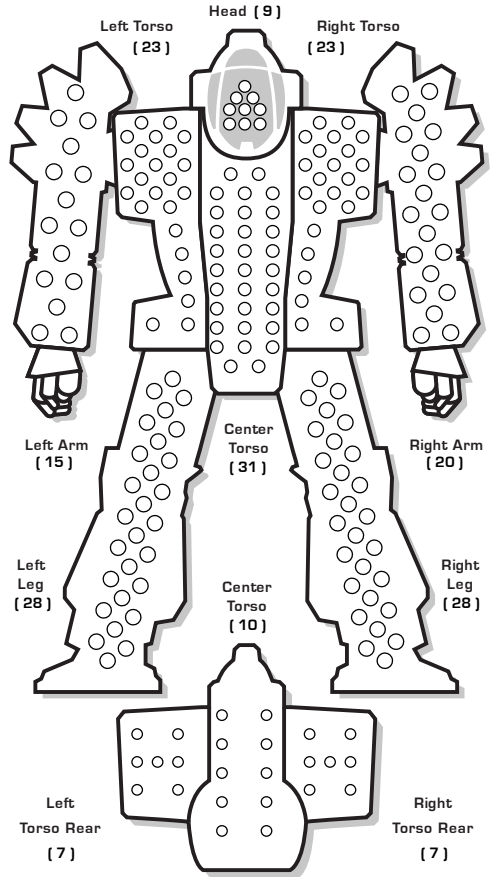
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

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

1-3

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser (R)
- Sensors
- Life Support

Center Torso

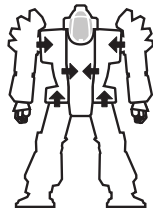
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

- ER PPC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

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

1-3

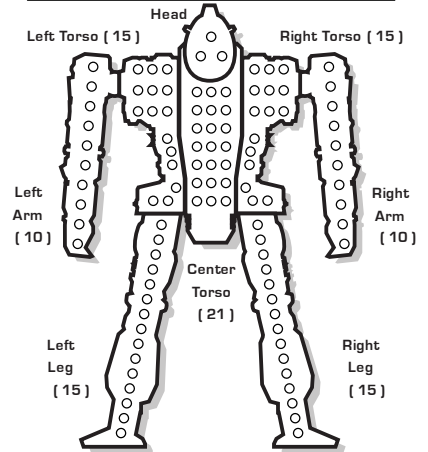
- ER Large Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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	Double Heat Sinks: 18 (36)
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™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Dominator 2

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	-	7	14	21
w/Artemis V								
1	ER Large Laser	RT	12	10 [DE]	-	8	15	25
1	Targeting Computer	RT	-	[E]	-	-	-	-
1	ER Small Laser (R)	HD	2	5 [DE]	-	2	4	6

Ammo: [LRM 20] 12

BV: 2,906

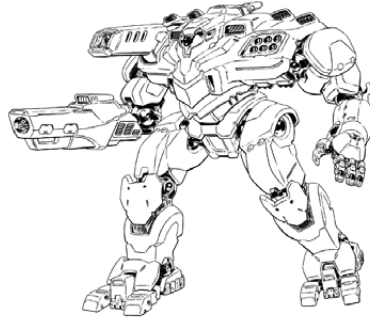


WARRIOR DATA

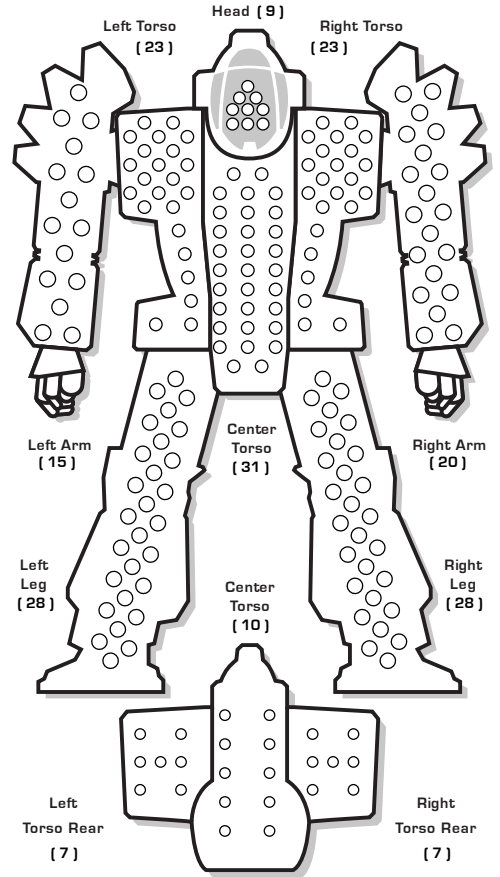
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

Center Torso

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- [LRM 20]
- LRM 20

1-3

Right Torso

- LRM 20
- LRM 20
- [Artemis V FCS]
- [Artemis V FCS]
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink]
- [Double Heat Sink]

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser (R)
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [Double Heat Sink]
- [Double Heat Sink]
- ER Large Laser

1-3

Center Torso

- ER Medium Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

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

1-3

Left Leg

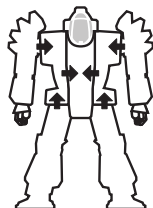
- ER Large Laser
- [Targeting Computer]
- [Targeting Computer]
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink]
- [Double Heat Sink]

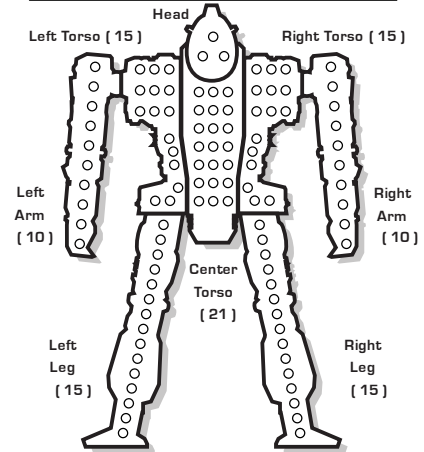
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



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	Double Heat Sinks: 17 [34]
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™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Grasshopper GHR-8K

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	ER Large Laser	CT	12	8 [DE]	-	7	14	19
1	LRM 5	HD	2	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 5] 24

BV: 1,754

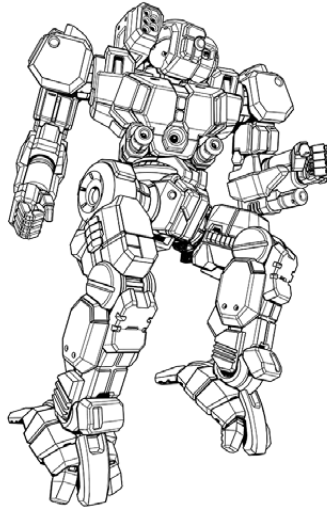


WARRIOR DATA

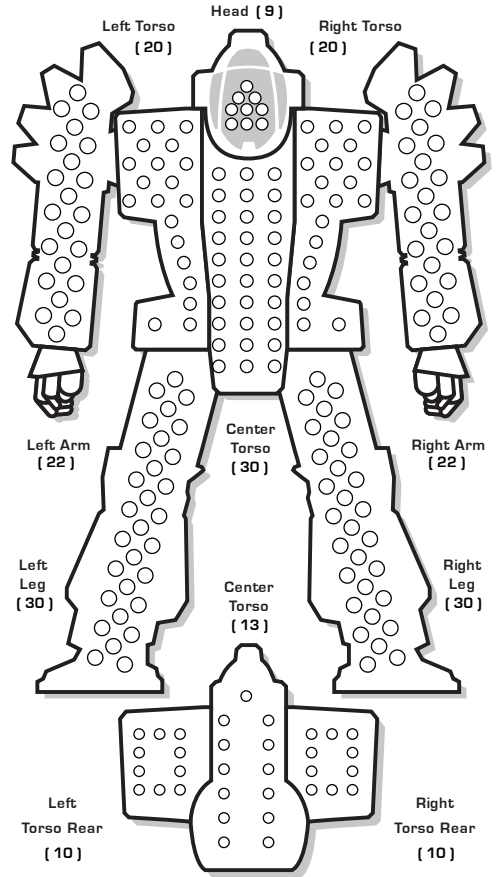
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

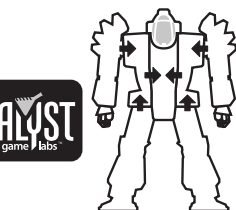
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- LER Large Laser

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
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Ammo [LRM 5] 24

1-3

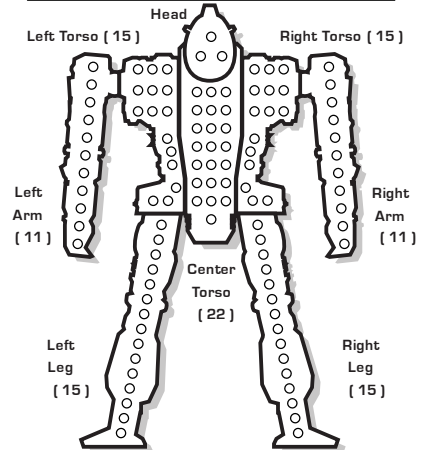
- CASE II
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
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 BATTLEMECH RECORD SHEET

MECH DATA

Type: Goliath C

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 80

Tech Base: Mixed

Rules Level: Advanced

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

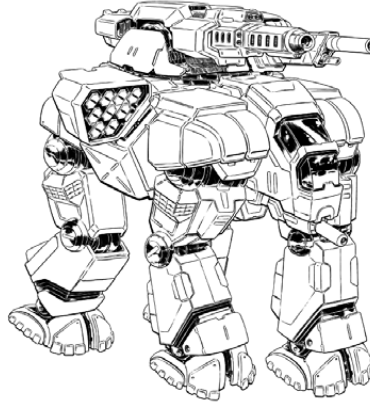
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

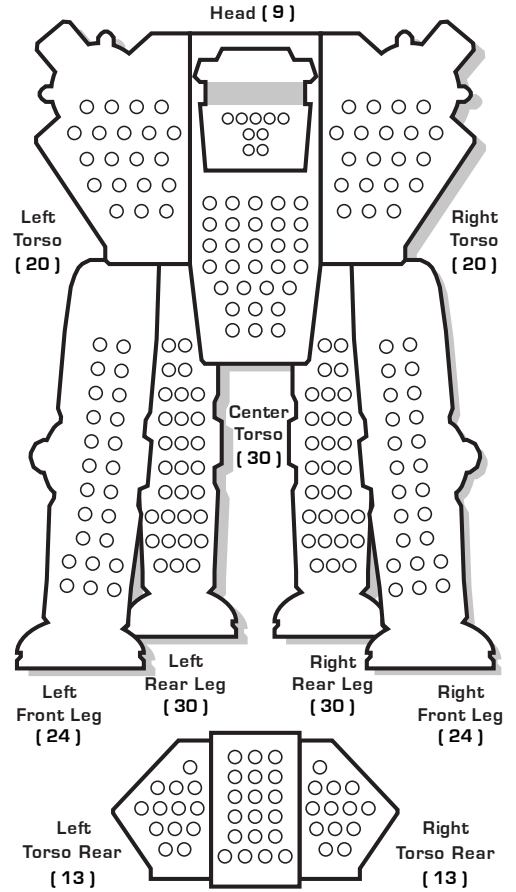
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-BattleArmor Pods (B-Pods)	RLL	—	1	—	0	0	0
					[DB,PD,AI,X,OS]			
1	Anti-BattleArmor Pods (B-Pods)	RRL	—	1	—	0	0	0
					[DB,PD,AI,X,OS]			
1	Anti-BattleArmor Pods (B-Pods)	FLL	—	1	—	0	0	0
					[DB,PD,AI,X,OS]			
1	Anti-BattleArmor Pods (B-Pods)	FRL	—	1	—	0	0	0
					[DB,PD,AI,X,OS]			
1	Gauss Rifle [Clan] (T)	LT	1	15 [DB,X]	2	7	15	22
1	ER Large Laser [Clan] (T)	LT	12	10 [DE]	—	8	15	25
1	Micro Pulse Laser (T)	LT	1	3 [P,AI]	—	1	2	3
1	Quad Turret	LT	—	[E]	—	—	—	—
1	ATM 9	RT	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Targeting Computer [Clan]	CT	—	[E]	—	—	—	—
1	ER Medium Laser [Clan]	HD	5	7 [DE]	—	5	10	15

Ammo: [ATM 9] 14, [Gauss] 16

BV: 2,227



ARMOR DIAGRAM



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser [Clan]
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

Center Torso

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

1-3

Left Torso

- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)

1-3

4-6

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

4-6

- Ammo [Gauss] 8
- ER Large Laser [Clan] (T)
- Micro Pulse Laser [Clan] (T)
- Ammo [ATM 9] 7
- Quad Turret
- CASE II [Clan]

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Ammo [Gauss] 8

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

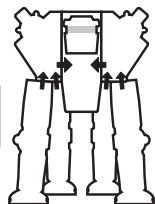
1-3

4-6

- ATM 9 [Clan]
- ATM 9 [Clan]
- ATM 9 [Clan]
- ATM 9 [Clan]
- Ammo [ATM 9] 7
- CASE II [Clan]

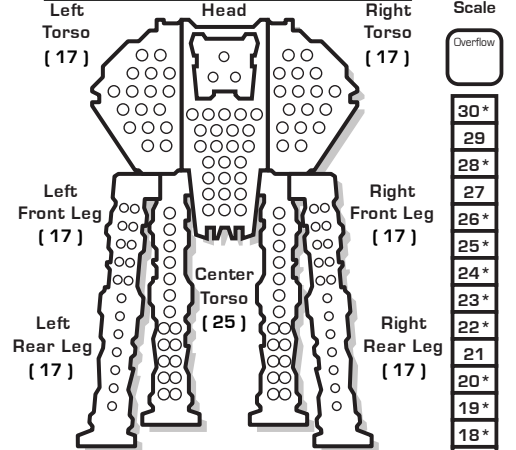
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again



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	Double Heat Sinks: 11 [22]
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	