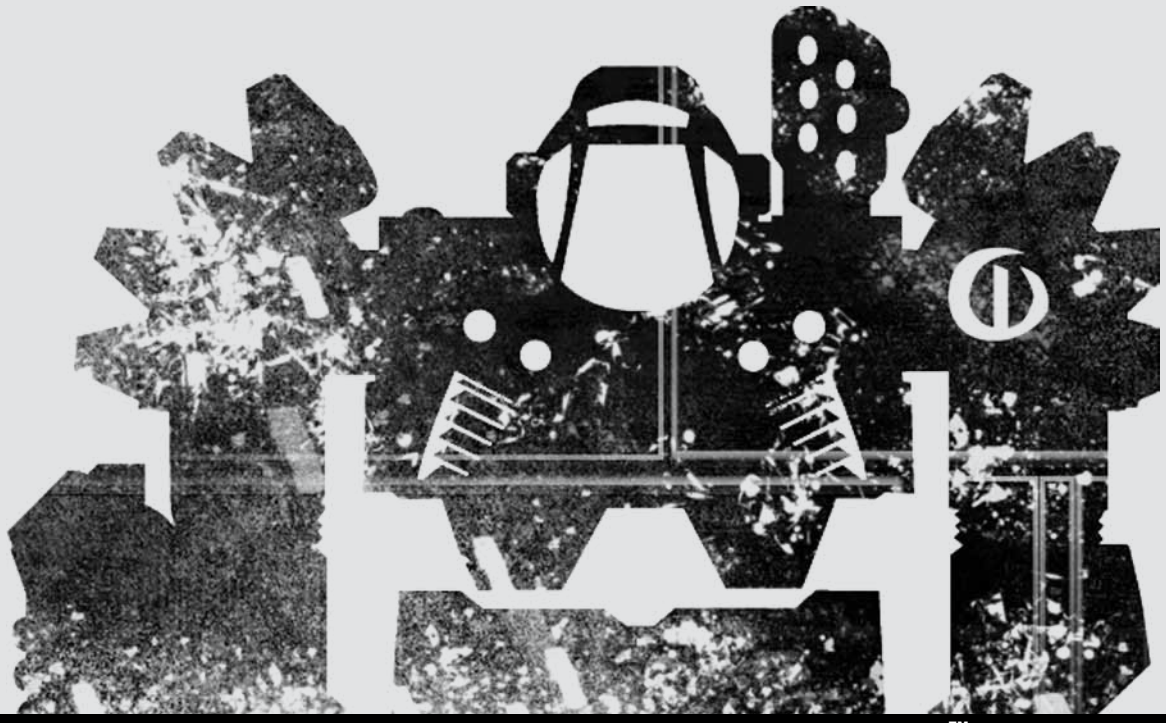

BATTLETECH™

RECORD SHEETS: PROTOTYPES

• CATALYST GAME LABS •

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Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
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INTRODUCTION

Welcome to *Record Sheets: Prototypes*! As a companion volume to *Tactical Operations*, this book is for players who have moved beyond the standard rulebooks 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 *Tactical Operations*.

HOW TO USE THIS BOOK

Having graduated from *Total Warfare* and perhaps having picked up *Technical Readout: Prototypes*, 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: Prototypes 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 Design Quirks and construction rules for Ultra ProtoMechs, both of which allow players to use the record sheets in this volume.

Where are the other variants found in Technical Readout: Prototypes?

Players who want pre-printed record sheets for any variants mentioned in the *Technical Readout* can purchase the *Record Sheet: Prototypes Unabridged* PDF—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

RULES ADDENDUM

The following advanced rules allow players to use the units presented in *Technical Readout: Prototypes* in their games—a sneak preview of all that *Strategic Operations: The Advanced Solar System Conquest Rules* (*SO*) has to offer. These rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book (for example, any design quirks not assigned to a unit in *Technical Readout: Prototypes* are not included here).

DESIGN QUIRKS

BattleTech story and sourcebook fiction is filled with descriptions of various designs whose unique quirks affect their abilities—from the *Javelin* and its off center of gravity that makes it prone to falling at high speeds, to the *Catapult* and its faulty jump jets that can break and increase its heat during battle, to the *Behemoth* DropShip that requires two docking collars and so on. There are also illustrations of 'Mechs that often fall far outside the norm, such as the *Stalker* that plainly doesn't have arms, or the *Jenner* that has obvious difficulty torso twisting and so on.

However, game design and balance cannot be dictated by fiction or illustrations. Therefore, while such fiction is fun and believable and the wide variety of illustrations provides a wonderful diversity, not seeing such unique quirks play out on the field of battle—particularly when real-world vehicles provide so many existing quirks—lessens the connection between the universe and the game board.

Design quirks are a set of optional rules that allow players to bring the individuality of illustrations and story and sourcebook fiction—not to mention the uniqueness that can result from an endless series of field patches by a resourceful tech—to the gaming table.

Numerical Values: As these quirks are already assigned to each unit via *Technical Readout: Prototypes*, these rules do not include the numerical values for each quirk. For such values (so players can assign these quirks to their own designs), see the full Design Quirk rules in *Strategic Operations*.

POSITIVE DESIGN QUIRKS

The following positive design quirks each contain a rule that enhances how the design performs during a game, whether during movement or combat, a heat-related advantage and so on. When a quirk is applied to weapons grouped into a bay, all weapons receive the quirk.

Accurate Weapon

Being of exceptional design, a weapon or bay is more accurate than normal, and so all to-hit target numbers for that weapon or bay receive a –1 modifier.

Anti-Aircraft Targeting

Some BattleMechs like the *Rifleman* have an advanced targeting system that can accurately target flying units: VTOLs, WiGEs, conventional and aerospace fighters, Fixed-Wing Support Vehicles, DropShips and units performing a combat drop (see p. 22, *SO*). All attacks against such units while airborne (not grounded) receive a –2 target number modifier. This bonus is only available when the unit itself is on the ground.

Atmospheric Flyer

An aerospace unit with this quirk is exceptionally stable and maneuverable when operating in atmosphere. All control rolls receive a –1 target number modifier while in atmosphere.

Combat Computer

The unit possesses an advanced combat computer like that installed in the *Stalker*. The computer can aid the MechWarrior or pilot in managing heat levels, and each turn the unit will generate 4 points of heat less than normal (but never less than zero).

Easy to Maintain

Some units, such as the *Thorn*, are easier than others to maintain and repair. All repair or replacement rolls made for a unit with this quirk receive a –1 target number modifier.

Easy to Pilot

Training units such as the *Chameleon* and *Crockett* are designed to be easier for a rookie MechWarrior or pilot to operate. A MechWarrior or pilot with a Piloting Skill of more than 3 will receive a –1 target number modifier for Piloting Skill rolls they have to make as a result of damage or underlying terrain. More skilled MechWarriors receive no benefit.

Extended Torso Twist

Unlike most 'Mechs, one with this quirk can turn its torso much further. When torso twisting, the 'Mech can change its facing by one or two hexsides.

Fast Reload

BattleMechs like the *Hatchetman* and *Enforcer* use large removable ammunition magazines that allow them to reload much faster than normal. Units with this quirk can reload in half the normal time.

Hyper-Extending Actuators

The arm actuators of 'Mechs like the *Quickdraw* can bend much further than normal. Even if it has lower arm and/or hand actuators, it can still flip arms to fire all arm-mounted weapons into its rear arc.

Improved Cooling Jacket

One weapon's design incorporates a highly effective cooling jacket. When fired, this weapon generates 1 point less heat than normal (but never less than 1 point overall). More than one weapon or bay can have this positive quirk, but the cost for each must be paid.

PROTOMECH RULES ADDENDUM

The following rules expand upon the ProtoMech game play (see p. 184, *TW*), and construction rules (see p. 80, *TM*). They allow players to field designs on the record sheets found in this volume, as well as build their own custom Ultra ProtoMechs.

These rules originally appeared in *The Wars of Reaving* sourcebook. Any player who does not understand any of the fictional content below is encouraged to read that sourcebook.

NEW EQUIPMENT

ELECTRIC DISCHARGE PROTOMECH ARMOR (EDP)

R&D Start Date: 3066 (Clan Fire Mandrill)
Prototype Design and Production: Circa 3071 (Society/Clan Fire Mandrill)

ProtoMech pilots are taught to engage their enemies in close proximity, and often resort to physically attacking their opponents. While such behavior could occasionally cause serious damage, more frequently it was deemed a waste of assets. Scientist Glenneth of Clan Fire Mandrill sought to find a means by which this waste was mitigated, drawing inspiration from the taser weapon deployed by the Word of Blake. Drawing power from the ProtoMech's fusion engine into a compound capacitor sewn through the unit's armor, the system succeeds in shielding the carrying unit from adverse effects. Rather than an offensive weapon, Glenneth used a system of short spikes on the armor itself as the delivery mechanism. While marginally successful, the system did not see widespread use until combined with the Society's feral ProtoMech pilots.

ELECTRIC DISCHARGE PROTOMECH ARMOR (EDP)

Rules Level: Experimental
Available to: PM
Tech Base (Ratings): Clan (F/X-X-F)
Game Rules: Whenever a ProtoMech with active EDP armor successfully executes a Frenzy attack (see p.187, *TW*), consult the BattleMech Taser Effects Table (see p. 346, *TO*) using the BattleMech Taser type columns. Apply a –2 penalty to the 2D6 roll used to determine the EDP armor's effects. Resolve the effects using all normal BattleMech Taser rules, as found on pp. 346-347, *TO*.

Whenever a ProtoMech with active EDP armor successfully executes a Frenzy attack against conventional infantry, add +1 damage to the base damage value of the Frenzy attack for that ProtoMech. If the infantry unit is cybernetically enhanced, add +2 damage to the base damage value of the Frenzy attack for that ProtoMech.

The capacitor of the EDP armor needs 6 turns to recharge, during which time none of the ProtoMech's weapons that require heat sinks will function. These 6 turns need not be consecutive, and the ProtoMech's player can elect in every End Phase to not charge the EDP armor in the following turn. Each turn that the EDP armor is charged must be marked on the ProtoMech's record sheet.

Whenever the Torso Location of a ProtoMech with EDP armor suffers 1 or more Critical Damage following a check on the Determine Critical Hits table, immediately assign 5 points of damage to that location subsequent to the resolution of that Critical Damage as a result of the capacitors in that location discharging violently.

EXTENDED JUMP JET SYSTEM (XJJ)

R&D Start Date: 3067 (Clan Snow Raven)
Prototype Design and Production: Circa 3071 (Society/Clan Snow Raven)

Clan Cloud Cobra's Sylph battle armor impressed Clan Snow Raven with its sustained VTOL capability. The Ravens sought to use the technology as a springboard to provide similar capabilities for their ProtoMech and BattleMech programs. While they have yet to successfully replicate that capability, the Clan's scientists have created jump jets for ProtoMechs that are significantly more efficient and powerful. Shortly after the Snow Ravens deployed working prototypes, the Ravens' Society cell siphoned the project for proliferation among its own ProtoMech efforts.

CONSTRUCTION RULES

EDP Armor: Reduce the Maximum Number of Items in the Torso Location by 1. Each point of EDP armor weighs 75 kilograms.

Extended Jump Jet system: Glider ProtoMechs cannot use Extended Jump Jets. Extended Jump Jet systems weigh twice as much as the standard ProtoMech Jump Jet weights (100 kilograms per Jump MP for ProtoMechs under 6 tons, 200 kilograms per Jump MP for Protos 6 to 9 tons in total mass, 300 kilograms per Jump MP for ProtoMechs over 9 tons in total mass). Unlike standard jump jets, ProtoMechs may mount as many XJJs as they have Running MP.

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 p. 35, *Inner Sphere at a Glance*, *Introductory Box Set*).

Map Substitution: Unlike previous Record Sheet books, the scenarios in this book are more complex and use a wide range of maps from difference sources. If players do not have access to those maps, simply use what maps you have available, creating counters to represent appropriate terrain to roughly match the maps displayed in the scenario, or turn a mapsheet over to its blank side and draw a map matching those displayed for the scenario. (Note: Small PDFs of all *BattleTech* playing maps are available for free at www.classicbattletech.com to help players see all the details on each map.)

SCENARIO ONE: UNDERWATER BASKET WEAVING OBJECTIVE RAID

Weber: "I've got contact. Multiple bogeys. Range 1500 meters and closing!"

Schmidt: "Calm down, Weber. We knew the Dracs would be knocking on our door."

Weber: "Sir."

Schmidt: "What are we up against?"

Weber: "Warbook tags them as a pair of *Hatamato-Chi* with two Hiryos in support."

Schmidt: "Copy that. Get back underwater. We don't stand a chance against them in the open, but if they come down here we'll have them dead to rights."

Weber: "Wilco."

Schmidt: "All units, defensive formation. You are weapons hot, repeat, weapons hot. Let them come to us. Schulze, Peters, harassing fire while they close. See if you can't soften them up a bit and then get out of the way."

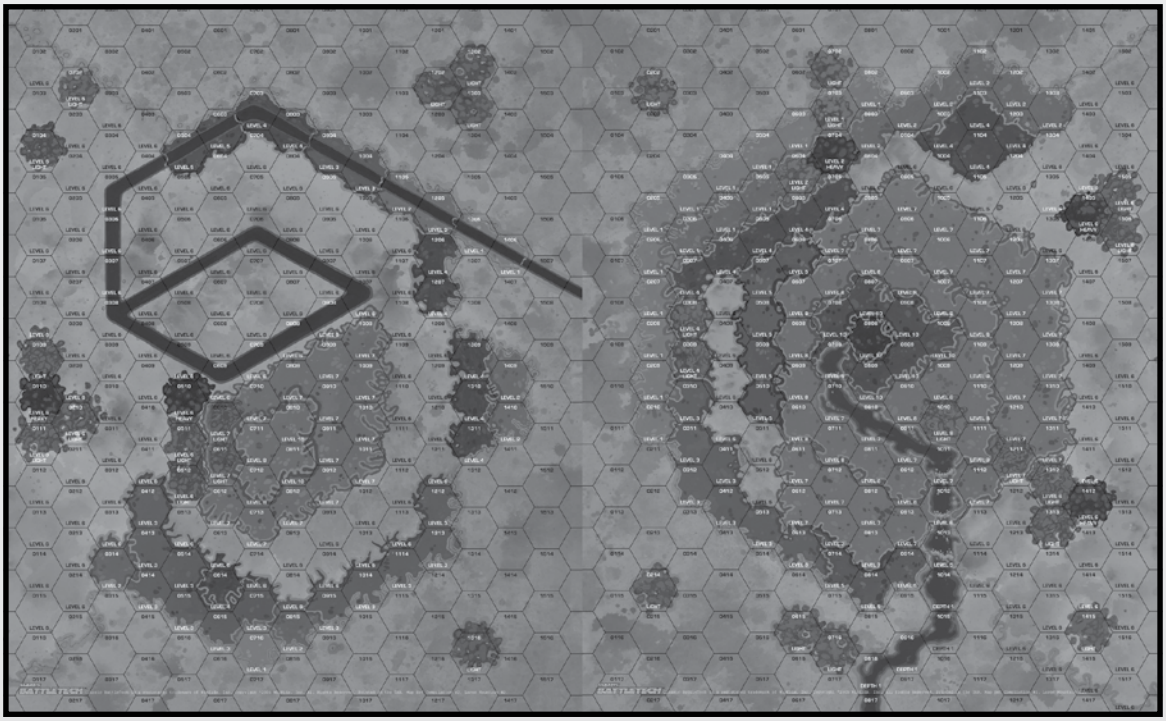
SITUATION

1220 Hours
Yarbo Lake, Apostica
Lyran Commonwealth
12 May 3090

Border skirmishes between the Lyran Commonwealth and the Draconis Combine have come to a head on Apostica. Combine forces are closing in on an underwater Lyran research station. The Combine's ISF believes that the Lyrans are using the facility to reverse engineer captured Blakist improved jump jet technology to develop an improved UMU. The Lyran station must be captured or destroyed.

GAME SETUP

Lay out the mapsheets as shown below (see *Map Substitution*, above, if players do not have access to these maps).



• UNDERWATER BASKET WEAVING MAP CONFIGURATION •

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: GRAY DEATH STRIKE **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulators (2)	[E]	—	—	—	—
Light TAG	0 [S]	—	3	6	9
SRM 3	2/Msl.	—	3	6	9
Ammo (SRM 3) ○○	[M,C,S]				

Armor: Standard

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 2

Type: GRAY DEATH STRIKE **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulators (2)	[E]	—	—	—	—
Light TAG	0 [S]	—	3	6	9
SRM 3	2/Msl.	—	3	6	9
Ammo (SRM 3) ○○	[M,C,S]				

Armor: Standard

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 3

Type: GRAY DEATH STRIKE **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulators (2)	[E]	—	—	—	—
Light TAG	0 [S]	—	3	6	9
SRM 3	2/Msl.	—	3	6	9
Ammo (SRM 3) ○○	[M,C,S]				

Armor: Standard

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 4

Type: GRAY DEATH STRIKE **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulators (2)	[E]	—	—	—	—
Light TAG	0 [S]	—	3	6	9
SRM 3	2/Msl.	—	3	6	9
Ammo (SRM 3) ○○	[M,C,S]				

Armor: Standard

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 5

Type: GRAY DEATH STRIKE **Era:** Jihad

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulators (2)	[E]	—	—	—	—
Light TAG	0 [S]	—	3	6	9
SRM 3	2/Msl.	—	3	6	9
Ammo (SRM 3) ○○	[M,C,S]				

Armor: Standard

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 268/51

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: NUBERU ANTI-AIRCRAFT TANK

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fuel Cell

Tonnage: 60
Tech Base: Clan (Advanced) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	T1	5 [DB,C/S,F]	3	8	15	24
2	LB 5-X AC	T2	5 [DB,C/S,F]	3	8	15	24

Ammo: (LB 5-X Standard) 20, (LB 5-X Cluster) 20

BV: 1,100

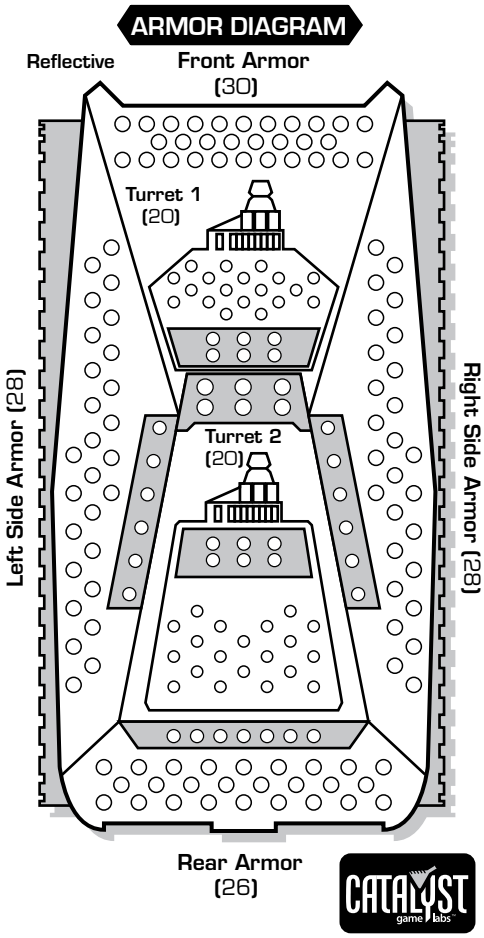
CREW DATA

Crew: 4
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

ARMOR DIAGRAM



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: VIDAR HEAVY DEFENSE TANK

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fuel Cell

Tonnage: 75
Tech Base: Clan (Advanced) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Large Chemical Laser	T1	8 [DE]	—	5	10	15
2	LRM 15 w/Artemis V FCS	T2	1/Msl.	—	7	14	21
2	AMS	FR	[PD]	—	—	—	—

Ammo: (LCL) 60, (LRM 15 Artemis V) 32, (AMS) 48

BV: 1,396

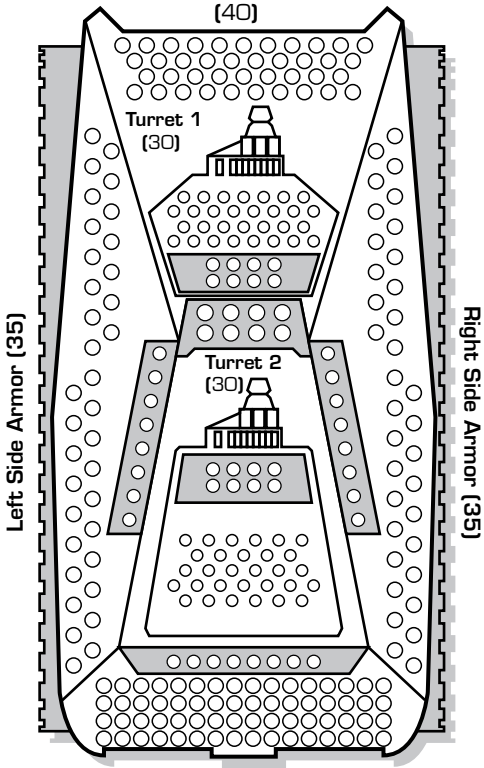
CREW DATA

Crew: 5
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

ARMOR DIAGRAM



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BATTLETECH™

QUAD PROTOMECH RECORD SHEET

PROTOMECH 1

Type: PROCYON (Quad)
Era: Jihad
Tons: 6
MP (Standard):
Walk/Run/Jump 6/9/0
Notes:
Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl. [M,C,S]	—	3	6	9
Torso D:						
Torso E:						
Torso F:						

Ammo: (SRM 2) 5, (AP Gauss) 32

BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4,5, 9,10	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

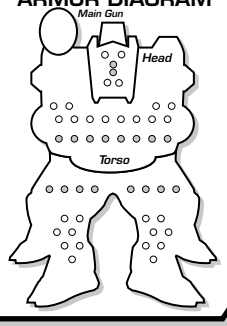
*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

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

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

ARMOR DIAGRAM



PROTOMECH 2

Type: PROCYON (Quad)
Era: Jihad
Tons: 6
MP (Standard):
Walk/Run/Jump 6/9/0
Notes:
Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl. [M,C,S]	—	3	6	9
Torso D:						
Torso E:						
Torso F:						

Ammo: (SRM 2) 5, (AP Gauss) 32

BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4,5, 9,10	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

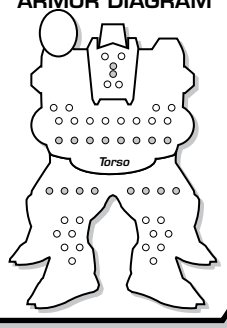
*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

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

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

ARMOR DIAGRAM



PROTOMECH 3

Type: PROCYON (Quad)
Era: Jihad
Tons: 6
MP (Standard):
Walk/Run/Jump 6/9/0
Notes:
Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl. [M,C,S]	—	3	6	9
Torso D:						
Torso E:						
Torso F:						

Ammo: (SRM 2) 5, (AP Gauss) 32

BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4,5, 9,10	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

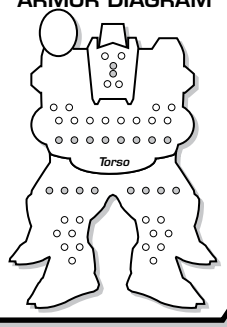
*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

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

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

ARMOR DIAGRAM



PROTOMECH 4

Type: PROCYON (Quad)
Era: Jihad
Tons: 6
MP (Standard):
Walk/Run/Jump 6/9/0
Notes:
Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl. [M,C,S]	—	3	6	9
Torso D:						
Torso E:						
Torso F:						

Ammo: (SRM 2) 5, (AP Gauss) 32

BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4,5, 9,10	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

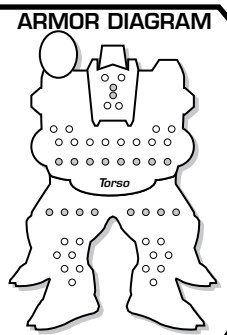
*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

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

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

ARMOR DIAGRAM



PROTOMECH 5

Type: PROCYON (Quad)
Era: Jihad
Tons: 6
MP (Standard):
Walk/Run/Jump 6/9/0
Notes:
Quad ProtoMech

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun 1:						
Main Gun 2:						
Torso A:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso B:	AP Gauss Rifle	3 [DB,X]	—	3	6	9
Torso C:	SRM 2	2/Msl. [M,C,S]	—	3	6	9
Torso D:						
Torso E:						
Torso F:						

Ammo: (SRM 2) 5, (AP Gauss) 32

BV: 205

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4,5, 9,10	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

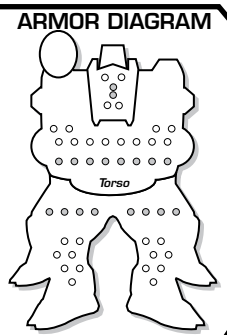
*Roll 1D6 and Consult Expanded ProtoMech Critical Hit Table for effects.

PILOT DATA

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

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

ARMOR DIAGRAM



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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: AXM-6T AXMAN

Movement Points:
- **Walking:** 5
- **Running:** 8
- **Jumping:** 0

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 15	RT	7	15 [M]	5	6	12	18
1	Thunderbolt 15	LT	7	15 [M]	5	6	12	18
2	ER Medium Laser	RL	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LL	5	5 [DE]	—	4	8	12

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

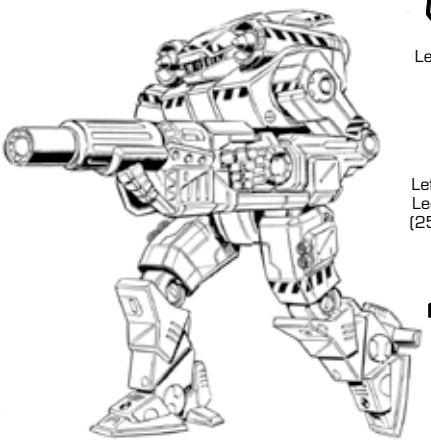
BV: 1,830

WARRIOR DATA

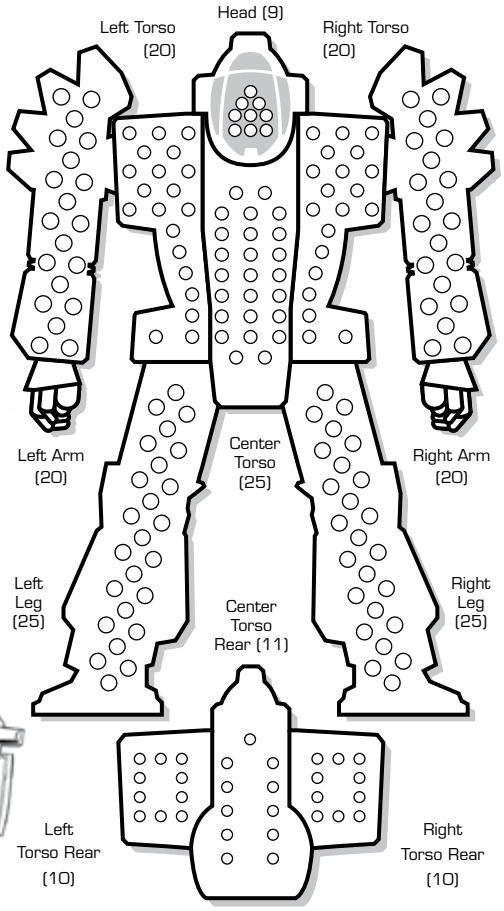
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Thunderbolt 15
5. Thunderbolt 15
6. Thunderbolt 15

1-3

1. Ammo (Thunderbolt 15) 4
2. Ammo (Thunderbolt 15) 4
3. CASE
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. ER Medium Laser

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

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

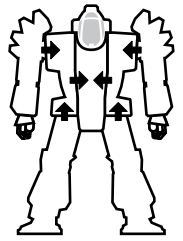
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

4-6

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

CATALYST game labs



Damage Transfer Diagram

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

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Thunderbolt 15
5. Thunderbolt 15
6. Thunderbolt 15

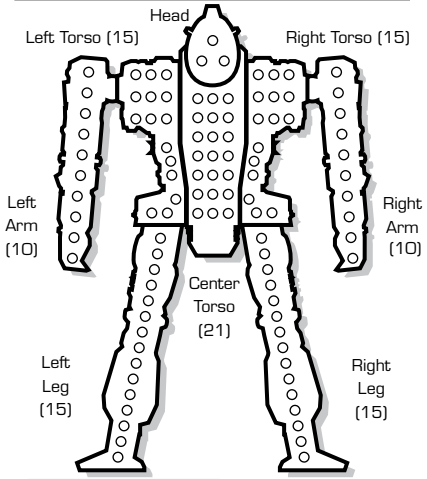
1-3

1. Ammo (Thunderbolt 15) 4
2. Ammo (Thunderbolt 15) 4
3. CASE
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. ER Medium Laser

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	Heat Sinks: 10 (20) Double
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	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

HANDHELD WEAPONS

Light Autocannon Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	6	1/Msl. [M,C,S]	6	7	14	21

Armor: 8 Standard ○○○○○○○○

Ammo: ○○○○○○ **BV:** 86

Enhanced LRM Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	NLRM 10	2	1/Msl. [M,C,S]	3	7	14	221

Armor: 0 Standard

Ammo: ○○○○○○ **BV:** 111

ER Medium Laser Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	5	5 [DE]	—	4	8	12

Armor: 8 Standard ○○○○○○○○

Ammo: None **BV:** 78

Heavy Flamer Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
3	Heavy Flamer	5	4 [DE,H,AI]	—	2	3	4

Armor: 16 Standard ○○○○○○○○○○○○○○○○

Ammo: ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○ **BV:** 51

Fluid Gun (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
2	Fluid Gun	0	* [DE,S]	—	1	2	3

Armor: 8 Standard ○○○○○○○○

Ammo: ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○ **BV:** 28

LRM Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	2	1/Msl.	6	6	14	21

Armor: 0 Standard

Ammo: ○○○○○○○○○○ ○○ **BV:** 138

MML Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	1	[M,C,S]	—	—	—	—
	LRM		1/Msl.	6	7	14	21
	SRM		2/Msl	—	3	6	9

Armor: 16 Standard ○○○○○○○○○○○○○○○○

Ammo (LRM): ○○○○○○○○○○ ○○○○○○ **BV:** 107

Ammo (SRM): ○○○○○○○○○○ ○○○○

Streak SRM Weapon (6.5 tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	4	2/Msl. [M,C,S]	—	3	6	9

Armor: 16 Standard ○○○○○○○○○○○○○○○○

Ammo: ○○○○○○○○○○ ○○○○○○ **BV:** 132

_____Weapon (_____tons)

Weapons & Equipment Inventory (hexes)

Qty	Type	Ht	Dmg	Min	Sht	Med	Lng
___	_____	___	_____	___	___	___	___
___	_____	___	_____	___	___	___	___
___	_____	___	_____	___	___	___	___

Armor: _____ ○○○○○○○○○○○○○○○○○○○○

Ammo: ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○ **BV:**_____

CATALYST game labs

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: THUNDERBOLT IIC

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 70
Tech Base: Clan (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 15	RT	5	1/Msl. [M,C,S]	—	7	14	21
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

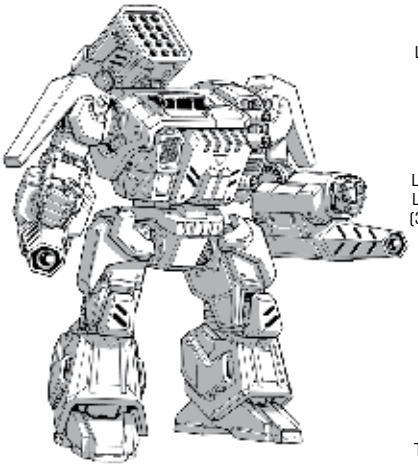
BV: 2,475

WARRIOR DATA

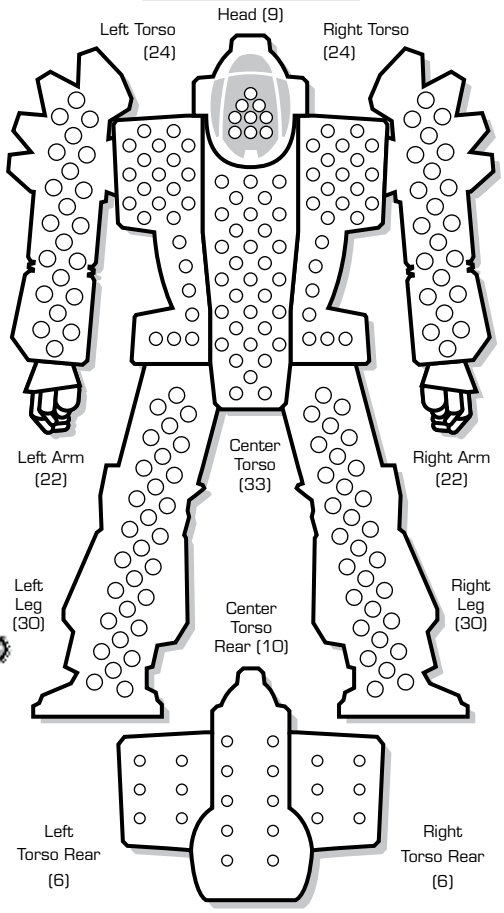
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

4-6
1. Improved Heavy Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

4-6
1. Improved Heavy Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

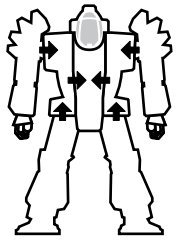
4-6
1. ER Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak LRM 15
6. Streak LRM 15

4-6
1. Streak LRM 15
2. Ammo (Streak LRM 15) 8
3. Ammo (Streak LRM 15) 8
4. CASE II
5. Roll Again
6. Roll Again

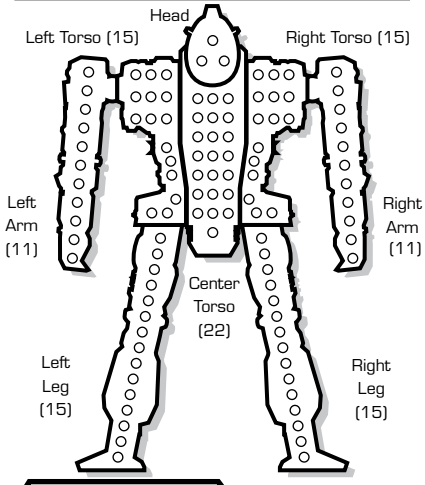
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: LCF-3 LUCIFER III

Thrust:		**Tonnage:**	65
Safe Thrust:	5	**Tech Base:**	Inner Sphere (Advanced)
Maximum Thrust:	8	**Era:**	Dark Age

Weapons & Equipment Inventory

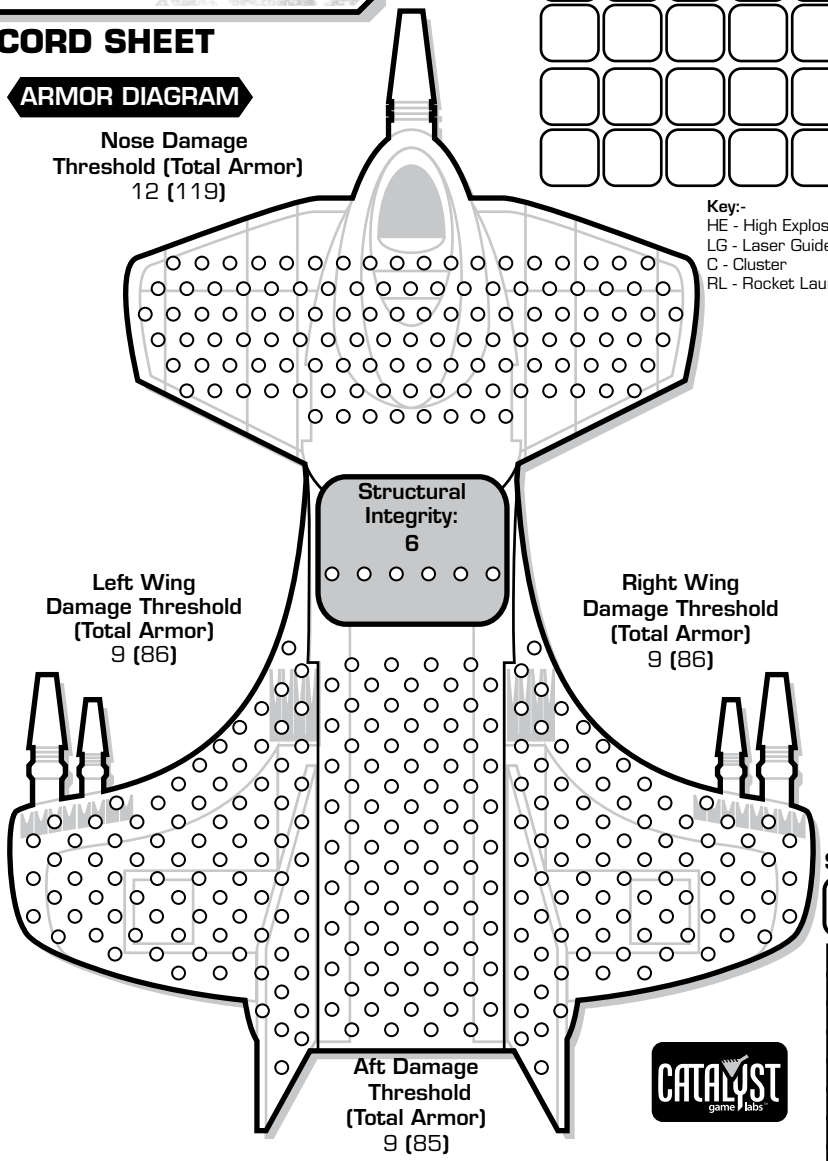
Standard Scale

Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
1	Binary Laser Cannon [DE]	N	16	12	12	—	—
1	ELRM 10 [M,C,S]	L/RW	12	6	6	6	6
	Ammo (ELRM) 18						
1	Medium X-Pulse Laser [P]	A	6	6	—	—	—

Fuel: 400 Points

BV: 2,356

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo, Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 13 (26) 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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH

Nose Damage Threshold (Total Armor) 25 (250)

AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: CLAYMORE C3-CLASS DROPSHIP

Name: _____ **Tonnage:** 1,400

Thrust: **Tech Base:** Inner Sphere (Advanced) Jihad

Safe Thrust: 6

Maximum Thrust: 9

Fighters/Small Craft: 0 / 0 **Launch Rate:** 0

Weapons & Equipment Inventory

Standard Scale

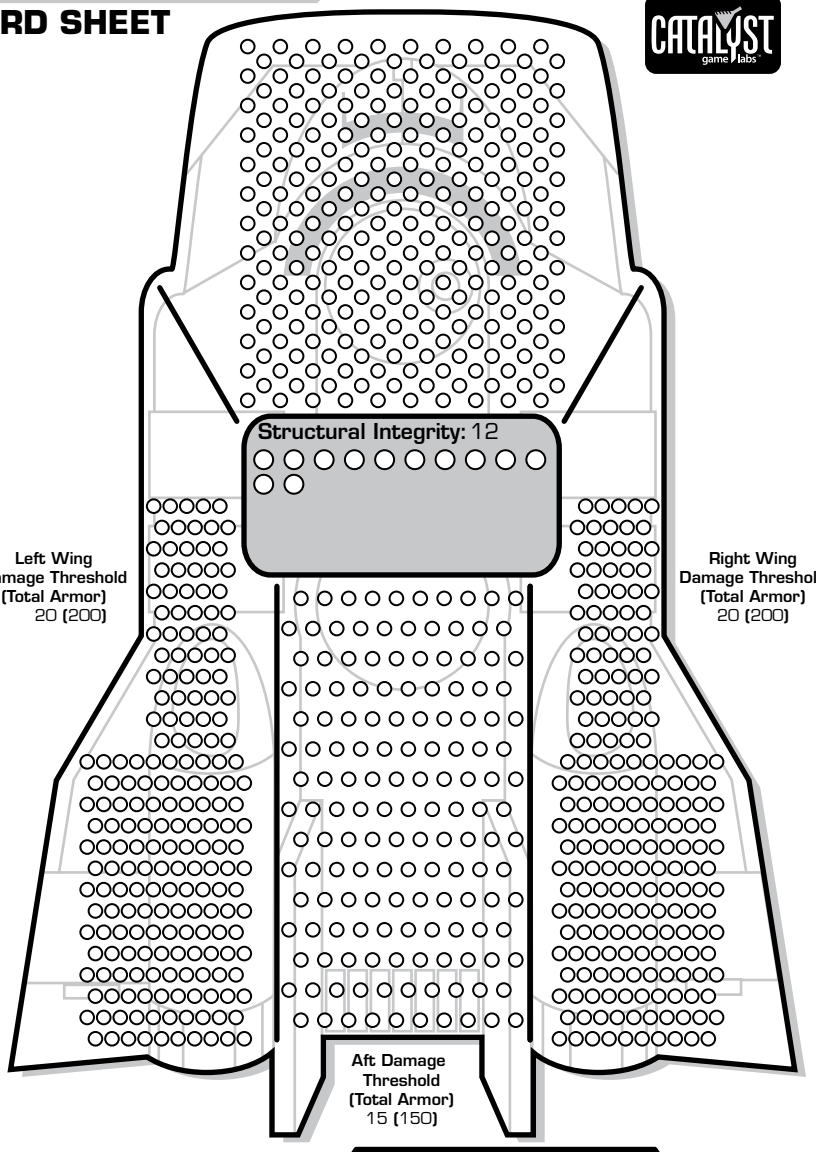
Bay	Loc	Ht	(1–6) SRV	(7–12) MRV	(13–20) LRV	(21–25) ERV
3 Bombast Laser	N	36	5(51)	5(51)	—	—
3 ER Medium Laser	N	15				
2 Silver Bullet Gauss Rifle (24 rnds.)	N	4	2(18)	2(18)	2(18)	—
3 Laser AMS	N	21	Point Defense			
2 ER Large Laser	L/RW	24	2(16)	2(16)	2(16)	—
2 ELRM 15 (24 rnds.)	L/RW	10	2(18)	2(18)	2(18)	2(18)
2 Laser AMS	L/RW Aft	14	Point Defense			
2 Large Pulse Laser	A	20	2(18)	2(18)	—	—
4 ER Medium Laser	A	20	2(20)	2(20)	—	—

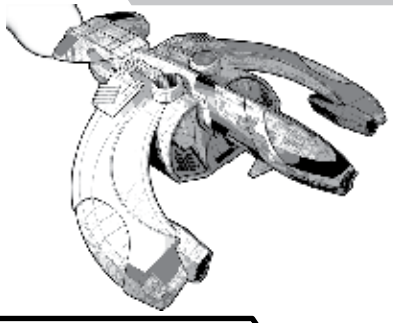
Cargo:
Bay 1: Cargo (258.5 tons) (2 doors)

BV: 5,899

ARMOR DIAGRAM

Standard Scale





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 15 **Marines:** 0
Passengers: 0 **Elementals:** 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0 / 2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5
FCS	+2	+4	D	Life Support	+2
Sensors	+1	+2	+5	K-F Boom	D
Thrusters				Docking Collar	D
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	–1	–2	–3	–4	–5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 110 (220) Double

Heat Generation Per Arc

Nose:	74	Aft:	40
Left Wing:		Right Wing:	
Fwd:	40	Fwd:	40
Aft:	14	Aft:	14

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