BATTLETECH™
RECORD SHEETS: 3050 UPGRADE

• CATALYST GAME LABS •

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INTRODUCTION

Welcome to *Record Sheets: 3050 Upgrade*! Players purchasing this book, a companion volume to *Total Warfare*, will have moved beyond the introductory products for *BattleTech*. Nevertheless, this product is designed to be quick and easy to use, and will have you tossing dice in no time.

To use this product, players should have *Total Warfare*.

HOW TO USE THIS BOOK

Having graduated from the *Introductory Box Set* and perhaps having picked up *Technical Readout: 3050 Upgrade*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the Technical Readout and Record Sheets series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3050 Upgrade widens the options available to players, with an eye toward ease of use that is the hallmark of *BattleTech* products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as quick-start rules for artillery.

Where are the other variants found in Technical Readout: 3050 Upgrade?

Players who want pre-printed record sheets for any variants mentioned in the Technical Readout can purchase the *Record Sheets: 3050 Upgrade Unabridged: Clan & Star League* and *Record Sheets: 3050 Upgrade Unabridged: Inner Sphere* PDFs—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

RULES ADDENDUM

The following advanced rules introduce one of the most devastating aspects of combat that has won and lost a hundred battles for the commander able to use it to his advantage: fire and smoke. These additional rules provide a sneak preview of all that *Tactical Operations: The Advanced Planetary Conquest Rules* has to offer, and have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.

FIRE

Players may use the following rules to simulate the effects of fire. Place a fire counter (a pre-made counter, a penny or whatever else works for a playing group) on any hex that is set on fire during the game. Once started, a fire continues to burn for the rest of the game (see *Putting Out Fires*, p. 5).

Buildings: For each turn that a building is on fire, it loses 2 CF (regardless of the size or type of building). If a 'Mech moves through a burning building, it suffers normal heat buildup from fire as well as all other normal damage.

- **Accidental Fires:** Weapons powerful enough to smash a 'Mech with one blow may also create extensive collateral damage, the most devastating of which is fire. Players may use the following rules to represent accidental fires.

  A unit attempting to clear a wooded/jungle hex (see *Clearing Woods*, p. 112, *TW*) runs the risk of setting the woods on fire accidentally. To represent this risk, the player rolls 2D6 before each clearing attempt. On a result of 5 or less, the woods have been accidentally set alight as well as taken damage.

  If a weapon attack against a unit occupying a wooded hex misses its target, and the weapon can be used to start fires (see *Intentional Fires*, below), the attacking player rolls 2D6 to determine whether his attack accidentally set a fire. On a result of 2 or 3, the player should make another roll as though he were intentionally setting the hex on fire, applying all appropriate modifiers, as well as an additional +2 modifier; if the roll is successful, the hex has been set on fire. A building cannot be accidentally set on fire.

- **Intentional fires:** Players who intend to start fires may declare that their unit will fire its weapons at any woods/building hex. Modify the base to-hit number by –4 for an immobile target for this attack, as well as for the attacker's normal movement and other appropriate modifiers. On a successful attack, the player rolls 2D6 and consults the Fire Table to determine if the attack started a fire, applying all appropriate modifiers based on the weapon used and any planetary conditions that may exist, or the type of

building hex. If the attack starts a fire, place a fire counter on the target hex. Multiple successful attempts to start a fire do not make the fire larger.

Infantry: With the exception of flamers and any other weapons that have a flame-based special feature (see pp. 148-149, *TM*), standard infantry weapons cannot be used to start a fire.

Effects of Fire: During the Heat Phase, a 'Mech (or any other heat-tracking unit) occupying a burning hex on the ground absorbs an additional 5 Heat Points. A 'Mech (or any other heat-tracking unit) also absorbs 2 Heat Points for each burning hex that it moved out of along the ground during the Movement Phase. A unit occupying a hex ignited during the Weapon Attack Phase of the turn will not be affected by the fire until the Heat Phase of the following turn.

The controlling player must make a roll each time any of the following conditions are met.

- **ProtoMechs:** Any time a ProtoMech ends its Movement Phase on the ground in a burning hex or moves along the ground into a burning hex, the controlling player must get a result of 8 or higher on a 2D6 roll. If the roll fails, roll once on the ProtoMech Hit Location Table; note that a near-miss result is still a near miss, and so the fire would have no effect. That location is destroyed; automatically mark off the shaded box furthest to the right in that location on the Hit Locations and Critical Hits section of the record sheet.
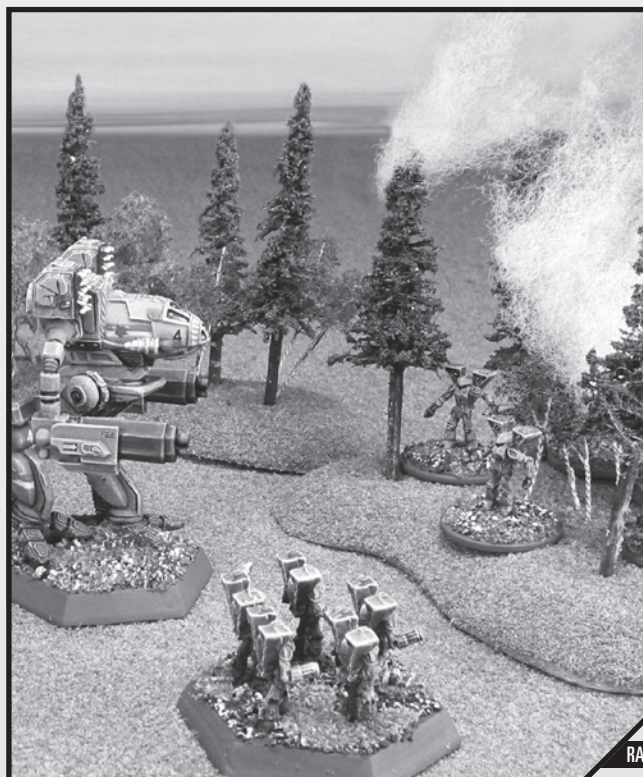
This MechWarrior thinks nothing of setting a copse alight to force out dezgra *battle armor.*

attack in a turn, but not both (see p. 213, *TW*). No jumping movement is allowed.

Airships and Conventional infantry: These units cannot operate in storm conditions.

Water Hexes: All water hexes contain the Rapids terrain modification (see below).

Terrain/Construction Factor (Optional): During the End Phase of every turn, apply 20 points of damage to every building and woods hex on the playing area.

RAPIDS

For any water of Depth 1 or greater that contains rapids, apply a +1 MP cost to enter that hex, as well as a +2 modifier to all Piloting Skill Rolls made while in that hex.

QUICK-START ARTILLERY RULES

The following advanced rules allow players to deploy artillery onto their battlefields; a sneak preview of all that *Tactical Operations*: *The Advanced Planetary Conquest Rules* has to offer. The rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.

Artillery can provide a force with useful long-range fire support. Unlike the real world, where artillery is often the decisive force in combat, *BattleTech* artillery is only a supplement to conventional forces, though it can still be very effective if used well. BattleMechs are the kings of the battlefield, however, and even the best artillery strikes will rarely be more effective than a good 'Mech lance.

Definition of Indirect: Any unit more than seventeen hexes away from the target is considered indirect for purposes of artillery fire, even if the artillery unit is on the same mapsheet as the target and has a clear line of sight to the target hex. In these quick-start rules, an artillery unit cannot fire at a target less than seventeen hexes away.

Area-Effect Weapon: Artillery attacks are area-effect weapons, and so all rules that apply to such weapons apply to artillery attacks. This includes applying all standard damage to the infantry as well as the carrying unit for mechanized battle armor.

SEQUENCE OF PLAY

When artillery is used, modify the normal sequence of play as follows:

1. Initiative Phase
2. Targeting Phase
3. Movement Phase (Ground)
4. Movement Phase (Aerospace)
5. Indirect Artillery Attack Phase
6. Weapon Attack Phase
7. Physical Attack Phase
8. Heat Phase
9. End Phase

ARTILLERY NOT DIRECTLY ON THE PLAYING AREA

Prior to placing their units on the playing area, players may decide to assign artillery units that will not be located directly on the playing area to one or both sides during game setup. This choice may be dictated by the scenario being played, or the players can simply agree to add this element to their game.

Players should determine the relative location of any artillery not located on the playing area. Any unit mounting an artillery weapon that the player is not directly fielding on the playing area sets up behind that player's home map edge (see *Set-Up*, p. 256, *TW*). For example, if the friendly forces set up on the north side of the playing area, artillery units not on the playing area would set up north of the map. Designating a specific location for artillery is important because hit locations of many units (including 'Mechs, vehicles, grounded aerospace units and so on) are determined by the direction from which the artillery fire arrives.

Players must also determine the artillery unit's distance from the playing area, expressed in units of 500 meters (the length of one ground mapsheet). Players may place an artillery unit any distance from the playing area up to its maximum range (see Artillery Ranges Table, p. 11). Players may place units further away than that if they wish, but the artillery will be unable to affect the playing area without moving. The further away from the playing area an artillery unit is placed, the longer it takes for its shells/missiles to reach the target. Also keep in mind that such ranges are to a single mapsheet, not the playing area. For example, in a given game the playing area consists of nine mapsheets laid in a square (3 x 3) and the controlling player of a Thumper artillery unit places it at its maximum range behind his side: 21 mapsheets (10,500 meters or 10.5 kilometers). This means the artillery could only hit the middle mapsheet of the first row of three on the controlling player's edge (21 mapsheets range) without moving. The artillery cannot hit the mapsheets in the first row to the left or right of the middle mapsheet (22 mapsheets), or the other six mapsheets of the playing area, as the two rows of three mapsheets would be at 22 and 23 mapsheets' range, respectively. Yet the closer the unit is placed to the playing area, the greater the likelihood that its position could be overrun and the weapon destroyed or captured if the battle goes against that side. Players must therefore strike a balance when determining where to place artillery units. If the players cannot decide on a range, position the artillery unit(s) at a distance of half its maximum range from the battlefield.

Rolling Maps and Attacking
Off-Board Artillery Directly (Optional)

A commander may wish to dispatch fast units to hunt down and eliminate off-board artillery. When using this rule, artillery units are secretly deployed a number of mapsheets away from their home map. In these simplified rules, all off-board artillery units must occupy the same map and all maps must be placed side-to-side away from the home side of the controlling player's starting map. A maximum of five mapsheets' distance is recommended. The following details must be recorded: the number of mapsheets away from the starting map where the off-board
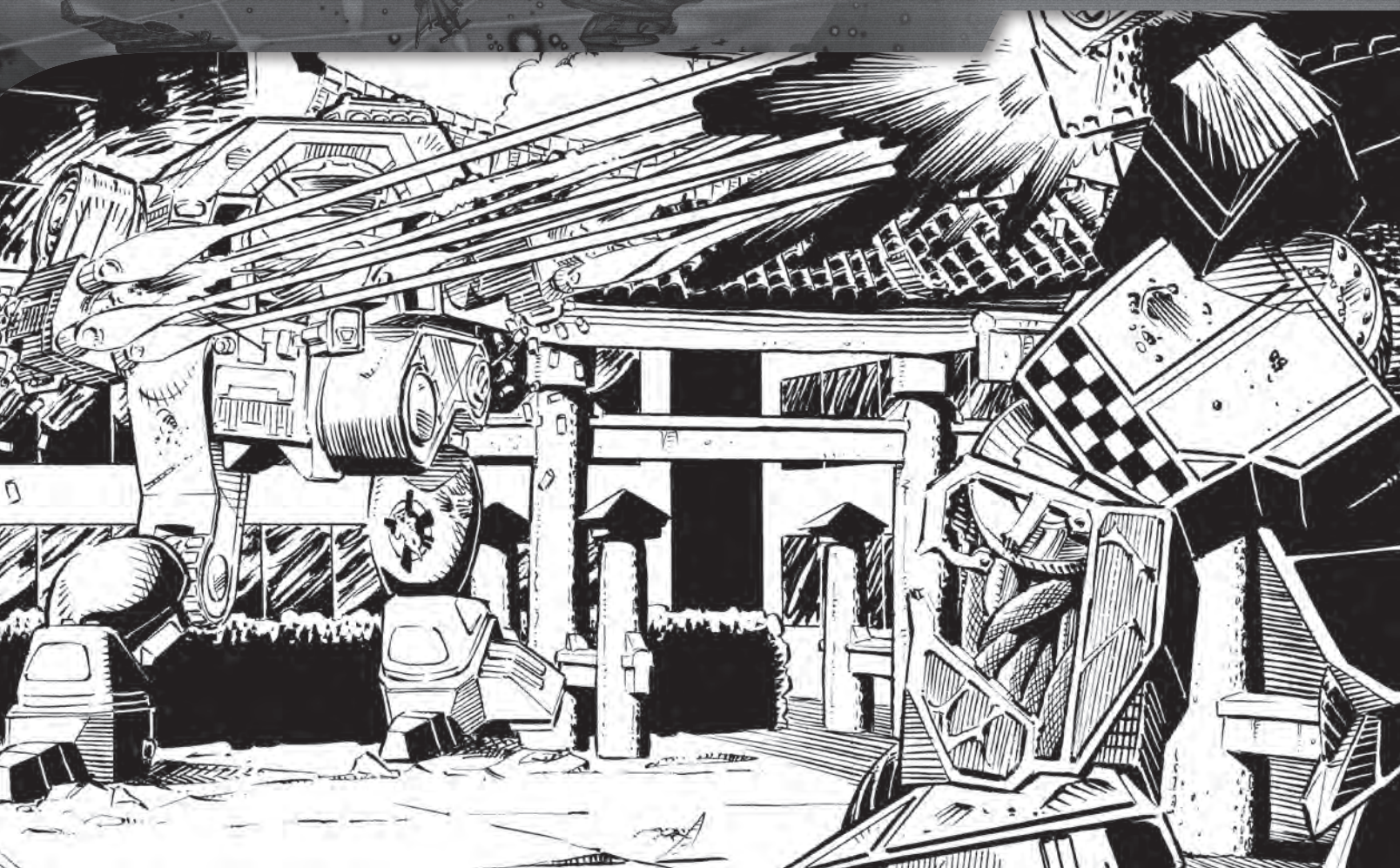
SCENARIOS

This section contains two ready-to-play scenarios. After the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see *Inner Sphere At a Glance*).

Era Report: 3052: The first scenario is set during the initial Clan Invasion of 3050 to 3052. Players who want more information on this exciting time period can find extensive details—including a historical overview, notable personality profiles, campaign tracks and more—in *Era Report: 3052*.

SCENARIO 1: GATHERING INTEL
(PLANETARY INVASION)

"To the freebirth surats of Verthandi, I am Star Colonel Athen Kederk of the 328th Assault Cluster, Alpha Galaxy. I will claim this world in honorable combat for Clan Wolf. Who will face me upon the field of battle?"

The audio system in the Second Drakøns Mobile HQ had seen better days, but even with jury-rigged repairs it man-aged to convey the pomp and menace of Kederk's voice as if he'd been in the room instead of countless of kilometers away in a DropShip decelerating for orbital insertion. Hämäläinen reviewed his notes for the second time and then motioned for his aide to open communications.

Hämäläinen took a breath and focused on keeping an even tone. "I'm Őverste-Lőjtnant Jaakko Hämäläinen, commanding officer of the Third Battalion, Second Drakøns. I defend my homeworld with all the forces at my disposal, two battalions of MechWarriors and infantry support. I'll meet your forces on Prince William Island." Hämäläinen pointed at his aide. "The coordinates are being transmitted now. I await your answer."

A pregnant silence broken only by the steady hum of electronics followed Hämäläinen's reply. The distance imposed a delay in communications, and every second felt like five minutes. Intel on the Clans was scarce and their peculiar customs little understood. Hämäläinen had always been proud of his ability to remain impassive in front of his men, instilling confidence through force of will when lesser men would have shown fear, but at the five-minute mark he started to wonder if he'd gotten something wrong. Then the comm crackled to life.

"Bargained well and done, freebirth. I will bring a Super-nova of my best MechWarriors to your island."

Major Pete Watson—Hämäläinen's counterpart in the Second Kell Hounds—spoke first. "How many is that?"

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: LIGHTNING

Movement Points:
- **Cruising:** 11
- **Flank:** 17

Tonnage: 35
Tech Base: Inner Sphere Star League

Movement Type: Hover
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Med. Pulse Laser	F	6 [P]	—	2	4	6
1	SRM 4 (OS)	RS	2/Msl. [M,C,S,OS]	—	3	6	9
1	SRM 4 (OS)	LS	2/Msl. [M,C,S,OS]	—	3	6	9

BV: 510

CREW DATA

Crew: 3

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Engine Hit ☐
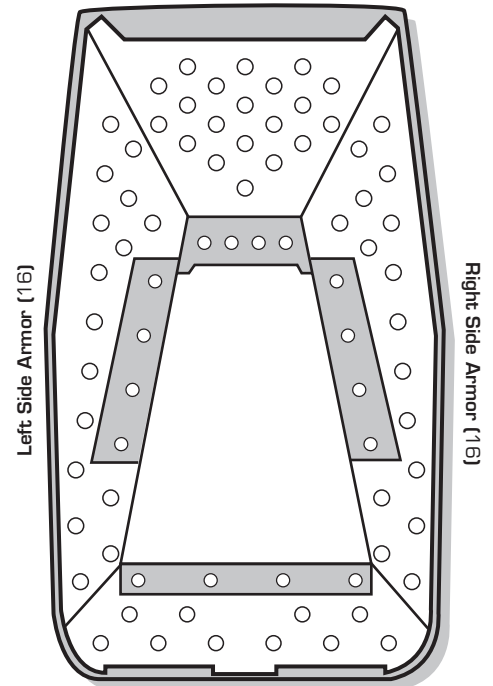
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐

ARMOR DIAGRAM

Front Armor (20)

Left Side Armor (16)

Right Side Armor (16)

Rear Armor (10)

BATTLETECH™

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: ZEPHYR

Movement Points:
- **Cruising:** 9
- **Flank:** 14

Tonnage: 40
Tech Base: Inner Sphere Star League

Movement Type: Hover
Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Medium Laser	T	5 [DE]	—	3	6	9
1	TAG	T	[E]	—	5	9	15
1	SRM 6	F	2/Msl. [M,C,S]	—	3	6	9
1	Small Laser	R	3 [DE]	—	1	2	3
1	Guardian ECM Suite	B	[E]	—	—	—	6

Ammo: (SRM 6) 30

BV: 904

CREW DATA

Crew: 3

Gunnery Skill: ____   **Driving Skill:** ____

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
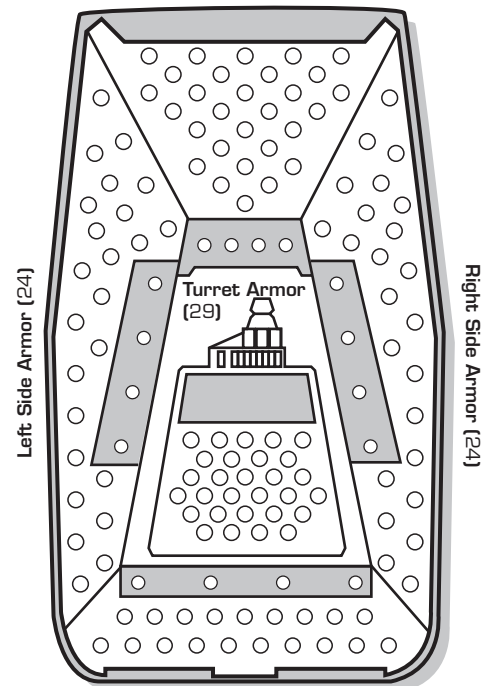Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐

Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐
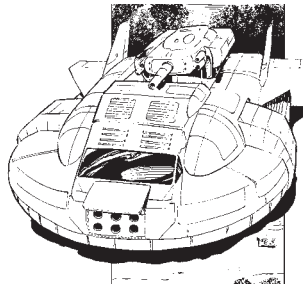
ARMOR DIAGRAM

Front Armor (29)

Left Side Armor (24)

Turret Armor (29)

Right Side Armor (24)

Rear Armor (19)

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

- Head (9)
- Left Torso (13)
- Right Torso (13)
- Left Arm (16)
- Center Torso (18)
- Right Arm (16)
- Left Leg (16)
- Center Torso Rear (7)
- Right Leg (16)
- Left Torso Rear (6)
- Right Torso Rear (6)

'MECH DATA

Type: CN9-D CENTURION

Movement Points:		Tonnage:	50
Walking:	6	Tech Base:	Inner Sphere
Running:	9		Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C,F/S]				
1	LRM 10	LT	4	1/Msl	6	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT (R)	3	5 [DE]	—	3	6	9

BV: 1,130

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 10
5. LRM 10
6. Artemis IV FCS

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
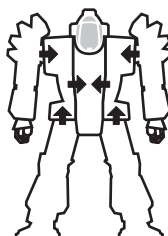4. Foot Actuator
5. Roll Again
6. Roll Again

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

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Laser
6. Medium Laser (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
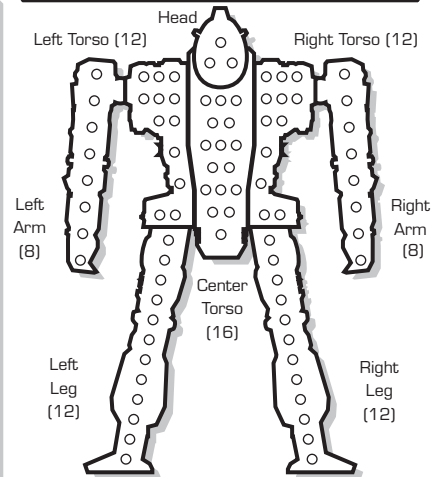4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (LB 10-X AC) 10
5. Ammo (LB 10-X AC Cluster) 10
6. Ammo (LRM 10 Artemis) 12

4-6
1. Ammo (LRM 10 Artemis) 12
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso (12)
- Right Torso (12)
- Left Arm (8)
- Center Torso (16)
- Right Arm (8)
- Left Leg (12)
- Right Leg (12)

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	Heat Sinks: 10 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	−4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	−3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: EXT-4D EXTERMINATOR

Movement Points:		Tonnage:	65
Walking:	6	Tech Base:	Inner Sphere
Running:	9		Star League
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PD]	—	0	0	0
1	LRM 10	LT	4	1/Msl	6	7	14	21
				[M,C,S]				
1	Small Laser	HD	1	3 [DE]	—	1	2	3

BV: 1,385

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Left Torso (20)
Head (9)
Right Torso (20)
Left Arm (18)
Center Torso (21)
Right Arm (18)
Left Leg (19)
Center Torso Rear (8)
Right Leg (19)
Left Torso Rear (8)
Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. LRM 10
2. LRM 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
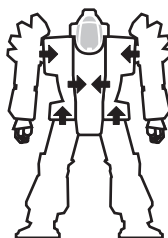6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (LRM 10) 12
6. Roll Again

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

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
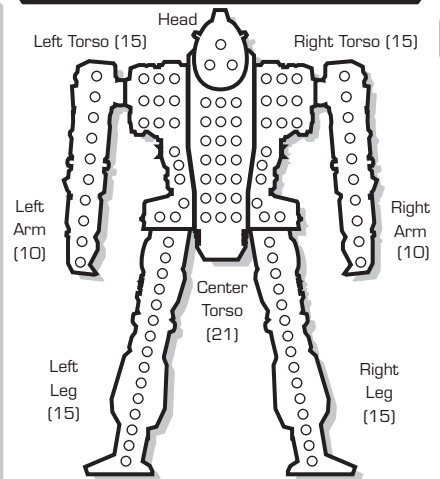5. Jump Jet
6. Jump Jet

4-6
1. Anti-Missile System
2. Ammo (AMS) 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (15)
Right Torso (15)
Left Arm (10)
Center Torso (21)
Right Arm (10)
Left Leg (15)
Right Leg (15)

HEAT DATA

Heat Level*	Effects	
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 Sinks: 10 (20) Double

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: THOR PRIME

Movement Points:		Tonnage:	70
Walking:	5	Tech Base:	Clan
Running:	8		Succession
Jumping:	5		Wars

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 (DE)	—	7	14	23
1	LB 10-X AC	LA	2	10	—	6	12	18
				(DB,C/F/S)				
1	LRM 15	LT	5	1/Msl	—	7	14	21
				(M,C,S)				

BV: 2,298

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Left Torso (22)
Head (9)
Right Torso (22)
Left Arm (17)
Center Torso (27)
Right Arm (17)
Left Leg (23)
Center Torso Rear (8)
Right Leg (23)
Left Torso Rear (7)
Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3 3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. Ammo (LB 10-X AC) 10
4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
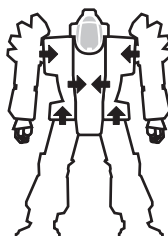6. Life Support

Center Torso
1-3 1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6 1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. Ferro-Fibrous
2. Ferro-Fibrous
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Ferro-Fibrous
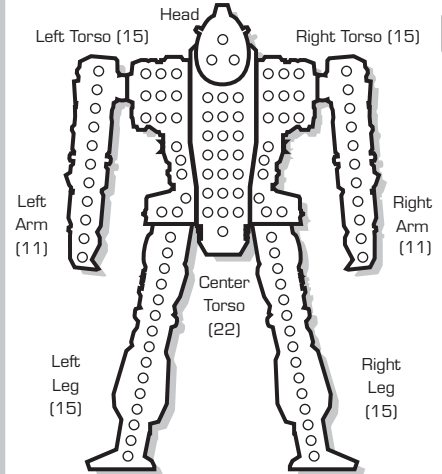4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Damage Transfer Diagram

CATALYST game labs

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (15)
Right Torso (15)
Left Arm (11)
Right Arm (11)
Center Torso (22)
Left Leg (15)
Right Leg (15)

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28)
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

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