

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

Dear Member,

Welcome to another exciting issue of *FrontierTech*. As a Platinum Client you already know the value of your membership in our exclusive organization. You've tried out some of the newest and most exciting military innovations in the Inner Sphere. You've seen combat firsthand in a way that most people only dream of. You've toured some exotic locales and enjoyed our renowned five-star service along the way. We know the experience you've had so far is second to none, which is why we're so excited to tell you about the changes in this month's issue.

First off, let us assure you that *FrontierTech* is still your number one source for exclusive adventure. Our income-qualified opportunities ensure discriminating clientele from around the Inner Sphere, and give you once-in-a-lifetime excitement. No one else offers you the opportunity to truly live.

But what if we could give you more?

What if we said you could experience the best adventure vacations available and *make money* at the same time?

In the pages that follow, you will be treated to the most exciting MWFAD® opportunities to be found in the Periphery states. Long known for their adventurous and carefree lifestyle, the Periphery is one of the most exciting markets in the budding post-Jihad economy. While the military juggernaut that was the Word of Blake crumbles to dust, and the rest of the Inner Sphere is busy bickering over what to do with its remnants, the Periphery continues to innovate. Some of the region's brightest minds are behind the designs you'll find in these pages.

Although we would love to offer MWFAD® packages for all of these designs, circumstances do not always permit that option. In the past, these *avant-garde* designs would have languished in mediocrity or quietly slipped into the unknown. Instead, we're excited to tell you about an opportunity to make your mark in the defense industry like never before.

Beginning with this month's issue, *FrontierTech* (thanks to our exclusive partnership with Inter-Planetary Investments) now offers some exciting financial opportunities. IPI has a proven track record in speculative brokerage services, venture capital opportunities, and other esoteric investment opportunities. The average IPI client is earning twenty-eight percent on their investment, and some of their most illustrious risk-takers are earning over 200 percent. That's right, *200 percent!*

Now, *you* have the opportunity to get in on the ground floor of what is sure to become the venture capital opportunity of the century. That's right; thanks to our partnership with IPI, you can now sponsor your very own 'Mech design. Of course, other options are available as well—from combat vehicle, to prototype WarShip—we have it all.

For the discerning investor, a number of different investment packages are available. Each and every one has been thoroughly reviewed and categorized by IPI. Your account manager has all the details. We hope you will be just as excited about this tremendous opportunity as we are. And as CEO of *FrontierTech, Inc.*, I can honestly say that there has never been an opportunity like this, but don't take my word for it. Here's what renowned investment guru Darien Laurent had to say about these opportunities:

"*FrontierTech and IPI have put together a truly remarkable investment product that I'm proud to recommend to my friends and clients.*"

Friends, I can't say it any better than that. Now without further ado, I'm proud to present this issue of *FrontierTech*.

Cornelius MacGilicutty
CEO, *FrontierTech, Inc.*
20 March 3082

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Periphery* provide players with a sampling of the various custom designs that have appeared along the militarized borders of the Major Periphery States. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

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

CREDITS

Project Development

Herbert A. Beas II

Development Assistance

Randall N. Bills
Jason Schmetzer

BattleTech Line Developer

Herbert A. Beas II

Assistant Line Developer

Ben H. Rome

Primary Writing

Joel Steverson

Writing Assistance:

Herbert A. Beas II

Art Direction

Brent Evans

Production Staff

Cover Design and Layout

Ray Arrastia

Illustrations

Doug Chaffee
Seth Kurbound
Chris Lewis
Duane Loose
Franz Vohwinkel

Record Sheets

Joel Bancroft-Connors
"BV Smasha!" Sebastian Brocks
Johannes "jymset" Heidler
Christopher "Chunga" Smith
"Techno Wizard" Jason Tighe

BattleTech Logo Design

Shane Hartley, Steve Walker
and Matt Heerd

Factchecking/Playtesting: Joel Bancroft-Connors, Roland M. Boshnack, Johannes Heidler, Luke Robertson, Peter Smith, Patrick Wynne.

Special Thanks: Go to Herb for providing this fun playground. Joel Bancroft-Connors and the factchecking & playtesting teams (they really are incredible). The other XTR authors for their wonderful contributions to this series. Last, but certainly not least, to my family and friends for their support and encouragement



Under License From



©2011 The Topps Company, Inc. All Rights Reserved. *Experimental Technical Readout: Periphery*, *Classic BattleTech*, *BattleTech*, *BattleMech*, 'Mech and the Topps logo are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

CAT35XT010

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



AS7-00 ATLAS JURN

Field Testing Summation: Custom Atlas Refit

Producer/Site: Lushann Industrials Limited / Lushann

Supervising Technician: Preceptor Anton Jurn

Project Start Date: 3079

Non-Production Equipment Analysis:

- Hyper-Velocity AC/10
- Armored Components
- Cockpit Command Console

Overview

The grandson of Uriah Jurn (of Alliance Borderers fame), Anton Jurn has been instrumental in the development of this unique *Atlas* refit. The BattleMech is currently undergoing live combat trials, and Jurn hopes to attract investors to partner with Lushann Industrials to begin limited assembly of the design within the year. Already, he has accrued enough investors to begin assembly of a second chassis. (Interested parties may contact their *FrontierTech* account manager for a prospectus.)

Most of Jurn's modifications swap out the *Atlas*' larger weapons for smaller, lighter versions. Custom power couplers and connector plates, retooled mounting brackets, heat shielding, and the like are required for each, but according to Jurn, most of the refit is easy to assemble.

Jurn started with a stripped-down AS7-K chassis. Where the 'Mech mounted a Dragon's Fire Gauss rifle, Jurn's design carries an experimental hyper-velocity autocannon, and where the Shiugunga LRM rack once resided, a salvaged heavy Thunderbolt launcher now takes its place. This single-tube launcher in place of the rapid-cycling five-tube system marks one of two visually significant changes. The other—a Lords Light 5 Snub-Nose PPC, placed above the HVAC—takes up the space once used for CASE in the 7-K. Two Lords Light 4 Light PPCs now replace the Victory lasers in the arms. The reduced damage and range are offset by significantly lowering this BattleMech's heat output. Ammunition for the weapons is now stored in a CASE II-protected compartment in the left torso (another upgrade over the 7-K model). Jurn preserved the existing ammo feed routing, but the feed mechanisms have been retooled. Another simple modification installs a Beagle active probe in the center torso, at the expense of the rear-firing pulse lasers.

In upgrading his *Atlas* to double-strength freezers, Jurn removed the four sinks from the 7-K's legs only to place an equal number of freezers in the arms to compensate. While the arms already had cooling system connectors, the entire system had to be rerouted to accommodate the change; a lengthy endeavor. This modification freed up space to install remote sensor dispensers in each leg—an unusual choice, but potentially useful nevertheless. Finally, a cockpit command console and additional armoring for both the console and the cockpit itself, makes for a roomier, and better-protected command center ideal for advanced tactical leadership in the field.

Type: **Atlas Jurn**

Technology Base: Inner Sphere (Experimental)

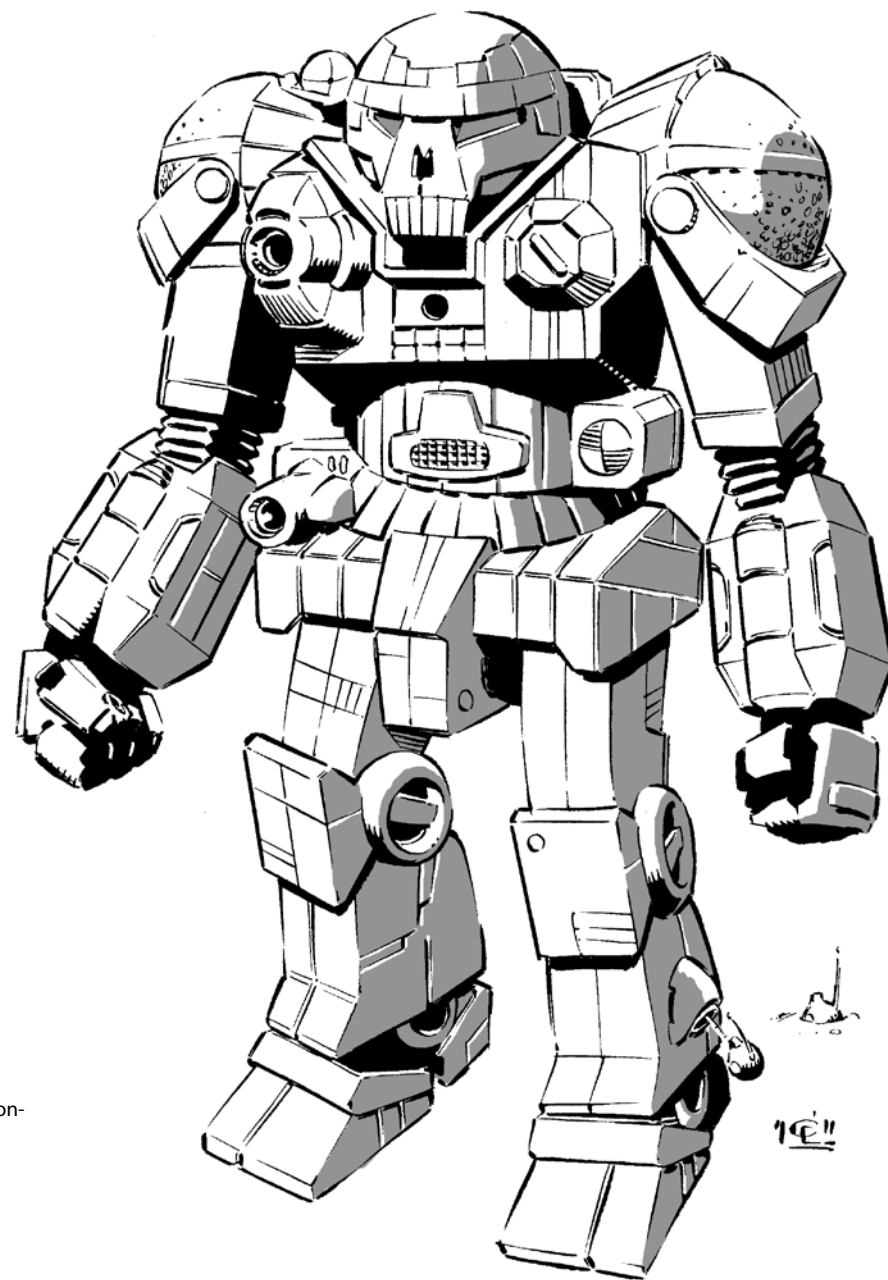
Tonnage: 100

Battle Value: 2,052

Equipment	Mass	
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit (Armored):		4
Armor Factor:	304	19
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	RA	2	3
Hyper-Velocity AC/10	RT	6	14
Snub-Nose PPC	RT	2	6
Remote Sensor Dispenser	RL	1	.5
Cockpit Command Console (Armored)	H	1	4
Beagle Active Probe	CT	2	1.5
Remote Sensor Dispenser	LL	1	.5
Thunderbolt 15	LT	3	11
Ammo (Thunderbolt) 8	LT	2	2
Ammo (HVAC) 16	LT	2	2
CASE II	LT	1	1
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Prototype, Non-Standard Parts, Command BattleMech, Distracting



EXPERIMENTAL

DREADNOUGHT MK II LAND TRAIN

Field Testing Summation: Custom Gienah-Durapaq Elite Series 3 Refit

Producer/Site: Marian Arms / Alphard

Supervising Technician: Proculeius Lodi

Project Start Date: 3072

Non-Production Equipment Analysis:

Tractor:

Hyper-Velocity AC/2s

Extended LRM 5s

Trailer Configuration #1

HVAC/2

Trailer Configuration #2

Extended LRM 10

Trailer Configuration #3

Extended LRM 5

Trailer Configuration #4

Hyper-Velocity AC/5

Overview

As an inexpensive way to transport nearly 200 tons of ore, Gienah-Durapaq land trains have been a valuable part of the Marian infrastructure from the beginning. These mammoth vehicle trains ferry cargo from the mines to improvised landing fields, and later to Nova Roma. As the Marian Hegemony grew from a mere germanium mining operation to a pirate realm and finally to a bona-fide Periphery state, it began to attract an ever-increasing number of raiders hoping to profit off the realm's growing economy. Thus, the land trains were organized into convoys and protected by whatever military assets the Hegemony could field.

By the time of the Blake terrorist attack on Nova Roma, land train convoys were well-protected symbols in Hegemony industrial might, and transported a wide variety of cargo. In the chaos that followed, ore shipments stopped. When they resumed a year later, Lugdunum was the primary destination, but the Hegemony could no longer spare military assets to protect them. When Caesar Cassius O'Reilly assumed the throne, one of his first orders was to establish an armament program for the land trains, appointing Proculeius Lodi as the overseer.

With Alphard's industry in shambles, building new land trains was not an option. Instead, Lodi worked closely with HAF commander Michael Alexander to develop specifications for an ambitious refit. Named the Dreadnought Land Train, these refits feature improved armor for both the tractor and trailer units, and enough firepower to defend themselves against a variety of aggressors. By the late 3070s, many of Alphard's land trains boasted the Dreadnought upgrades, and life was slowly returning to normal in the Hegemony.

In September of 3079, O'Reilly met with Lodi and Alexander to review the project. During that closed-door session, Lodi pitched an upgrade to

the Dreadnought—the Mk II. This new design would take advantage of the latest technologies to further enhance defensive capabilities. O'Reilly approved the refit of two Dreadnoughts for testing, and in consideration of Lodi's success, gave him a generous budget.

The upgrades to both land trains only recently completed, and both trains are now undergoing field trials on Alphard. Train 838 and train 520 both feature the same armored tractor module. Train 838 normally runs with two Configuration One and two Configuration Two trailers, while train 520 is most commonly pulling two each of Configurations Three and Four. The trailer modules are frequently exchanged for specific cargo runs, and four of each configuration have been completed.

The heart of both trains is the Dreadnought Mk II tractor module. With eight tons of commercial grade ATC armor protecting a hardy frame, these vehicles can withstand repeated strikes from medium-class lasers. Unfortunately, heavier lasers and particle cannon can punch through with a single shot, but the choice of non-military armor was a concession deemed worthwhile to avoid over-burdening the structure and mobility of these cargo haulers.

As the land train is a slow moving vehicle, its weaponry emphasizes two defensive strategies: First, long range firepower to drive off would-be attacker; and second., anti-infantry capabilities to repel boarding parties. The first is handily addressed by a brace of hyper-velocity autocannon, backed by a pair of extended-range five-tube missile launchers. A total of six arrayed machine guns defend the cab from predations by conventional infantry, and in the event of a successful boarding action, five *contubernias* of infantry stand ready to defend the tractor. These enhancements come at the price of comfort for all aboard the Mk II. The vehicle commander and his second make do with steerage-class quarters. The rest of the crew shares a single infantry bay. The fifty soldiers assigned to the land train share two infantry bays, with NCOs garnering larger bunks. A field kitchen and four tons of cargo space (usually devoted to food and medical supplies) round out the cab.

All four of the trailer configurations include turreted weaponry, advanced fire control systems, improved armor, and twenty gross tons of cargo space. Configuration One uses a light HVAC and five-tube multi-missile launcher. Configuration Two—so far the most popular—features an extended-range ten-tube missile launcher and a six-tube SRM rack. The third trailer model drops the LRM launcher to a five rack, upgrades the SRMs to Streak models, and includes a machine gun. The final variant is outfitted with a medium-class HVAC and a fifteen-tube rocket launcher. Trailer gunners bunk with the Mk II crew.

FrontierTech is proud to present this unique investment opportunity. Additionally, adventure packages are also available through the end of this year (when testing of the Mk II concludes). Contact your account manager today!

Type: **Dreadnought Mk II Tractor Module**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Equipment Rating: E/X-X-D/E

Mass: 200 tons

Battle Value: 1.057

Equipment		Mass
Chassis:		60
Engine/Controls:	Fusion	49
	Cruise MP:	3
	Flank MP:	5
Heat Sinks:	0	0
Fuel N/A	0	
Turret:		3
Sponson Turrets		.5
Armor Factor (BAR 7):	200	8
	<i>Internal Structure</i>	<i>Armor Value</i>
	Front	20 35
	Front R/L Side	20 26/26
	Rear R/L Side	20 26/26
	Rear	20 26
	Turret	20 35

Weapons and Ammo	Location	Mass
2 Hyper-Velocity AC/2	Turret	16
Ammo (HVAC) 90	Body	3
2 Extended LRM 5	Turret	12
Ammo (ELRM) 90	Body	5
3 Machine Guns	Right Front Sponson	1.5
Machine Gun Array	Right Front Sponson	.5
3 Machine Guns	Left Front Sponson	1.5
Machine Gun Array	Left Front Sponson	.5
Ammo (MG) 200	Body	1
Advanced Fire Control	Body	3.5

Crew: 27 (5 officers, 6 enlisted/non-rated, 16 gunners)

Cargo:

2 Infantry Bays (10 tons)	2 Doors (Front Right/Left)
4 tons standard	1 Door (Rear)

Notes: Features Tech D Chassis and Armor, Tractor Chassis Modification, 3 steerage-class quarters (15 tons), lift hoist (3 tons, Rear), field kitchen (3 tons); Features the following Design Quirks: Prototype, Non-Standard Parts

DREADNOUGHT MK II LAND TRAIN

Type: Dreadnought Mk II Trailer

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Equipment Rating: D/X-X-F/E

Mass: 50 tons

Equipment

Chassis:		Mass	7.5
Engine/Controls:			0
Cruise MP:	N/A		
Flank MP:	N/A		
Heat Sinks:	0		0
Fuel:	N/A		0
Turret:			1.5
Armor Factor (BAR 7):	100		4.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Front	5	20	
R/L Side	5	20/20	
Rear	5	20	
Turret	5	20	

Notes: All trailer configurations feature the Tractor and Trailer Chassis Modifications; All trailer configurations feature the following Design Quirks: Non-Standard Parts, Rumble Seat

Weapons and Ammo

	Location	Tonnage
<i>Trailer Configuration #1</i>		
Hyper-Velocity AC/2	Turret	8
Ammo (HVAC) 30	Body	1
MML 5	Turret	3
Artemis IV FCS	Turret	1
Ammo (MML) 48/40	Body	2
Advanced Fire Control	Body	1.5
Crew: 4 (4 gunners)		
Cargo: 20 tons standard		
Battle Value: 273		4 Doors (Front, Right, Left, Rear)

Trailer Configuration #2

Extended LRM 10	Turret	8
Ammo (ELRM) 18	Body	2
SRM 6	Turret	3
Ammo (SRM) 30	Body	2
Advanced Fire Control	Body	1.5
Crew: 4 (4 gunners)		
Cargo: 18.2 tons liquid (20 tons)		
Battle Value: 234		4 Doors (Front, Right, Left, Rear)

Trailer Configuration #3

Extended LRM 5	Turret	6
Ammo (ELRM) 36	Body	2
Streak SRM 6	Turret	4.5
Ammo (Streak) 15	Body	1
Machine Gun	Turret	.5
Ammo (MG) 200	Body	.5
Advanced Fire Control	Body	1.5

Crew: 6 (1 officer, 5 gunners)

Cargo:

17.4 tons Refrigerated (20 tons) 4 Doors (Front, Right, Left, Rear)

Battle Value: 307

Trailer Configuration #4

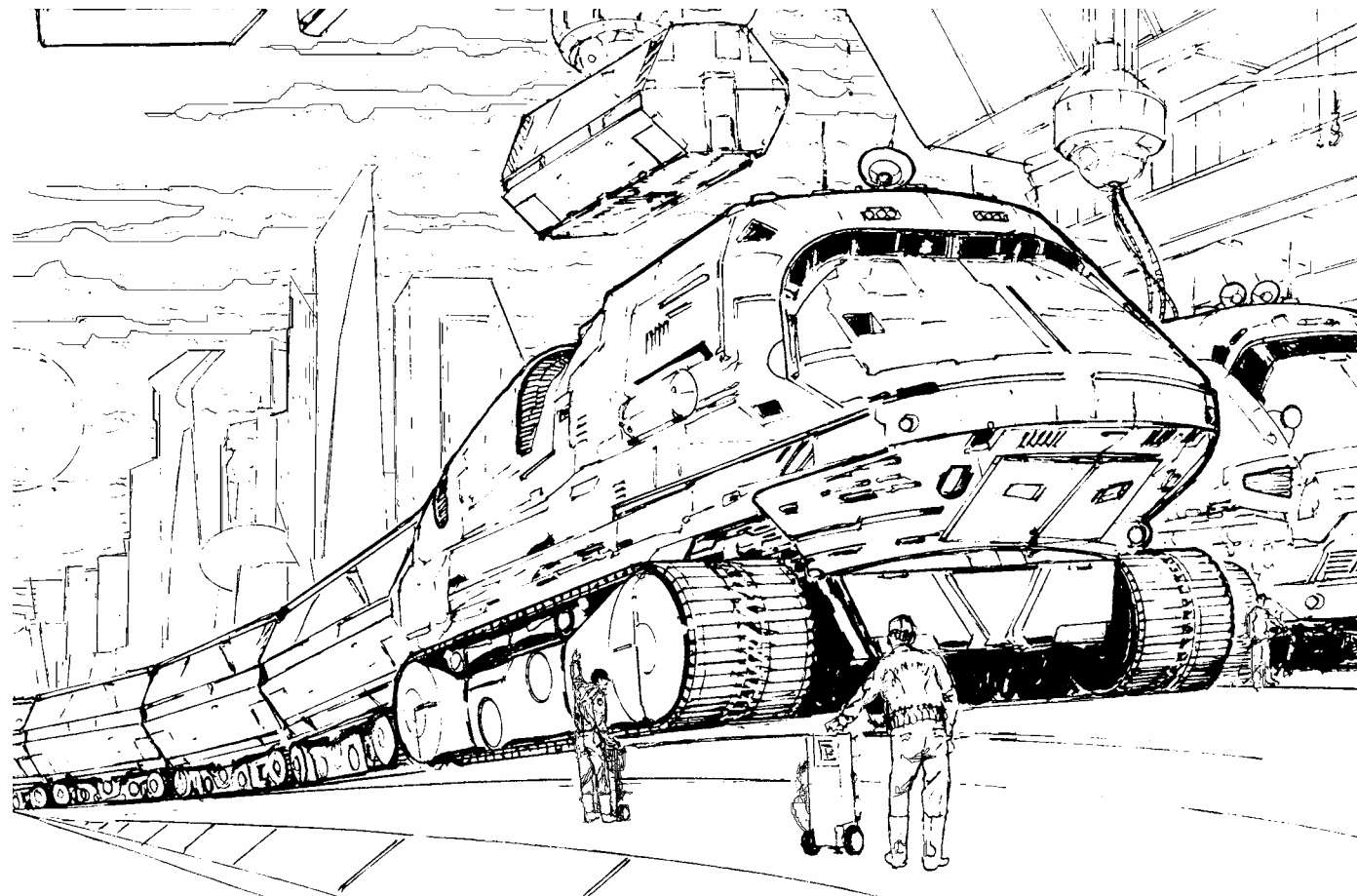
Hyper-Velocity AC/5	Turret	12
Ammo (HVAC) 30	Body	2
Rocket Launcher 15	Turret	1
Advanced Fire Control	Body	1.5

Crew: 6 (1 officer, 5 gunners)

Cargo:

16.6 tons Livestock (20 tons) 4 Doors (Front, Right, Left, Rear)

Battle Value: 291



EXPERIMENTAL

SEABUSTER

Field Testing Summation: Prototype Mechbuster Refit

Producer/Site: Praxton Fusion Products, Praxton

Supervising Technician: Amarante No

Project Start Date: Circa 3060

Non-Production Equipment Analysis:

Improved Heavy Gauss Rifle

Overview

"Ask any Mechbuster pilot about their bird, and they'll tell you it's a marvelous, responsive airframe, but getting in close with its Zeus-75 autocannon is more painful than the ending to *Sonezaki Shinjū*. Give your pilots the edge they need for today's battlefield. Upgrade to the Seabuster today!"

—Seabuster Advertising Campaign

Aerospace engineer Amarante No's proposal for a refit of the popular Mechbuster was not well received in the Draconis Combine, so she made her way to the Outworlds Alliance, where she wooed Praxton Fusion Products. PFP bankrolled the project in exchange for exclusive rights to supply the 250-rated fusion engine to any licensee of the design.

Ms. No set up shop in Praxton's warehouse facilities, and started the lengthy manual refit process. Her original design called for a Heavy Gauss Rifle and one airframe was completed with that configuration. During live-fire tests the fighter suffered a critical failure of the main wing spar due to a fault in the recoil suppression system and it was destroyed in the subsequent crash. (The test pilot ejected safely.)

Completion of a second airframe was delayed for five years while Ms. No attempted to resolve the recoil problem. Ultimately, she negotiated a deal with Defiance Industries. In exchange for undisclosed concessions, Defiance provided test samples of an Improved Heavy Gauss Rifle. Its advanced recoil suppression system reduced the stress on the Mechbuster airframe and literally saved the project.

After several successful trials, five additional fighters were assembled on Praxton. In 3075, all six were subsequently adapted with flotation hulls at the request of a prospective client on an unidentified water-rich world. This adaptation proved so popular it became a permanent fixture, and resulted in the variant's new name.

In its present configuration, the Seabuster fills an interesting niche. While not as flexible as its STOL-based competitors, the Seabuster can operate out of any unimproved area with a sufficiently sized body of water eliminating the need for costly airfield construction. Additionally, few STOLs can match its firepower.

Ms. No is currently looking for prospective companies to assemble the refit or produce it from scratch. Although her licensing agreements with PFP and Defiance make this the most expensive Mechbuster variant to-date, she is confident that it will soon enter full-scale production.

FrontierTech is proud to offer adventure packages for this exciting platform.

Type: **Seabuster**

Technology Base: Inner Sphere (Experimental)

Tonnage: 50

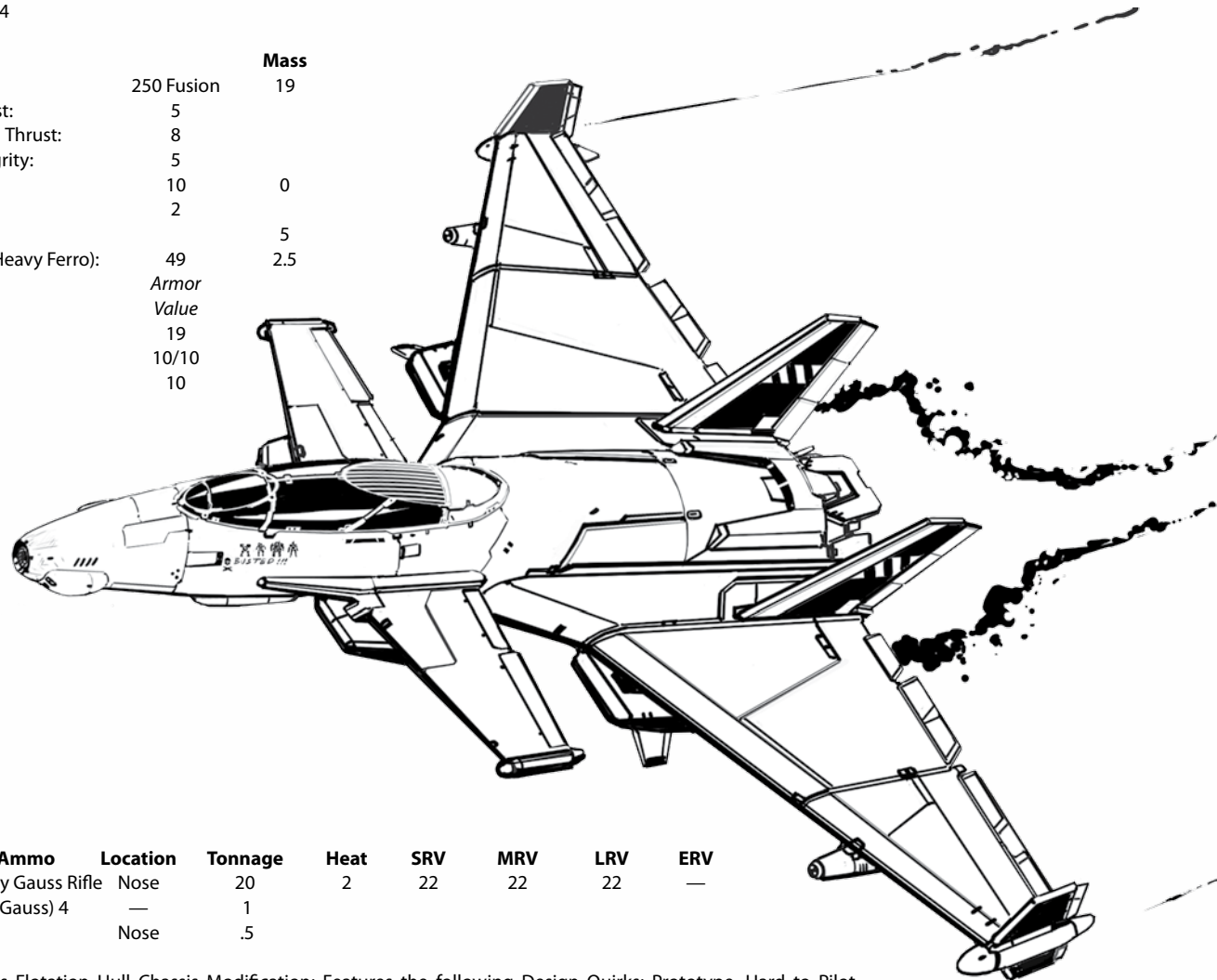
Battle Value: 764

Equipment

		Mass
Engine:	250 Fusion	19
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	10	0
Fuel: 320	2	
Cockpit:		5
Armor Factor (Heavy Ferro):	49	2.5
	<i>Armor Value</i>	
Nose	19	
Wings	10/10	
Aft	10	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss Rifle	Nose	20	2	22	22	22	—
Ammo (iHeavy Gauss) 4	—	1					
Recon Camera	Nose	.5					

Notes: Features Flotation Hull Chassis Modification; Features the following Design Quirks: Prototype, Hard to Pilot, Rumble Seat



EXPERIMENTAL

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Atlas Jurn AS7-00

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 (Experimental)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

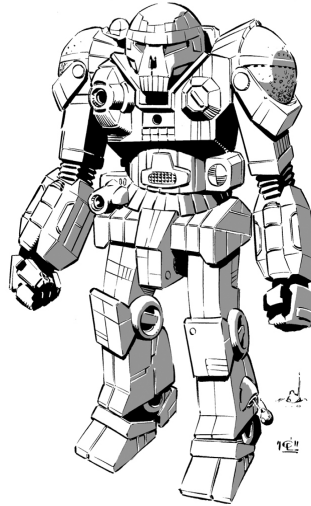
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	HVAC/10	RT	7	10	—	6	12	20
1	Snub-Nose PPC	RT	10	10/8/5	—	9	13	15
1	Thunderbolt 15	LT	7	15[M]	5	6	12	18
1	Light PPC	RA	5	5[DE]	3	6	12	18
1	Light PPC	LA	5	5[DE]	3	6	12	18
1	Remote Sensor Dispenser	RL	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	LL	—	[E]	—	—	—	—

Cost: BV: 2,052

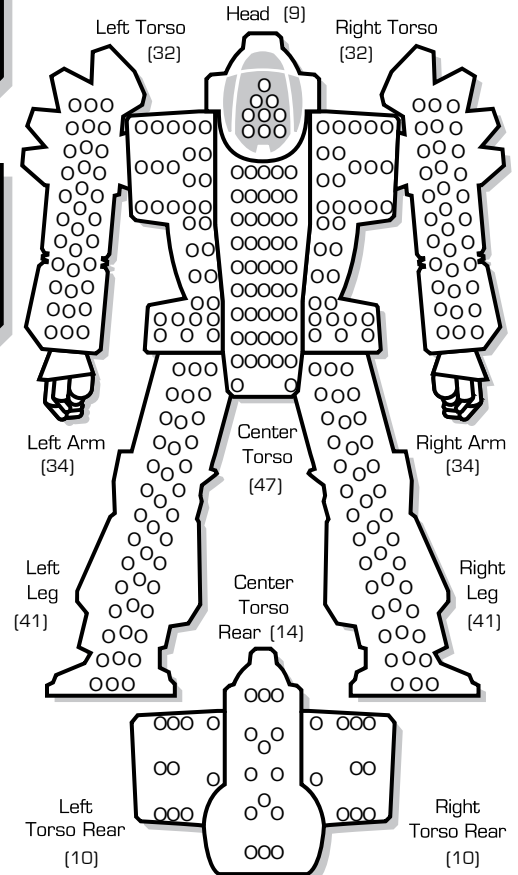
WARRIOR DATA

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
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Light PPC
 - Light PPC
- 4-6

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Thunderbolt 15
 - Thunderbolt 15
 - Thunderbolt 15
- 1-3
- Ammo (Thunderbolt 15) 4
 - Ammo (Thunderbolt 15) 4
 - Ammo (HVAC/10) 8
 - Ammo (HVAC/10) 8
 - CASE II
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Remote Sensor Dispenser
- Roll Again

Head

- Life Support
- Sensors
- O Command Console
- O Command Console
- 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
 - Beagle Active Probe
 - Beagle Active Probe
- 4-6

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

Right Arm

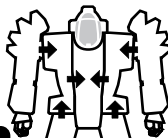
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Light PPC
 - Light PPC
- 4-6

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - HVAC/10
 - HVAC/10
 - HVAC/10
- 1-3
- HVAC/10
 - HVAC/10
 - HVAC/10
 - Snub-Nose PPC
 - Snub-Nose PPC
 - Roll Again
- 4-6

Right Leg

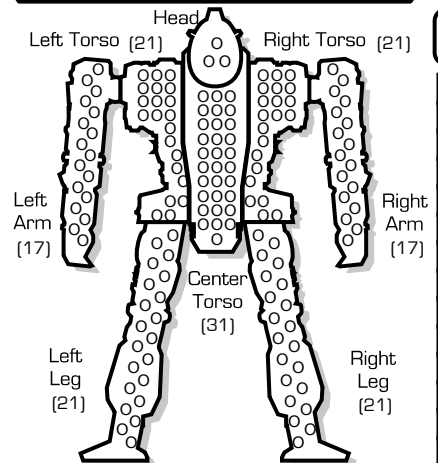
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Remote Sensor Dispenser
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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