



TO: Precentor-Martial Victor Steiner-Davion
 FROM: Precentor Hanna Aedalus
 DATE: 11 July 3068
 SUBJECT: The Bounty Hunter

Precentor,

Attached is the report you requested concerning the Bounty Hunter. We have collated the material from a wide variety of sources, including some of the diminishing contacts we retain with other intelligence agencies.

As you know, the Bounty Hunter is more than a lone mercenary, but a warrior who relies on a network of talented associates, the extent of which is not fully understood. While every indication we have establishes that the exact composition of the Hunter's combat retinue varies between assignments, we feel confident that the attached dossiers identify those individuals who most likely made up his party at the time of Duke Kai Allard-Liao's abduction on St. Ives.

Once more, I feel that I must reiterate that we have actually been unable to confirm the Bounty Hunter's involvement in the aforementioned event. It remains my considered opinion that—given recent events—the attack may have been perpetrated by the Death Commandos, the Maskirovka, or even the MIIO under the Hunter's colors. I would not even rule out the chance that other bounty hunters were involved, although we have few obvious candidates who have previously demonstrated the competencies necessary to infiltrate, capture and extract an unwilling Kai Allard-Liao.

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Special Thanks: To Brent Evans for starting and pushing the concept. To Herb Beas for putting together a mighty fine RPG. To Iron Wind Metals for giving us such wonderful toys to play with.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



HOW TO USE THIS PDF

Dossiers: The Bounty Hunter provides players with the character sheets of a small independent lance of MechWarriors, as well as record sheets for their BattleMechs. Along with the provided background material, players can use the Bounty Hunter in their own campaign, either as the opposition, allies, or as ready-for-use player characters.

The **Unit Profile** section includes a brief background on each of the MechWarriors, as well as Design Quirk suggestions for use with the optional Design Quirk rules as found in *Strategic Operations* pp. 193-199. These Design Quirks are optional, and can affect the difficulty level of the Missions.

The **Missions** section provides Tracks for a mini-campaign using the Bounty Hunter, using rules found in *Chaos Campaign Rulebook* and *A Time Of War*. The *Chaos Campaign Rulebook* can be found here, while an abbreviated Quick Start version of *A Time of War* can be found here.

The **Record Sheets** section provides character sheets and record sheets for the MechWarriors and their BattleMechs. To convert a character's relevant Gunnery or Piloting Skill in *A Time of War* over to *Total Warfare*, simply subtract the character's Skill Level from the Skill's Base Target Number (TN) as listed in the Skills block of the Character Sheet. For example, Chris Sante's Piloting Skill Level of 5 in *A Time of War* would have a *Total Warfare* Piloting Skill Rating of 3; Base TN 8 - 5 = 3.



If you enjoy using miniatures in your games, be sure to check out Iron Wind Metals' companion products: *The Bounty Hunter Lance Pack* and *The Bounty Hunter Companions Lance Pack*.



Ensemble Hills
Perkasie, Federated Suns
11 January 3068

The wind pushed the long strands of Halen's grass around, and the red leaves roiled like the sea under the setting sun. Massive Lopez gazelles lazily moved out of the path of the approaching metal giants, as if unaware of the deadly potential each one possessed.

It was another beautiful day on Perkasie, the kind that encouraged the locals to go for long walks in their skin-suits and filter masks—precautions that were always needed against the ever-present Karpov spores. The spores were barely distinguishable from normal fibers, but when inhaled they could cause lung fibrosis and pleural plagues. Exposed human skin would develop tiny, calloused "warts" wherever the spores penetrated. In the rare cases that the spores actually grew, the visible effects were even worse.

Perkasie's planetary economy did not benefit from tourism.

The Bounty Hunter watched as Calvin's Cuirassiers ventured from their base. Situated on one of the taller rises of the Ensemble Hills, the base was an ancient collection of walls and buildings known only by their total lack of involvement in any battle, ever.

The aging Cuirassiers' BattleMechs were heading straight for a lance of pirates that was assaulting the local water purification plant. An *Ostroc* struggled with a nasty—and, likely, very old—limp, but its hindered gait did not slow the rest of its company, anchored as it was by several heavies that could not top sixty-four kph unless they were thrown from a DropShip.

"Looks like their *Catapult* is still down with a busted hip, huh, Calvin? Too bad. Wonder what happened to those actuators you ordered."

Vic Travers spoke to no one in particular. This bothered him. He knew himself well enough to recognize it as a sign of nervousness.

I have been in the business for forty years. Longer than most. Longer than any, really.

The Cuirassiers passed his position without showing any sign that they were aware that they were marching right by a hundred-ton assault 'Mech.

Travers sighed. His hand hovered over the engine switch that would bring his *Marauder II* up to full power.

Am I too old for this? he pondered.

One of his screens blinked with new text. "ARE YOU SURE?"

Walt had grown to know him *too* well. Travers had doubted himself ever since taking on this last contract. The target had played to his ego; it was one of the biggest fish he had ever sought out. In the MechWarrior game, Kai Allard-Liao was the biggest of all. But maybe he had become too old for this. Maybe he should have retired on the spot; let it be Walt's first contract.

But he knew he couldn't.

In a way, Travers knew that this was what he had signed on for, unknowingly, at a fire with three friends on a far away world. It would be perhaps a century or more before the light from Benjamin's sun on that day would reach this Feddie planet—and right now, he almost felt like that day was indeed *that* long ago.

They had changed the Inner Sphere that night, though he did not understand it at the time.

And soon he would again. Or die trying. *Michi would approve*, he thought. *And Oscar would, too.*

But first he had to deal with the means to that end.

Travers slapped the switch down, activating his BattleMech without responding to Walt's missive. Indicators flashed green, multi-ton weapon systems powered up, and artificial muscles tensed, ready to pull huge armor-clad limbs forward.

The short company that had passed him stirred, suddenly aware that what their sensors had taken nearby boulder was somehow now equipped with a fusion engine and particle cannons. As the *Marauder* reared itself up, his reticule showed gold on the *Ostroc*, and with a gentle caress of the firing studs, he speared the Cuirassier 'Mech with one hypersonic metal slug and two electric-blue particle beams. A combination of experience, technology and raw talent conspired against the ancient *Ostroc's* right hip, and its leg separated from the severely mangled assembly. The heavy collapsed in mid-turn.

Travers throttled forward, thundering towards the rest of the company. The camouflage tarp had torn completely away from his BattleMech, exposing a hide of striking green and trademark credit symbols—the second component of his deadly message.

Travers keyed his comm. system to broadcast his words on all channels, and with icy intent issued the last element.

"I am the Bounty Hunter. I am here for your commander. Flee, and live. Stand with him, and die."





VIC TRAVERS

Rank/Position:Bounty Hunter

Born:3004 (64 in 3068)

Affiliation:Bounty Hunter

Home Planet:Annapolis

'Mech:*Mad Cat* Bounty Hunter 2, *Marauder II* Bounty Hunter

MechWarrior Profile

Arguably the most famous MechWarrior in existence, only a very few know the Bounty Hunter's true name. This generation's Hunter currently goes by the name "Vic Travers". It is most likely an alias, but one that has seen consistent use since 3028. Images of this man exist—but none show him outside his trademark armor or 'Mechs. Believed to be well in to his sixties, he is beginning to show his age.

Travers managed to stay off the radar until Michi Noketsuna, the (alleged) previous Bounty Hunter, leveraged him as a resource. Noketsuna himself likely assumed the identify and attendant equipment of the Bounty Hunter from the Wolf's Dragoons, who had acquired them from the prior Bounty Hunter in 3027. It is unclear what became of this man, although some rumors claim that either the Dragoons killed him, or he met with both Noketsuna and Travers at some point early in their career and arranged for his own retirement.

Noketsuna's tenure as the Bounty Hunter was brief, but it appears that he used the Hunter's technology and persona as a vehicle for vengeance. Travers' approach as Bounty Hunter appears to be more pragmatic. The majority of the jobs we know of have been relatively low-key, relying on subterfuge and clandestine operations to come to fruition. While the Bounty Hunter is routinely well informed, Travers relies on intelligence gathering more than most. A lot of this freelance intel work focuses on blackmail and possibly connections with the local organized crime syndicates. This is a bit of a departure from prior Bounty Hunters, but it should be noted that Michi Noketsuna made use of similar means to gain access to his targets. This suggests that Travers was Noketsuna's primary intelligence gatherer, and also indicates that Travers has organized crime connections that likely predate his tenure among the Hunter's companions.

The majority of Travers' contracts as the Bounty Hunter include the standard "dead or alive" capture terms, but while many of his targets have indeed died, most have been brought in alive. This may actually be more of a marketing strategy than actual mercy; many potential customers consider it greater challenge to capture a target alive, and a proven track record of that level of competency is highly prized.

We also have strong indications that Travers has been actively engaged in eliminating his competition. This is sometimes achieved with violence, such as his rather public and brutal execution of Isabella "the Hyena" Cygnus (who had taken to advertising herself as the "new Bounty Hunter") in 3047. It is also presumed Travers violently eliminated the Meticulous Pursuit mercenary team. Other examples suggest Travers' involvement with little tangible evidence.

In at least one instance, Travers has also used persuasion to prompt an early retirement for another rival bounty hunter band in 3044. This affair, which occurred relatively publicly (possibly as a condition of the deal), had Travers "buying off" his competitors, delivering some or all of the payment while clad in his armor. The Cursorial Hunt group cashed out immediately, and all of its members retired. Some did return to the mercenary trade a few years later, but none ever engaged specifically in bounty hunting again.

Travers was fairly active during the FedCom Civil War, following a presumed retirement period between 3051 and 3064 during which he evaded the public eye (and that of most intel organizations). He was also difficult to locate subsequent to the end of the Civil War, leading some to believe he had retired a second time.

Mad Cat Bounty Hunter 2

There are indications that the famed *Mad Cat* the Bounty Hunter captured from Clan Smoke Jaguar has been disposed of, as he has been witnessed exclusively using the GM-sourced *Marauder II* for the last few years. Very recently, it seems Travers has once again deployed a *Mad Cat* in a modified configuration, but this one does not display any of the wear- and damage-related problems the Bounty Hunter's pre-Jihad *Mad Cat*, suggesting this is either a new OmniMech, or a major overhaul of his prior one.

Marauder II Bounty Hunter

The Hunter's *Marauder II* continues to be maintained in excellent condition. It was presumed that GM was initially making the hybrid 'Mech available to the Bounty Hunter both as a test bed and as advertising for a mass-produced version. If this is true, GM has yet to demonstrate the ability to produce the various Clan technologies required for even modest production rates.

Marauder Bounty Hunter 3015

Natasha Kerensky's former *Marauder* was customized in 3015, subsequent to some heavy damage it sustained during a Periphery mission. Its ancient Vlar 300 engine was beyond repair, and replaced with a 225-rated reactor instead. Jump jets were included to compensate for the loss of mobility, and its GM Whirlwind was replaced with a third Hellstar PPC. The third particle cannon, along with three additional Mk II lasers, rely heavily on the use of Star League-era double heat sinks recovered from a lostech cache found during the same mission. All these improvements still allowed the armor shell to be improved by three tons.

Marauder Bounty Hunter 3044

The Hunter's *Marauder* was upgraded again in 3044, shortly after Travers managed to acquire an M-7 Gauss rifle and a 225 XL fusion engine. The Gauss rifle's mass and bulk forced the removal of two lasers and three heat sinks, along with the dorsal HellStar to make room for the large weapon and its sixteen slugs. ER PPCs replaced the remaining two particle cannons in the arms.



DON'T MAKE IT PERSONAL

SITUATION

Water Purification Plant 51
Perkasie, Federated Suns
11 January 3068

Elite MechWarriors can be difficult to employ, especially outside of House Regiments. Their exceptional skills are marketable, and provide excellent leverage. They will never want for a job—as long as they have a 'Mech—and they know it. This arrogance frequently manifests itself in the form of the excessive input they often exercise in any given assignment, and their role in them. Elite MechWarriors often have difficulty taking orders (or even advice) from those above them in the chain of command, especially when those “superiors” are of lesser skills.

A greater problem employers can expect when working with elite MechWarriors is that they are frequently difficult to deploy together in small formations, where their inflated self-esteem and competitive nature makes them disinclined to cooperate with others who might exceed them.

At the same time, the results can be quite devastating when a small force of exemplary MechWarriors *does* find a way to put their egos aside and cooperate—as the mercenaries defending Water Purification Plant 51 discovered.

GAME SETUP

The Attacker sets up half the maps during this mission, using a minimum of two maps (and a maximum of four) placed in any legal configuration. Consider using the Flatlands, Hills, Mountain, and Badlands Tables (see p. 263, *TW*). Hexpacks may be used as well, with maps modified to better match rolling hill terrain.

The Defender should use the same type of maps as the Attacker. One of the maps must hold a significant body of water, either a river that passes across the map, or a lake with at least five adjacent hexes of water to represent an underwater spring. On this map, five buildings must be placed. Consider using the Cities and Roads Hexpack. One of the five buildings must be at least three hexes large, and must be adjacent to the lake or river; this is the water purification plant. The other buildings can be no more than 2 hexes from another building. All buildings are considered to be Light with a CF of 15, and can be no larger than two hexes.

The Defender must place his maps first, and must deploy all units on the map with the water purification plant. All Defender units must be within at least five hexes of the target buildings. Infantry can start inside the buildings. The Defender must pick a side of the mapsheets that is adjacent to the map he is on; this is the Defender's Home Side. The side of the mapsheets opposite of the Defender's Home is the Attacker's Home.

The Attacker must deploy from his Home Side on Turn 1.

Attacker

The Attacker consists of the Bounty Hunter's four companions in their respective BattleMechs. Note that Walk Urizeman's *Cauldron Born* may be equipped in any legal configuration using technology available in 3068, including the one in this Dossier.

Defender

The Defender consists of a combined arms mercenary force known as Lowdon's LongToms. (Despite the name, they actually lack artillery support.) This force must include at least one lance of BattleMechs (to a maximum of 8 'Mechs), one lance of vehicles, and one company of infantry. More of each unit type may be added, but they must never have more vehicles than 'Mechs. All of the LongToms' technology must be Introductory. The LongToms must use the Regular-rated experience column of p. 273, *TW* when randomly determining skills, or simply assign 4 Gunnery and 5 Piloting/Driving/Anti-Mech Skill to each unit.

WARCHEST

Track Cost: 250 WP

Optional Bonuses:

The listed Warchest Points (WPs) are awarded if at least one Objective is completed with the following optional rules (all bonuses cumulative):

Take Five: Use only three of the Hunter's companion 'Mechs. (**Reward: X WP, where X is equal to the 2 times tonnage of the 'Mech not participating**)

OBJECTIVES

1. In One Piece. The objective is a distraction. All Hunter 'Mechs must survive. (**Reward: 300 WP**)

2. Credible Threat. This does not work as a distraction if the defenders do not need to call for reinforcements. Destroy, cripple, or force all opponents to retreat using the Forced Withdrawal rules. (**Reward: 300 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker and Defender both are under Forced Withdrawal (see p. 258, *TW*).

Wait, Who do They Work for?!

All of the Bounty Hunter's associates' 'Mechs are painted a distinctive green with the Hunter's trademark credit symbols on them. The Hunter's reputation is a powerful weapon in its own right, and to a lesser degree, it extends to his companions as well.

Every time the Defender loses a 'Mech, or has one forced to withdraw, roll 2d6. Apply a -1 modifier to the roll for each Defending 'Mech that has been destroyed, crippled, or forced to withdraw at that point. On a modified result of 2 or less, the *entire* Defending force becomes demoralized and must retreat as if all units have met the conditions for Forced Withdrawal.

This roll must be made in whatever phase in which a Defending 'Mech is either destroyed or meets the conditions for Forced Withdrawal. There are no modifiers applied for any vehicles or infantry that are destroyed or forced to withdraw.

AFTERMATH

The attack succeeded in causing a rout among the defending mercenaries. Additional reinforcements were called in the form of Calvin's Cuirassiers.



PERSONAL DATA

Name: Vic Travers Player: _____
 Height: 182 cm Weight: 94 kg Affiliation: Bounty Hunter
 Hair: Black Eyes: Brown Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	4	0	_____
BOD	5	0	_____
RFL	5	0	_____
DEX	5	0	_____
INT	7	0	_____
WIL	7	0	_____
CHA	6	0	_____
EDG	4	0	_____

COMBAT DATA

Condition Monitor
 Standard Damage: ○○○○○ ○○○○○
 Fatigue Damage: ○○○○○ ○○○○○ ○○○○
 Stun: ○ Unconscious: ○

Movement (Meters per Turn)
 Walk: 10 Climb: 5
 Run/Evade: 20 Crawl: 3
 Sprint: 40 Swim: 11

Personal Armor (Loc)	Armor Type	BAR (M/B/E/X)
Main (Torso)	Cooling Suit	(1/1/1/1)
Helmet (Head)	Neurohelmet, Combat	(2/3/2/1)

+1 to perception; encumbering; may be sealed in hostile environments (1 hour air supply)

Boots (Feet)	Plasteel Boots	(4/6/4/4)
+1 to perception; encumbering; may be sealed in hostile environments (1 hour air supply)		

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+4	0 / 1	(Melee)	N/A	
2 Pistols	+4	3B / 6	(5 / 15 / 38 / 70)	3	Range Mods:
(Sternsnacht Claymore)		/	(/ / /)		+0/-3/-6/-11
Knife	+2	1M / 1	(Melee)	N/A	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate ID	2	p. 108	_____
Connections	8	p. 111	_____
Extra Income	6	p. 116	_____
Good Vision	1	p. 118	_____
Marksman SPA	2	p. 220	_____
Sharpshooter SPA	1	p. 221	_____
Sniper SPA	1.5	p. 221	_____

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting	+6	CHA	8/CB	_____
Appraisal	+3	INT	8/CB	_____
Career/Soldier	+5	INT	7/SB	_____
Demolitions	+3	DEX+INT	9/CA	_____
Communications	+3	INT	7/SB	_____
Computers	+3	INT	8/CB	_____
Disguise	+5	CHA	7/SB	_____
Driving/Ground Vehicle	+3	RFL+DEX	8/SA	_____
Forgery	+3	DEX+INT	8/SA	_____
Gunnery/BattleSuit	+3	RFL+DEX	8/SA	_____
Gunnery/'Mech	+8	RFL+DEX	8/SA	_____
Interrogation	+5	WIL+CHA	9/CA	_____
Investigation	+5	INT+WIL	9/CA	_____
Language/English	+5	CHA	8/SA	_____
Language/Japanese	+4	CHA	8/SA	_____
Leadership	+4	WIL+CHA	8/SA	_____
Martial Arts	+4	RFL+DEX	8/SA	_____
MedTech	+3	INT	7/SB	_____
Melee Weapons	+3	DEX	7/SB	_____
Navigation/Ground	+4	INT	7/SB	_____
Negotiation	+5	CHA	8/CB	_____
Perception	+5	INT	7/SB	_____
Piloting/BattleSuit	+4	RFL+DEX	8/SA	_____
Piloting/'Mech	+8	RFL+DEX	8/SA	_____

Skill	Lvl	Links	TN/C	XP
Protocol/Draconis Combine	+4	WIL+CHA	9/CA	_____
Protocol/Federated Suns	+1	WIL+CHA	9/CA	_____
Protocol/Lyran Alliance	+1	WIL+CHA	9/CA	_____
Protocol/Mercenaries	+4	WIL+CHA	9/CA	_____
Protocol/Yakuza	+6	WIL+CHA	9/CA	_____
Security Systems/Electronic	+4	DEX+INT	9/CA	_____
Sensor Operations	+2	INT+WIL	8/SA	_____
Small Arms	+6	DEX	7/SB	_____
Stealth	+4	RFL+INT	8/SA	_____
Strategy	+4	INT+WIL	9/CA	_____
Streetwise/Lyran Alliance	+2	CHA	8/CB	_____
Streetwise/Federated Suns	+3	CHA	8/CB	_____
Streetwise/Draconis Combine	+6	CHA	8/CB	_____
Swimming	+1	STR	7/SB	_____
Tactics/Land	+6	INT+WIL	9/CA	_____
Technician/Electronic	+1	DEX+INT	9/CA	_____
Technician/Jets	+2	DEX+INT	9/CA	_____
Technician/Mechanics	+3	DEX+INT	9/CA	_____
Technician/Myomer	+2	DEX+INT	9/CA	_____
Technician/Nuclear	+1	DEX+INT	9/CA	_____
Technician/Weapons	+2	DEX+INT	9/CA	_____
Training	+3	INT+WIL	9/CA	_____
Tracking/Urban	+4	INT+WIL	8/SA	_____

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II Bounty Hunter

Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Clan
 Running: 5 **Era:** Civil War
 Jumping: 3

WARRIOR DATA

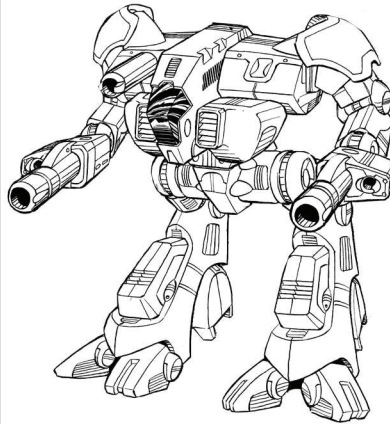
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

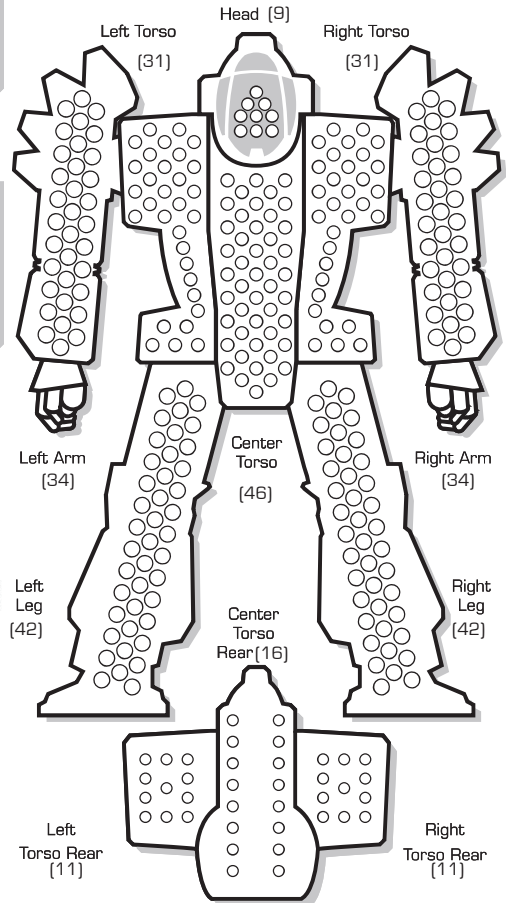
 Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12



ARMOR DIAGRAM



BV: 3,767

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

Head

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

Center Torso

- 1. ER PPC
- 2. ER PPC
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

Left Torso

- 1. ER PPC
- 2. ER PPC
- 3. Medium Pulse Laser
- 4. Medium Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- 1. ER PPC
- 2. ER PPC
- 3. Medium Pulse Laser
- 4. Medium Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1. Jump Jet
- 2. Targeting Computer
- 3. Targeting Computer
- 1-3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Targeting Computer
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Endo Steel

Right Torso (CASE)

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Jump Jet
- 1-3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ferro-Fibrous

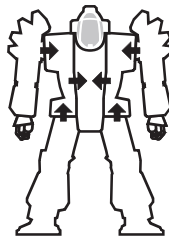
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Right Leg

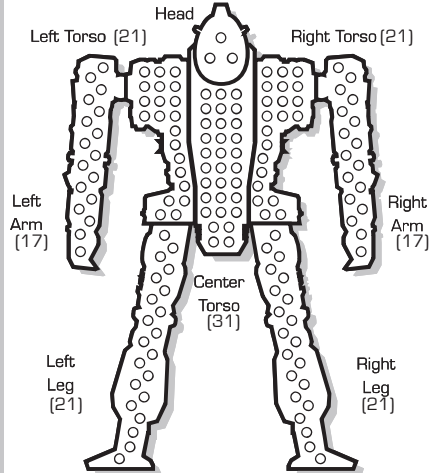
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

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