

INTRODUCTION

INCOMING
MESSAGE

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Welcome to another edition of *Tech Trends*. In some of our recent episodes, we've reviewed projects that the various powers of the Inner Sphere and Clans have been working on. While some of these may result in new weapons of war that will improve their forces (or their customers' forces), today we'll look at the flipside of the arms race. After all, while research and development of new technologies are vital for staying ahead of the curve, even the most ambitious of military projects can find themselves prey to errors in design or even a failure to define clear end goals.

Indeed, many projects have gone into the history books as less than a footnote, their development running too far over budget, with little to nothing to show for their efforts. Even so, many such "failures"—like the *Banshee* BattleMech and the *Potemkin* WarShip—still managed to find a useful home in the modern military. But what about those that never even made it that far?

The units included in today's edition of *Tech Trends* introduce us to military designs that never made it: Cancelled projects whose results either served out their limited lives as training wrecks in some backwater militia outpost, or—more often than not—were simply scrapped after their projects ended ingloriously.

—Reginald Dao, *Tech Trends* vid-zine, Galtean Publishing, 3087

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and aerospace craft described in *Experimental Technical Readout: Boondoggles* provide players with a sampling of the biggest failures that have graced the research and development departments of military manufacturers throughout BattleTech's history. The rules for using 'Mechs, vehicles, fighters and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations* and a number of special rules presented at the end of this book. As a result, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged.

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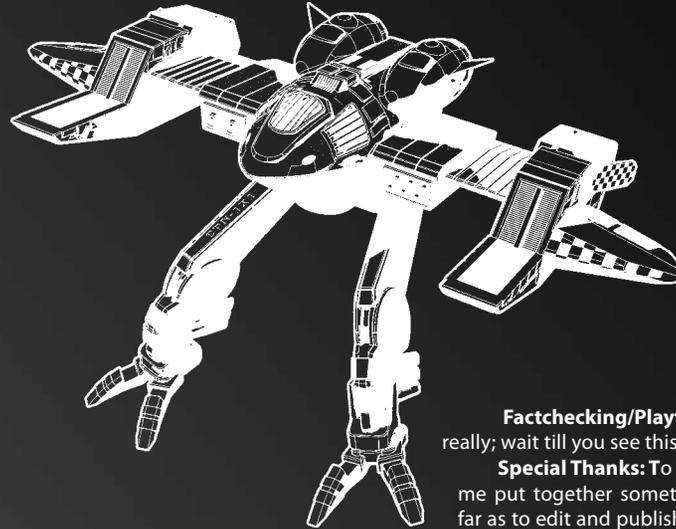
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Special Thanks: To Herb Beas, for not only letting me put together something this zany, and going so far as to edit and publish it as well, but also for taking it upon himself to write this special thanks to himself because I was too scatterbrained to. ;-)

Oh, and to Johannes Heidler, Luke Robertson, and Sebastian Brocks. They checked some of this stuff out for me, too. I'd have mentioned that under the factchecking and playtesting credits, but... again, wait till you see this stuff!

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CAT35XT017

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

SCP-X1 SCORPION LAM

Outcome Summation: Failed Prototype

Producer/Site: Brigadier Corporation, Oliver

Supervising Technician: General Serina Ceausescu

Project Start Date: 2690

Failure Analysis: Inoperable Equipment

Overview

In the late twenty-seventh century, many BattleMech manufacturers wanted to get in on the Star League's newest military development, the Land-Air 'Mech. Brigadier Corporation was no different. Having made their reputation (questionable as it was) through quadruped 'Mechs, their design teams were not intimidated with the challenge to adapt one of their existing chassis to transform into an aerospace fighter. The *Goliath* was quickly ruled out, as it was far too heavy and slow, so their efforts quickly turned to the medium-weight *Scorpion*.

In order to free up the mass that would allow for the addition of the conversion equipment and jump jets, Brigadier's engineers reduced the size of the *Scorpion*'s fusion plant, saving nearly ten tons. In addition to installing the jump jets, two heat sinks were added to help alleviate some of the 'Mech's longstanding heat burden. These changes would prove to be the easy part; the massive adaptations to the chassis necessary for conversion would take far longer than anticipated.

When considering the chassis modifications, the *Scorpion* had some theoretical advantages over its competitors. Its relatively flat body offered a lot of surface area while the sides were ideally shaped for the addition to "winglets" that would make for flight stability. These "winglets" would be folded outward while all four legs folded up partly for hybrid mode, and fully into the torso underside for fighter mode. The difficult aspect was changing the torso sections that would needed to accommodate the reconfigurations for each form. Once designers conquered that problem, it was believed that the resulting flexibility would also drastically improve the 'Mech's land stride, finally offering the chance for the *Scorpion* to get past its "Bucking Bronco" nickname. Sadly, the improvements proved ultimately unusable.

While the 'Mech was able to transform on a gantry in a testing facility, in the field it simply collapsed while attempting to convert to AirMech or fighter modes. A frustrated design team decided to send the design out in AirMech mode and demonstrated that it could transform back into BattleMech form in the field, albeit with little grace. Empowered by this small victory, the team pressed onward, but ultimate success eluded them. Even when the *Scorpion* could convert into another mode, its jump jets could not generate enough force to create lift. Brigadier's testing division even attempted to air-drop one of the prototypes from a shuttle, to see if it could manage sustained flight in its fighter configuration. While the 'Mech did not fall like the proverbial brick, neither did it perform anything that could have been considered flight. After something of a controlled decent, its pilot ejected 300 meters from impact, and the LAM crashed into a rocky outcropping on the test fields.

Drowning in losses from the project, Brigadier finally pulled the plug on the operation and dismissed the entire design staff. Ironically, the last report handed in on the *Scorpion LAM* project showed that, in BattleMech mode, it was actually more effective than the standard *Scorpion*. While a newer version might have increased sales for the maligned unit, Brigadier simply did not have the resources to make the changes necessary to market such an improved chassis.

[Editor's Note: *Records of Brigadier's efforts nevertheless clearly piqued some curiosity beyond the company in the centuries since; shortly before the Jihad, fighting on Hesperus II uncovered an old bunker within which was reportedly found specs and prototypes of the failed Scorpion LAMs that were apparently manufactured and tested Defiance Industries in secret. Unfortunately for Defiance, their efforts to produce a quadruped LAM met the same end as those of Brigadier, despite Hesperus II's far more sophisticated resources.*]

Type: **Scorpion LAM**

Technology Base: Inner Sphere (Experimental [Illegal])

Tonnage: 55

Equipment

Internal Structure:

LAM Conversion Equipment:

Engine: 275

Walking MP: 5

Running MP: 8

Jumping MP: 5

AirMech Cruising MP: 15

AirMech Flanking MP: 23

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 12

Gyro: 3

Cockpit: 3

Fuel: 80

Structural Integrity: 18

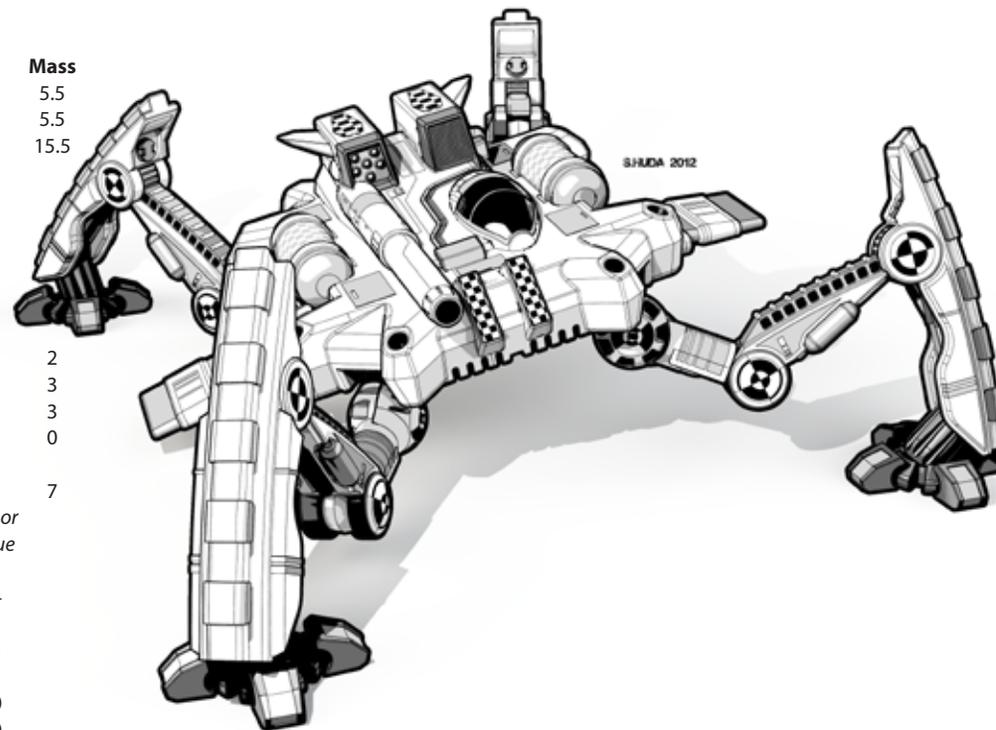
Armor Factor: 112

	Internal Structure	Armor Value
Head	3	8
Center Torso	18	24
Center Torso (rear)		8
R/L Torso	13	11
R/L Torso (rear)		5
R/L F Leg	13	10
R/L R Leg	13	10

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
SRM 6	RT	2	4
PPC	RT	3	7
Jump Jet	RFL	1	.5
Jump Jet	RRL	1	.5
Ammo (SRM) 15	LT	1	1
Jump Jet	LFL	1	.5
Jump Jet	LRL	1	.5
Jump Jet	CT	1	.5

Notes: Features the following Design Quirks: Hard to Pilot, Illegal (Quad-LAM), Low Profile, Nonfunctional (Conversion System), Obsolete/2692, Prototype



EXPERIMENTAL

THORIZER

Outcome Summation: Failed Production Model
Producer/Site: Johnson-Aldis Weaponries, Thorin
Supervising Technician: Major Uri Fujisama
Project Start Date: 2390
Failure Analysis: Poor Design

Overview

Hundreds of years before there were Land-Air 'Mechs, there was another combat unit designed to cross the line between vehicle types: the Thorizer. Conceived by Johnson-Aldis Weaponries, the hybrid between jet and hovercraft was the invention many in the company felt would propel them to the top of the Terran Hegemony's military manufacturing complex.

The Thorizer was built to address a very real need. While most Hegemony divisions possessed plenty of hovercraft, they were chronically short on aerospace support. Named after a predator native to Johnson-Aldis's homeworld of Thorin, this special vehicle would combine the features of both hovercraft and fighter, enabling such divisions to employ a supplemental air cover as needed to surprise and overwhelm any opposition. The Terran Hegemony, intrigued by this potential, agreed to help the company move this concept forward.

The primary goal of the Thorizer project was to develop a good hovercraft capable of converting on the fly into a passable aerospace fighter. Long before its engineers even looked at payloads or velocities, Johnson-Aldis had to design a revolutionary new frame. Fixed, rigid structures simply would not do (as LAM developers would find out generations later); what was structurally sound for a hovercraft was not good for an aerospace fighter. To accommodate two very different lift needs, the vehicle's sides would need to change their very configuration for each mode of movement: extending wings and landing gear for aircraft flight, and collapsing them for ground-level mobility. This only left room in the hovercraft for a single, large centerline weapon. Sadly, as the equipment needed to transform the Thorizer did not leave sufficient mass for even the smallest of autocannons, the designers opted instead for smaller weapons to cover its forward and aft firing arcs, eventually setting on a total of three twin-tube short-range missile launchers, all fed from the same ammunition bin.

Since fuel was not a great necessity for something built only to serve as a short-range aerofighter, only three and a half tons of reaction mass was installed. This left less than three tons of low-grade armor to cover the vehicle. This weak armor, in conjunction with a forward armament consisting of only two short-range missile tubes, meant that the Thorizer could only realistically threaten another Thorizer—but, for a prototype, these were seen as minor issues, since weapon loads would be more easily corrected once the concept was suitably proven.

As it turned out, the Thorizer was not so easily fixed. When the craft made its maiden flight in fighter configuration, observers quickly wondered why its pilot was being so conservative with the thrusters. The craft struggled to lift off the ground, and its fastest maneuvers showed the same acceleration profiles as the most ponderous fighters in the Hegemony. Debriefing determined that the pilot *was* pushing the craft to its limits, but the engines simply failed to deliver the output. As an initial production run continued, the design team struggled to correct this issue,

but ultimately determined that the acceleration flaw was inherent to the basic design, due to the inherent trade-offs between the vehicle's two motive modes. Johnson-Aldis refused to discontinue the Thorizer but did change its presentation to the Hegemony.

Desperate to add to their aerospace defenses, the Hegemony bought the initial production run despite the sluggish maneuverability, but quickly came to regret its choice. With its slow air speed, the Thorizer was virtually useless against any sort of airborne opponent, and prone to stalling. After losing too many crews to crashes, the Hegemony disabled the Thorizer's flight conversion equipment, repurposed the fuel tanks for cargo, and relegated the remaining vehicles to militia forces strictly as a mediocre hovercraft. Dubbed the "Gooney Bird" by its crews, the Thorizer only survived two decades in this reserve role, before the remaining units were sold for scrap.

Type: **Thorizer**

Technology Base: Inner Sphere (Experimental [Illegal])

Movement Type: Hover (Medium)

Equipment Rating: C/F-X-X

Tonnage: 35

Equipment

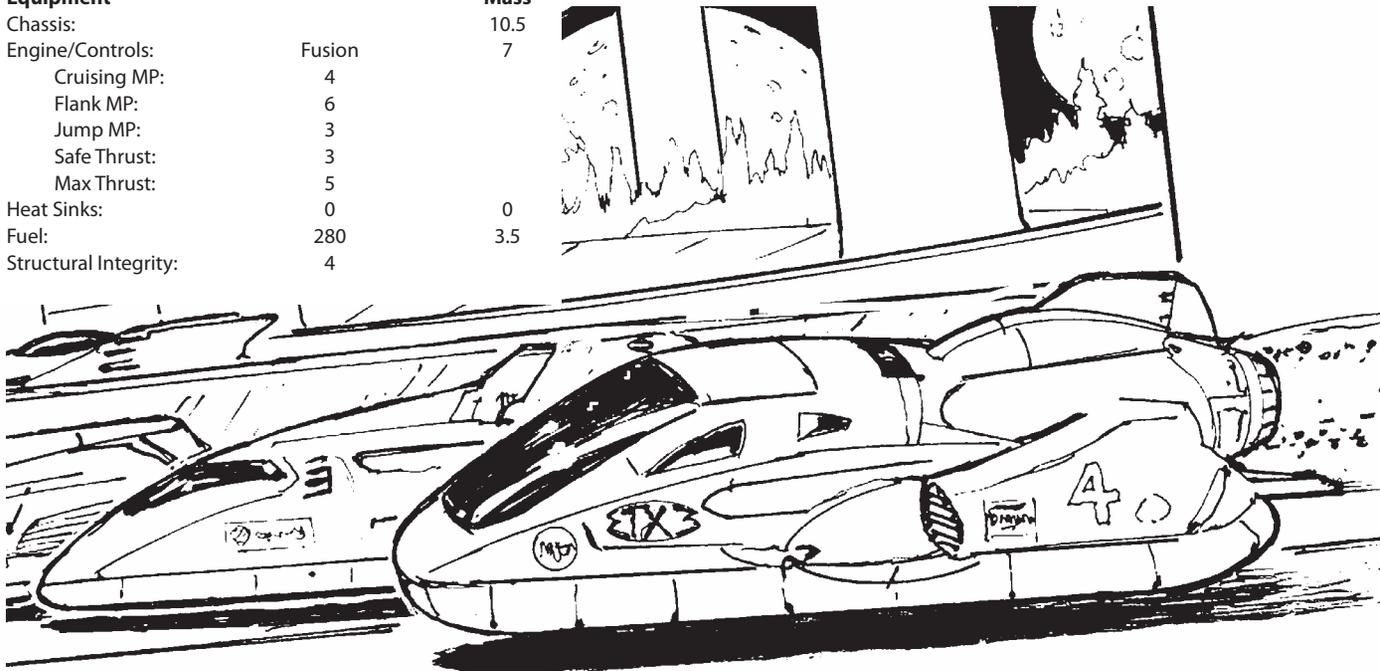
		Mass
Chassis:		10.5
Engine/Controls:	Fusion	7
	Cruising MP:	4
	Flank MP:	6
	Jump MP:	3
	Safe Thrust:	3
	Max Thrust:	5
Heat Sinks:		0
Fuel:	280	3.5
Structural Integrity:	4	

Armor Factor (BAR 5):		39	2.5
	Armor Value	10	
	Front	10/10	
	R/L Side	9	
	Rear		

Weapons and Ammo	Location	Tonnage
2 SRM-2s	Front	2
SRM-2	Rear	1
Ammo (SRM) 50	Body	1
Basic Fire Control	Body	.5

Crew: 3 (2 enlisted, 1 gunner)

Notes: Features bimodal conversion equipment (5.5 tons), and 3 jump jets (1.5 tons). Features the following Design Quirks: Bad Reputation, Distracting, Difficult to Maintain, Hard to Pilot, Illegal (Support Vehicle with Bimodal LAM Equipment), Non-Standard Parts, Obsolete/2415, Poor Performance



EXPERIMENTAL

BSE-X2 BANSHEE AEROSPACE FIGHTER

Outcome Summation: Rejected Prototype
Producer/Site: Wangker Aerospace, Axton
Supervising Technician: Colonel Hartisan Yunupingu
Project Start Date: 3046
Failure Analysis: Poor Design

Overview

Seeking to address limitations on fuel expenditure in aerospace fighter deployment, Wangker approached the Federated Commonwealth military command with a new concept fighter that would feature turbine propulsion for atmosphere, while still being able to fly in space. The AFFC granted Wangker millions of kroner in grants based on the proposal, and diverted further money as the project moved along, meeting or exceeding its milestones.

After three years of development, Wangker unveiled its prototype before the military review board. True to their word, they delivered a quality machine that met all of their claims. The *Banshee*, as it was dubbed, functioned in space as well as in the atmosphere, and even handled better than some of the Commonwealth's current craft. Its fusion-based turbine gave it far greater operational lifespan while operating in atmosphere, while its generous five-ton fuel mass provided more than enough range for space ops.

Unfortunately, it soon became clear that excellent handling and stretching its fuel reserves in air flight were about the only things the new fighter could offer. Thanks to the sheer mass demanded by the *Banshee*'s extremely unconventional dual-power design, the medium fighter could only boast the speed of a heavy fighter, combined with the armor and firepower of a lightweight. Its mere four Gs of maximum thrust put the *Banshee* in league with the *Stuka* and *Chippewa*, allowing almost any medium fighter to fly circles around it, while its armor was equal to that of the *Sabre*—though some aerospace aficionados conceded that the placement of this protection was better balanced for a dogfighter. Unfortunately, balanced armor would still have mattered little as the *Banshee*'s dual medium lasers could not even match the weaponry of the lightly armed F-10 *Cheetah*.

After the initial trial data came out, the AFFC's representatives were deeply disappointed at what they had gotten for their money, and some of the Quartermaster Corps panicked, fearing that the budget outlays they had authorized for the project would damage their careers when it became clear that the result was such a failure. Eager to sweep the matter under the rug, but bound by contractual obligations, they instead found a way to dispatch the handful of prototypes already produced to forces near the Lyran//Periphery border for "extended testing". There, it was believed, the fighters would languish in obscurity, with little likelihood of experiencing enemy action that would call attention to their deficiencies.

The ruse actually succeeded, until the coming of the Clans, when these few *Banshee* fighters found themselves desperately pressed into action against the Jade Falcons. Though the prototypes failed miserably in combat, one pilot scored a noteworthy kill against a Falcon *Avar* on Anywhere. The Clan pilot, believing that his opponent was deliberately under-utilizing his fighter as some kind of track, ducked into a metal-rich canyon to avoid the heavier fighter's guns when the AFFC pilot turned toward him, and crashed against the canyon walls.

Type: **Banshee Aerospace Fighter**
 Technology Base: Inner Sphere (Illegal)
 Tonnage: 50

Equipment	Mass	
Aerospace Engine:	150 Fusion	5.5
Conventional Engine:	250 Turbine	25
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	5	

Heat Sinks:	10	0
Fuel:	400	5
Cockpit:		3
VTOL Equipment		2.5
Armor Factor:	64	4
	<i>Armor Value</i>	
Nose		23
Wings		14/14
Aft		13



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Medium Laser	LW	1	3	5	—	—	—
Medium Laser	RW	1	3	5	—	—	—

Note: Features Cockpit Command Console (3 tons); Halves fuel consumption and moves as a Conventional Fighter in atmosphere. Features the following Design Quirks: Atmospheric Flyer, Illegal (Dual engine design), Illegal (Conventional VTOL equipment on aerospace fighter).

Outcome Summation: Failed Prototype

Producer/Site: Daussault-Shimmon Enterprises, New Earth

Supervising Technician: Admiral Ursula Verlander

Project Start Date: 2745

Failure Analysis: Inoperable Equipment

Overview

Warfare is ever changing, every time that the 'ultimate weapon' appears to be approaching, another one neutralizes it. The appearance of aircraft carriers in the mid twentieth century signaled the beginning of the end for the battleship. Fearing the historical ramifications, commanders of the Star League black navy felt that the same thing might occur in space. Rather than leave matters to chance, they assigned the head of naval architecture to design a WarShip carrier that would invalidate the WarShips of the member states.

The first draft of the specifications called for a million ton ship that could carry three wings of fighters. As with many of the Star League's projects, specifications changed multiple times. The final vessel was sixty percent bigger and carried almost a thousand fighters. In addition to changing the design multiple times, each major revision brought in a new set of engineers, with over a dozen firms receiving payment for a complete set of schematics.

The first ship to be built was named after a long line of Terran aircraft carriers. Holding eighteen wings of fighters internally, in addition to the capacity of any DropShips on its four docking points. With a total of fifty four fighter bay doors, the *Enterprise* could launch an entire wing every ten seconds at peak combat performance. In the bowels of the ship, the most complex command and control system that the Star League had ever designed for a vessel lay, capable of tracking up to 2500 different objects during combat. A large assortment of capital weapons gave the *Enterprise* not only a good punch, but reach as well.

Perhaps the biggest innovation was the inclusion of vast arrays of large pulse lasers and anti-missile systems. These would prevent the ship from falling prey to its own revolution in space combat, swarms of fighters. The anti-missile systems would also allow incoming missiles, both conventional and nuclear, to be shot down before they could damage the vessel and leave it's hoards of fighters stranded.

When the vessel finally launched, some five years after the first drafts were drawn, all the eyes in the SLDF navy were on it. The *Enterprise* could not produce enough thrust to leave its berth and tugs were forced to move the ship out of its construction dock around the planet Saturn. The viewing audience gave up after four hours of waiting for the WarShip to rectify the propulsion problem and the test runs were rescheduled for a later date. That date never arrived.

Due to the multitude of different plans, investigators determined that the engines did not work with the thruster network. Even if they could repair the main thrusters, the ship could never maneuver. Admiral Verlander took an early retirement, saving the careers of the other supporters of the program. The project was canceled and never revisited. The ship itself was towed to asteroid belt where it has since been stripped down to a bare hulk, with chunks cut out of even that by scavengers of the Sol system.

Enterprise Super Carrier

Use: Carrier WarShip

Tech: Inner Sphere (Experimental)

Introduced: 2749

Mass: 1,600,000 tons

Dimensions

Length: 1,250 meters

Width: 158 meters

Height: 98 meters

Sail Diameter: 1,190 meters

Fuel: 4000 tons (10,000 points)

Tons/Burn-day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 7

KF Drive Integrity: 31

Heat Sinks: 2,988 (5,976)

Structural Integrity: 50

Armor

Nose: 235

Fore-Sides: 210

Aft-Sides: 208

Aft: 188

Cargo

Bay 1: Fighters (648) 11 Doors

Bay 2: Cargo (288,220.5) 2 Doors

Bay 3: Fighters (324) 11 Doors

DropShip Capacity: 4

Grave Decks: 2 (150 meters)

Life Boats: 435

Escape Pods: 640

Crew: 115 officers, 280 enlisted/non-rated, 100 gunners, 1,944 bay personnel

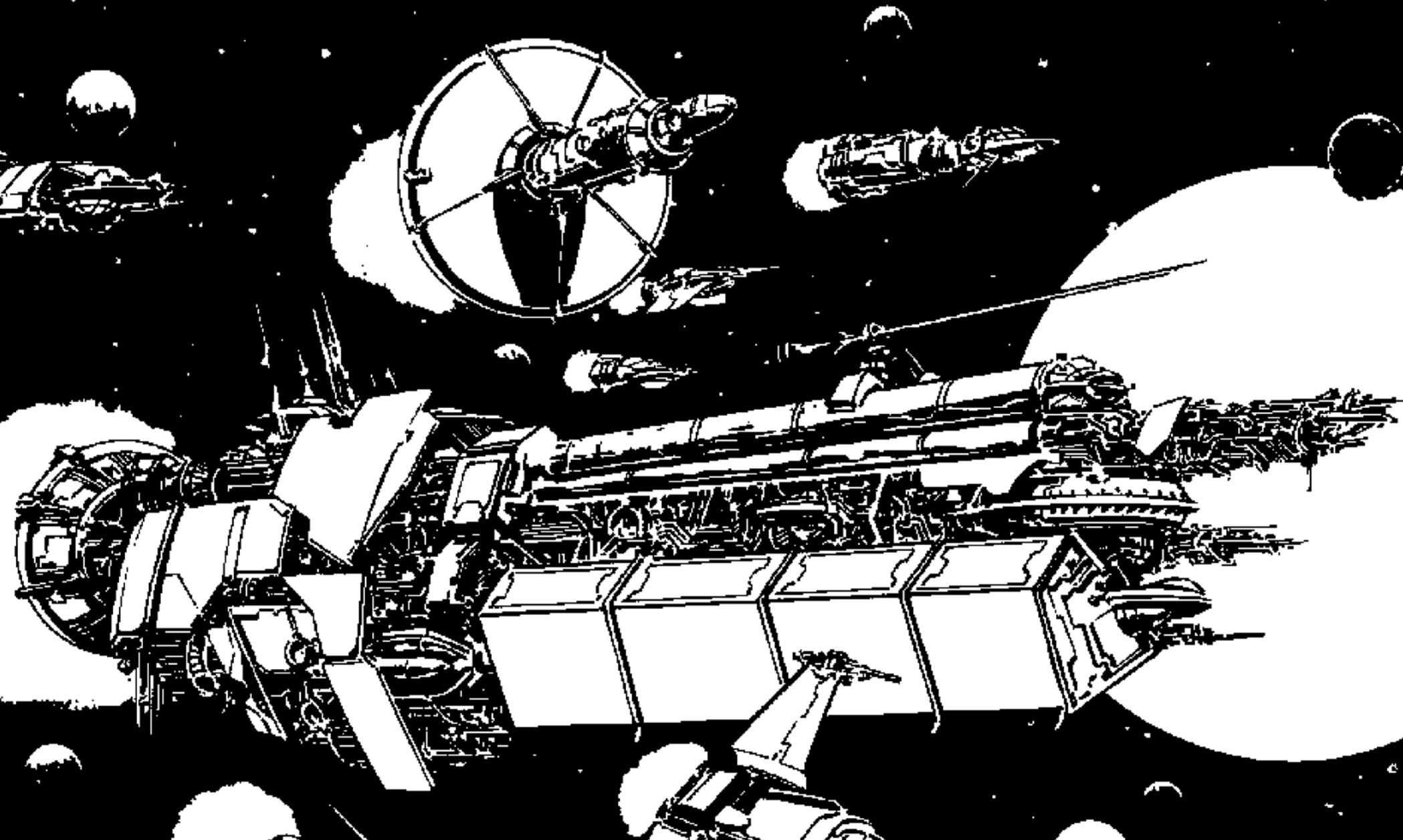
Ammunition: 77 rounds Killer Whale ammunition (2,000 tons), 77 rounds White Shark ammunition (1,600 tons), 77 rounds Barracuda ammunition (1,200 tons), 10 rounds of NAC/25 ammunition (10 tons) 60 rounds NAC/30 ammunition (60 tons), 40 rounds NAC/35 ammunition (40 tons), 864 rounds AMS ammunition (72 tons)

Notes: Equipped with 1,536.5 tons of Ferro-carbide armor and lithium-fusion batteries.

Weapons:

Arc (Heat) Type Noise (820 Heat)	Heat	Capital Attack Values (Standard)					Class
		Short	Medium	Long	Extreme		
4 NL/45	280	18 (180)	18 (180)	18 (180)	18 (180)	Capital Laser	
2 Medium NPPC	270	18 (180)	18 (180)	18 (180)	18 (180)	Capital PPC	
5 AR10	100	**	**	**	**	Capital Missile	
(17 KW, 17 WS, 17 B)							
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
10 AMS	10	—	—	—	—	Point Defense	
(108 rounds)							
FL/FR (760 Heat)							
4 NL/55	340	22 (220)	22 (220)	22 (220)	22 (220)	Capital Laser	
2 Medium NPPC	270	18 (180)	18 (180)	18 (180)	18 (180)	Capital PPC	
3 AR10	120	**	**	**	**	Capital Missile	
(10 KW, 10 WS, 10 B)							
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
10 AMA	10	—	—	—	—	Point Defense	
(108 rounds)							
LBS/RBS (1,605 Heat)							
4 NL/55	340	22 (220)	22 (220)	22 (220)	22 (220)	Capital Laser	
3 Heavy NPPC	675	45 (450)	45 (450)	45 (450)	45 (450)	Capital PPC	
2 NAC/30	200	60 (600)	60 (600)	60 (600)	—	Capital AC	
(30 rounds)							
2 NAC/35	240	70 (700)	70 (700)	—	—	Capital AC	
(20 rounds)							
3 AR10	60	**	**	**	**	Capital Missile	
(10 KW, 10 WS, 10 B)							
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
10 AMS	10	—	—	—	—	Point Defense	
(108 rounds)							
AL/AR (610 Heat)							
3 NL/45	210	14 (140)	14 (140)	14 (140)	14 (140)	Capital Laser	
2 Medium NPPC	270	18 (180)	18 (180)	18 (180)	18 (180)	Capital PPC	
3 AR10	120	**	**	**	**	Capital Missile	
(30 rounds)							
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
10 AMS	10	—	—	—	—	Point Defense	
(108 rounds)							
Aft (584 Heat)							
2 NL/35	104	7 (70)	7 (70)	7 (70)	7 (70)	Capital Laser	
1 Heavy NPPC	225	15 (150)	15 (150)	15 (150)	15 (150)	Capital PPC	
1 NAC/25	85	25 (250)	25 (250)	25 (250)	—	Capital Missile	
(10 rounds)							
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
8 Large Pulse Lasers	80	7 (72)	7 (72)	—	—	Pulse Laser	
10 AMS	10	—	—	—	—	Point Defense	
(108 rounds)							

ENTERPRISE



EXPERIMENTAL

BATTLETECH

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: **SCP-X1 SCORPION LAM**

Tonnage: 55 Tech Base: Inner Sphere
(Experimental—Illegal)

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode	
Walking: 5	Cruising: 15	Safe Thrust: 5	
Running: 8	Flank: 23	Max Thrust: 8	
Jumping: 5			

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min Sht	Med	Lng	Aero
1	PPC	RT	10	10 [DE]	3	6	12	18 10(M)
1	SRM 6	RT	4	2/Msl	—	3	6	9 12(S) [M,C,S]

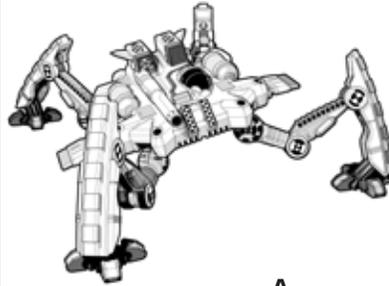
WARRIOR DATA

Name: _____

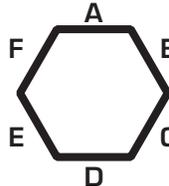
BattleMech Gunnery Skill: _____ Piloting Skill: _____

Aerospace Gunnery Skill: _____ Piloting Skill: _____

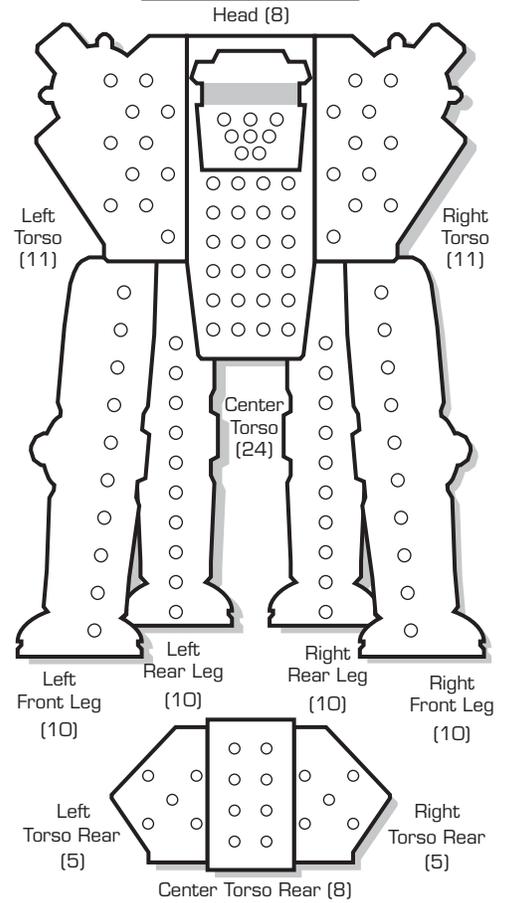
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Advanced Movement Compass



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

Right Front Leg

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

Center Torso

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

1-3

4-6

Right Torso

- Landing Gear
- Avionics
- PPC
- PPC
- PPC
- SRM 6

1-3

4-6

Left Torso

- Landing Gear
- Avionics
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

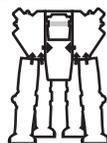
1-3

4-6

Avionics	○○○
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Landing Gear	○
Life Support	○
Structural Integrity	○○○○○○○○○○
	○○○○○○○○



Damage Transfer Diagram



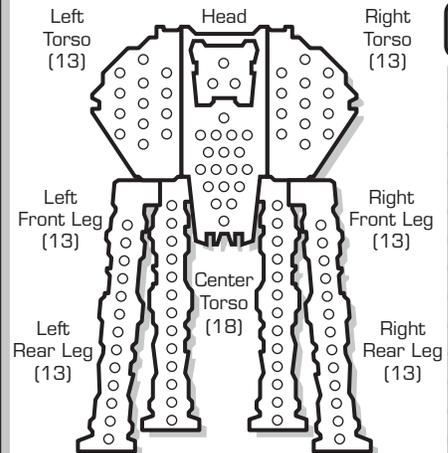
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	(AirMech +3)
25	-5 Movement Points /Rand. Movement 10+	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points /Rand. Movement 8+	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points /Rand. Movement 7+	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points /Rand. Movement 6+	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points /Rand. Movement 5+	○○○

Heat Scale

Overflow
30*
29
28*
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