BATTLETECH
BEHEMOTH
S T O N E R H I N O

TECHNICAL
READOUT:
BEHEMOTH

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PREFACE

What is TRO: Behemoth?

This is a Technical Readout dedicated to a single 'Mech, the *Behemoth*. It has individual entries for every *Behemoth* published thus far and a host of new ones. There is a smattering of other equipment related to the *Behemoth*; The *Behemoth* tank. The *King Crab* for it's leg design. The *Crucible* based on the *Behemoth*.

The book showcases what obsessing over a single unit looks like. The core rulebooks tried to provide rules for every possible scenario. TRO *Behemoth* explores a wide variety of options for this 'Mech.

Nothing but Behemoths, Almost

Originally this TRO had nothing but *Behemoths* in it. After the decision was made to include the *Behemoth* tank, it was realized that the *Matar* and *Crucible* also deserved entries.

Tying everything together is a story of a Mechwarrior obsessed with the design, struggling to resurrect this ancient 'Mech which never truly had it's time to shine, relegated to second line forces by the creation of the omnimech.

A Different Type of TRO

Battletech has an amazingly devoted fan base who support and add to the game with game mods and fan works. Each and every one of them has a favorite 'Mech and knows the joy of seeing it given special attention. It happens each time a 'Mech appears on a cover, gets a new variant or has new artwork commissioned, so a fair amount of new art was commissioned for this document. We hope interest in this document can pave the way for more like it. Even if it never happens, this was a passion project that we thrilled to see the light of day.

The History of TRO: Behemoth?

TRO Behemoth was created in 2018 as part of an application to write for Catalyst Games Labs. With Mechwarrior Online about to release the *Behemoth* it seemed like a once in a lifetime opportunity to actually try help CGL's official release by creating more interest in the 'Mech. This old book was dusted off and updated and hopefully you enjoy it.

- *Mark Charke*

Hemisphere, circa 3052, looks very different than in 3146 almost a hundred years later.

STONERHINO

The most amazing thing the *Behemoth* did, was exist. The *Behemoth* is based on the Matar, the first super heavy Battlemech, which was intended to stop General Kerensky from retaking Terra. It's massive weight shut down it's leg actuators and the project was scrapped and for that it became known as Amaris' Folly. The three prototypes were scrapped and their weapons used to defend the Krupps works factory complex in Germany from the advancing SLDF. Even the original molds were destroyed. Rifkin and Stephan Amaris ordered the designers executed for incompetence. Rifkin Amaris tried to flee into exile but his dropship was intercepted. Although he took his life, among his possessions on the Dropship were the plans for the *Matar* which were taken into exile by General Kerensky's forces.

During the Golden Century, Clan Smoke Jaguar scientists turned the flawed *Matar* into the *Stone Rhino*. When it lumbered back onto the battlefield in the 3050's as part of the clan invasion, it was dubbed the *Behemoth* by Inner Sphere warriors, It shocked those who knew their history. It shouldn't have.

In 3004 the Wolfs Dragoons appeared from nowhere and became the premier mercenary unit in the Inner Sphere for decades. Spies from the Clans, the Wolfs Dragoons had several essentially extinct 'Mechs such as the *Flea, Falcon* and *Hoplite* and 'Mechs that had never been seen before such as the *Imp*, *Annihilator* and a single *Behemoth,* the BHN-6H, downgraded with Succession Wars era technology. Piloted by Gorden Zed, it caused mass panic and confusion whenever it took to the field. Zed and his *Behemoth* fell during the Battle of Misery in 3028 in battle against the Draconis Combine who retrieved the 'Mech but could never properly salvage or reproduce it.

The *Behemoth* was never produced in great numbers and for a great deal of time the only units were ancient, storied and famous for their quirks. That and their association with being constructed specifically to combat General Alexander Kerensky, founder of the clans, has given the *Behemoth* a sacred status among the clans that only a few 'Mechs, such as the *Orion*, enjoy.

Shortly after the Clan Invasion in 3052, Wolfsbane Feildspare, a mercenary in the employ of the Wolfs Dragoons, would pull a few strings to get his son, Allen Feildspare, issued a captured and refurbished *Behemoth* as the 'Mech he would spend his career with. Allen would lead an extraordinary life from the cockpit of that 'Mech fighting for the Wolfs Dragoons and later as a Jade Falcon bondsman until his capture by the Word of Blake who implanted him with cybernetics and forced him to participate in a jumpship experiment that shunted him almost fifty years into the future where, as an old man, he would retire and design the next generation of *Behemoth* 'Mechs for clan Jade Falcon. His work and a brief meeting with Malvina Hazen would result in the *Behemoth* omnimech.

Designed and constructed on Arc Royal exclusively for the Jade Falcons, Allen Feildpsare would share the design with Clan Diamond Shark, taken by that clan after they defeated the Falcons in a trial of possession. Clan Wolf would salvage a significant number of them on Terra and buy Feildspare back from the Sharks to spend the last of his days training the next generation of Jade Falcons and tinkering with his beloved 'Mech.

Most technical readouts are produced by a single agency, but not this one. The *Behemoth* is a very old 'Mech dating back to the original Star League and many different agencies have kept records on it. We have compiled all the records we could get to produce this document. Comstar kept excellent records on most Battlemechs for centuries. A lot of that data was captured the Word of Blake and then by Devlin Stone and his Star League which in turn fell into out hands when we took Terra. We have some minor data from various clans. A great deal of the rest of the information in this document came from Allen Feildspare who was happy to drone on in his old age about his favorite 'Mech. We have credited the agents and agencies where possible within this document greatly to allow anyone correcting any misinformation with a starting point for their research.

Clan Wolf is especially interested in the man you are looking at so you will learn everything about him. His name is Allen Feildspare. Yes it's spelled wrong. That is how he spells it. Technically he is over 115 years old. He is actually around 80. He was the only survivor of a Word of Blake jump experiment. You remember that one that did not reappear for 45 years and everyone onboard died? Of course not, it was classified. And not everyone died. He has still got their cybernetics inside his skull. There are a lot of people who would like to pry then out and have a look. He grew up in the Wolf's Dragoons, then served Jade Falcon, then the Diamond Sharks picked him up but now we have him. This man met Jamie Wolf. This man fought at Tukayid. Hell, he might have met Aiden Pryde. Make a note. Find out if he did. The point is that he was a Jade Falcon generations before Malvina Hazen and the Mongol doctrine had even been considered, back when they fought with honor.

This is the man I want training the next generation of Jade Falcon warriors. He feels he has retired and he only seems to be interested in building Behemoths. Go explain to him that we are expanding his duties.

- Star Captain Vett
Terra 3152

ALLEN FEILDSPARE

I grew up under the lumbering monsters of the Wolf's Dragoon's mercenary unit on Outreach. I suppose by today's standards that doesn't mean very much. Outreach is an irradiated wasteland now and the Wolfs Dragoons are an illusion of their past glory. In my childhood it was a bustling mecca. I can't recall how many times I was told to watch my step or I would be squashed underfoot of one of the towering knights in modern steel.

I was far too young to be piloting my father's Wolverine the first time we took it out. He had to cram in behind me, so ejecting was not possible. That bothered me not because I could not get out but because I might hurt my father. I was soon lost in the thrill of piloting the machine though. It was a lot different than the simulators. As I got use to the pulse of the neural helmet I became enraptured with the fantasy that I was out on the greatest warrior's journey and expected to encounter and easily defeat evil enemy Mechwarriors, bring them down with the heavy thrumming of my trusty Class 5 Autocannon. My father never mentioned that the weapons were on safety, the ammo bins were empty and everyone had been warned about a novice in the field.

At the age of 16 I had logged as much time in Battlemechs as some of our veterans and my father presented me with my first 'Mech. It was a Wolverine, older than my father's but well maintained. It smelled like dusty leather and the right shoulder stuck when above 45 degrees. It took me a week of diagnostics and the complete disassembly of the upper arm to fix it. I did not bring much of that 'Mech back after the first battle, or the second or third.

In 3052, after the clans invaded, Dad decided he better get me in a more durable ride. I don't know how my father pulled enough strings but one day he took me into a secret warehouse of equipment captured from the clans and told me to choose a 'Mech. It's not like the place was full of Dire Wolves and Timber Wolves. It was second line equipment but sitting in the very back, lurking in the shadows was the 'Mech I would pilot for most of my career, serial number N77070142B.

It was a *Behemoth*. And it was. It made the other 'Mechs look small. I heard dad breath in sharply as I grabbed the worn runs of the ladder and climb towards the cockpit. I wasn't sure if I had picked a 'Mech outside of what he was allowed or if he was simply impressed by my choice. I could hear something dripping as I neared the cockpit and vowed to fix it. The front of the cockpit was smashed to pieces.

It took me a while to get in. What was left of the access hatch was had an ancient locking system. I thought I was familiar with all the Dragoon's 'Mechs and the tricks we used to lock them. The cockpit smelled of sweat. That was common in most 'Mechs.

The lock may have been tricky but the controls were pretty basic, almost primitive. The simulators used almost the same layout. There were a couple of control banks I didn't recognize so I stayed away from them when I fired it up and walked it out of the hangar. Assault 'Mechs already get attention and stomping through Dragoon central in a 'Mech no one had seen before turned a lot of heads.

Slow to get moving, the *Behemoth* reminded me of a tank, big, slow and intimidating. It was an incredible instrument of destruction and my father as so proud to see me in it. We took it out on a single test run. I tore it apart when we returned.

The idea of not one, but two, explosive gauss rifles sitting beside my cockpit was unnerving. I wanted them moved to the arms and that required custom manufactured mounting brackets and rewiring. I had extras made because the gauss rifles explode. The fact that this one came with an Endo Steel chassis was a blessing but it took a long time to remove the engine shielding and replace it with extra light shielding. The weight savings went into heat sinks and a trio of extended range Medium Lasers. Finally I did not keep the pulse lasers removed from the arms. Instead I installed twin ER PPCs where the Gauss Rifles used to live. I figured I could shoot straight enough and wanted the range and damage potential.

Painted Red and White for the colors of Canada, the country where I had been born on Terra, I named the 'Mech Hemisphere. I remember the first time a *Wolverine* charged me and I destroyed it with a single volley. I winced and apologized to my father over the comms without thinking.

- Allen Feildspare, Wolf's Dragoons. 3053

DESIGNING A BEHEMOTH

Designing a 'Mech isn't easy, even one where "most of the work is already done". I can't tell you how sick I am of hearing that. You can't just dust off a 500 year old design and put it back on the battlefield. The original *Behemoth* didn't even have EM dampeners so a direct hit from a PPC could scramble it's systems. That's just one of a thousand things that needs to be checked and if it's not up to speck, upgraded.

Regulations have changed, and for a good reason. We have much stronger joints than we did five hundred years ago. Since that was the problem with the 'Mech, it seems important to bring up. We also have better actuators and the entire console is completely different.

We have reinvented a lot of things since then, some of them more than once. The Clans didn't just waltz back into the Inner Sphere and give us building instructions. To keep up with them we had to re-invent a lot of equipment to keep up with them. They had better pulse lasers than the Star League ever had and we turned around and built our own versions.

The reason Clan and Inner Sphere tech is so hard to use on the same chassis is because all of our standards are different. They might use blue cables for power and we use red. You switch that around and your equipment is going to stop working. We've had a hundred years to sort it out by getting billions of people to agree on a single standard? It's just not going to happen.

The *Behemoth* is a great historical artifact because it was essentially built half using Star League standards and half using Clan Standards. Technicians working on it usually want to pull their hair out at first. So, yes, we're updating the design.

Just between you and me, there is obviously an omni version coming down the pipeline. They asked me to make it compatible with every existing weapon system. It was on a memo pad like a minor request; Please just perform thousands of hours of work, kindly.

- Technician Fred Notormyr
Arc Royal
July 7th 3146

REVISITING THE CLASSIC

BEHEMOTH

Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3
   Jump Capacity: 90 meters
Armor: Standard
Armament:
   2 Large Pulse Lasers
   2 Gauss Rifles
   1 Small Pulse Laser
Manufacturer: Unknown
   Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview:

Of the many surprises the Clans have sprung on the Inner Sphere, the *Behemoth* is one of the most remarkable. The original design was considered a grand mistake and is known to historians as Amaris' folly. The *Behemoth* was the first BattleMech produced by an optimistic project whose objective was to develop a 'Mech capable of withstanding an assault by an entire standard BattleMech company (12 'Mechs). These machines were to be put into mass production and used to stop General Kerensky from retaking Terra. The prototype is described as a lumbering monstrosity whose leg actuators shut down during its first test run, causing the project to be summarily scrapped.

Apparently the historians were wrong.

Capabilities:

The *Behemoth* weighs in at a massive 100 tons, comparable to the largest 'Mechs ever manufactured. While such machines bring awesome firepower to the battlefield, ultimately, commanders cannot use them effectively because they cannot afford to lose one.

The *Behemoth* features twin Gauss rifles, a large pulse laser mounted in each arm and an almost superfluous small pulse laser. The arm-mounted weapons feature retractable shock-absorbing cowls covering the barrels which allow the pilot to use the arms as battering rams without damaging the delicate laser assemblies.

Deployment:

A small number of these 'Mechs have been sighted in the Smoke Jaguar Clan. No other Clan appears to field this design, but because it is a venerable design, we suspect that the few existing are widely spread throughout the Clans.

Addendum:

The *Behemoth* was an ironic celebrity but like the Atlas's legendary ability to pick up and dash smaller 'Mechs, the *Behemoth* was exaggerated but only slightly The surprise of it's existence can not be over-stated and propelled an old unit, to mythical status in the eyes of Inner Sphere.

In the time of Armaris the Usurper, when the Star League held a distinct technological advantage over the successor states, facing average 3055 Inner Sphere equipment which was still primarily Succession Wars hand-me-downs, the *Behemoth* would have been devastating. It very realistically could have defeated a company (12 'Mechs). Among the Clans, it was only a solid second line machine, but eclipsed by the *Dire Wolf*.

The idea that the *Behemoth* could not be used because of their enormous cost was Inner Sphere thinking appearing in the technical report. However, time and again the Clans have held their Behemoths in reserve. They hold a certain reverence towards this 'Mech, much like the Orion. It took some time but there is a line in the Rememberance from General Kerensky himself praising this machine.

"Slow, tough and beastly, it reminds me of a Rhino, if it's hide was stone and it's horn was a cannon."

Calling the prototype *Behemoth*, known as the *Matar*, a SuperHeavy BattleMech is like calling Da Vinci's flying machine a space craft. Neither worked but they were both incredible ideas. The *Matar* was more a failure of technicians to say no to impossible requests. Everyone commissioning a 'Mech always calls for more weapons, engine power and equipment than can fit into the design. The difference with the *Matar* was that they actually tried to build it. In time lighter weight Clan technology not only allowed the existence of the *Behemoth*, but later the even more heavily armed *Dire Wolf*.

BEHEMOTH

Type: **Behemoth**
Technology Base: Clan
Mass: 100
Cost: 10,432, 000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	8
Gauss Rifle	RT	6	12
Ammo (Gauss)	RT	2	2
Small Pulse Laser	HD	1	1
Jump Jet	CT	1	2
Gauss Rifle	LT	6	12
Ammo (Gauss)	LT	2	2
Large Pulse Laser	LA	2	8
Jump Jet	RL	1	2
Jump Jets	LL	1	2

Notes: This 'Mech has the following Quirks; Barrel Fists, Protected Actuators, Oversized, Poor Performance, *Weak Head Armor (-1pt).

BEHEMOTH

A Commentary on the Behemoth

The Clans can have a funny attitude about many things. They will deliberately and knowingly do something worse than it could be because of tradition and honor. If not for zellbrigen, they almost certainly would have conquered the Inner Sphere back in the 3050s.

I have looked at *Behemoth*s. I have piloted them. I have taken them apart. I designed and redesigned them. The original model is flawed. Fortunately I have no loyalty to preserving the *Behemoth* exactly as it always has been.

For all the talk about failed actuators in the prototype the legs are actually over designed but I imagine that still wasn't enough for the 110 ton original Matar. While the legs did get an upgrade with the *Behemoth* 2, it probably didn't need it. What it needed was a more responsive engine and a redesign on the cockpit armor. These things eventually came down the pipeline in future models and the parts are compatible enough that you can install them on the oldest models, it you want to make the effort.

There are a few quirks they don't tell you about with this beast. The first think you'll notice when you take one out is that the gun ports block your vision. Any veteran in a *Behemoth* will hang their arms low to give themselves a better field of view. I was really impressed when the simulator MWO officially added the *Behemoth* and displayed low hanging weapons. This costs you a few seconds getting your weapons back in alignment but it's far

better that not seeing the enemy.

The dorsal guns block your upwards view a bit but most Mechwarriors don't adjust them. Anywhere you put the guns, except pointing right off to the side where they can be greatly delayed, is not effective at fixing the view.

The delay in acceleration is infuriating at first but then you get used to it. Experienced pilots barely notice it at all. You get used to anticipating where you need to be ahead of time, a good practice when you are skulking around in a big slow assault 'Mech anyway.

I love the jump jets. Even today not a lot of assault 'Mechs can jump and fewer still are oversized like the *Behemoth*. Launching over some rookie is sometimes enough to make them turn tail and run. The 'Mech is fairly stable during a jump. Some 'Mechs are not. The sleek lines of the *Behemoth* definitely help and you can definitely guide it a bit using the arms as wings. However it is a big hunk of metal and myomer and if you do something wrong you will definitely come crashing down hard.

All handless 'Mechs are difficult to stand up from the ground and the *Behemoth* is no exception. It's supposed to have auto-stand software but not all of them do and it does not work all the time. Spend time in the simulator and learn how to roll and pivot on the ground, Mechwarrior because they will never let you practice with the real thing.

One think you will love about the *Behemoth* is the size of the cockpit. It's huge. You could probably seat an elemental in there if the seat is all the way back. You have the rare opportunity to bring a few creature comforts on board. A micro toilet, water and snacks better come to mind first and maybe a jack. The cockpit, like everything else, is large and heavier than you thing. Most of the time a pair of pistons lift it up for you but if they ever fail, you either need to be very strong or have a jack to get out. I mean you could still eject. It's got quite a reliable ejection system but that's an incredibly effective and painful way to egress your vehicle. Buy the jack. You will probably never use it.

This next advice applies to every kind of 'Mech. Learn how to climb the thing and get in. Sometimes the ladder breaks. Sometimes it gets left behind in the rush. Sometimes it gets blown off the side of your 'Mech. There is nothing more frustrating than looking at your one hundred tons of battlefield weaponry that you can not use because you can not get your sorry rear end up there and into the cockpit. There are a couple of tricks for getting up a *Behemoth* but it's very manageable. Some 'Mechs are a terror to try climb.

The *Behemoth* has a rather thick head assembly and head mounted weapons never heat up the cockpit, a common problem across a range of 'Mechs. It's rare to see the *Behemoth* mount anything bigger than a medium laser in the head but I piloted a test case with an ER Large Laser. Didn't even make my feet warm.

One dorsal gun or two? The original *Behemoth* had a single dorsal gun which sported two Guass Rifles. It was hardly unique. The Atlas had a LRM20 mounted in a 5 tube launcher. These custom weapon ports never fire quite as quickly or effectively as their more traditional counterparts and they require more specialized maintenance but they do work. Every *Behemoth* since the original has done away with the rather complex and cramped single dorsal cannon and replace it with two.

- Allen Feildspare,
Behemoth Lectures on Terra 3152.

BEHEMOTH 2

Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Grandthrust Mk 5
 Jump Capacity: 90 meters
Armor: Compound 12A1 Standard w/Case
Armament:
 2 Series 4D-2 Heavy Large Lasers
 4 Series 22a Heavy Medium lasers
 2 General Systems heavy Small Lasers
 2 Thunderstroke Series 2b Gauss Rifles
 1 Shield - 3 Anti-Missile System
 2 Anti-Personnel Pods
Manufacturer: Tokasha Mechworks
 Primary Factory: Tokasha
Communications System: Garret L15
Targeting and Tracking System: RCA
 Instartrac Version 8a

Overview:

While Clan Goliath Scorpion's drive to seize assets belonging to the now-extinct Smoke Jaguars netted valuable assets and territory, Khan Suvorov quickly plugged the holes in front-line formations by swapping out the best equipment from her second-line units, but needed those same troops to help hold Clan Scorpion's gains.

At his Khan's direction, Scientist Burk delved into the Scorpions' hoard of historical records held in the vast museum on Roche. There he discovered ancient plans for the might *Behemoth,* an assault 'Mech the Clans later developed into the Stone Rhino. Working from these plans, Burk managed to rapidly deliver the specifications for a powerful new 'Mech that could be put into immediate production at the Tokasha Mechworks.

Capabilities

A relic from the Amaris Civil War that brought down the first Star League and ultimately spawned the Clans, the original *Behemoth*, came from one of Stefan Amaris' many last-ditch weapons development programs. Intended as an assault 'Mech capable of facing an entire BattleMech company, the lumbering prototype was so massive that its leg actuators failed during its sole test run. The project was scrapped and "Amaris' Folly" passed into legend. General Kerensky's troops discovered records of it after liberating Terra, and carried copies with them into exile.

The Smoke Jaguars (like the Goliath Scorpions after them) used these old plans as the basis of a new design. When Inner Sphere troops first encountered the *Stone Rhino*, they naturally applied the *Behemoth* designation.

The *Behemoth's* new incarnation mounts devastating new heavy lasers, a large medium and small model in each arm. These weapon clusters can be retracted into heavily armored, shock-absorbing cowls, allowing the pilot to use the arms as battering rams. Two more heavy medium lasers cover the 'Mech's rear arc; two colossal dorsal-mounted Gauss rifles provide long-range firepower. An anti-missile system and leg mounted A-pods protect against missile and infantry attack.

Endeavoring to avoid the actuator problems that doomed the original *Behemoth*, Goliath Scorpion scientists redesigned the entire leg assembly. The new format give the 'Mech a higher profile, but is also far better at absorbing the shock of landings when the *Behemoth* uses it's powerful Grand Thrust jump jets.

Deployment

Almost every second-line Scorpion Cluster received at least one new *Behemoth* as they marched out of Tokasha Mechworks. The loss of the Scorpions' Tokasha holdings to the Hell's Horses has temporarily halted deployment until the Scorpions can free up another manufacturing line. Clan Hell's Horses has continued to manufacture the *Behemoth* in small numbers, most of which serve in that Clan's Zeta Galaxy.

VARIANTS

The Hell's Horses are rumored to be evaluating an alternative weapons configuration for the *Behemoth.* Sporting four arm mounted large pulse lasers, this version reportedly replaces the Gauss rifles with ATM-9 launchers while downgrading the rear-firing weapons to ER micro-lasers. Additional heat sinks replace the anti-missile system and the A-pods in the *Behemoth* 3.

BEHEMOTH 2

Type: **Behemoth 2**
Technology Base: Clan
Mass: 100
Cost: 28, 878, 000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Heavy Large Laser	RA	3	4
Heavy Medium Laser	RA	2	1
Heavy Small Laser	RA	1	.5
2 Heat Sinks	RA	4	2
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
Heavy Medium Laser (R)	RT	2	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
Jump Jet	CT	1	2
Gauss Rifle	LT	6	12
Ammo (Gauss) 16	LT	2	2
Heavy Medium Laser (R)	LT	2	1
Heavy Large Laser	LA	3	4
Heavy Medium Laser	LA	2	1
Heavy Small Laser	LA	1	.5
2 Heat Sinks	RA	4	2
A-Pod	RL	1	.5
A-Pod	RL	1	.5
Jump Jet	RT	2	2
Jump Jets	RT	4	4

Notes: This 'Mech has the following Quirks; Barrel Fists, Protected Actuators, Oversized, Poor Performance, *Weak Head Armor (-1pt).

BEHEMOTH 2

Commentary on the Behemoth 2

The *Behemoth* 2 appeared as a welcome upgrade to the venerable and rare Behemoth but it did as many things wrong as it did right and epitomized clan thinking at the time. Designers would later make a move back towards a more traditional *Behemoth*.

To summarize clan thinking at the time, rather than thoroughly testing the new heavy lasers, they issued them and only afterwards checked to see if pilots were receiving lethal radiation poisoning from them. The Behemoth 2 mounts 8 of these potentially fatal weapons! Fortunately they turned out to be relatively harmless.

As a real plus, the legs on the new *Behemoth* were redesigned to fix flaws in landing but it backed the 'Mech away from being a work of art as did the inverted torsos. While more functional, Mechwarriors clamored for the sleek lines of the original. Designers will note that many upgrades from the *Behemoth* 2 are hidden in future designs including several knee assembly components.

The most grievous complaint is that the *Behemoth* 2 seems designed to explode. Firing all the weapons even just once produces more than twice the heat burden that the on board heat sinks can handle, almost certainly detonating the antimissile system ammunition, stored right in the heart of the 'Mech beside the engine where even CASE can not prevent the engine and gyroscope from being torn apart. More than one Mechwarrior has left their ammunition behind, or dumped it, enduring a few more missile hits in exchange for the ability to Alpha Strike without leaving their engine in pieces on the ground behind them.

The firepower a *Behemoth* 2 brings to bear is devastating and truly the showcase of heavy laser technology but 'Mechwarriors begged to lose the extraneous A-Pods, Anti-Missile System and rear firing weapons for a few more heat sinks to cool this hulking volcano. Even just firing the two Heavy Large Lasers starts to overburden the existing Heat Sinks.

With the incredible heat burden, the inaccurate lasers and the dangerous ammunition many looked at the *Behemoth 2* as a lemon, but like the Combine's *Hitotsume Kozo*, it was a hidden gem. In the hands of a highly skilled Mechwarrior who understands how to ride the heat curve, the *Behemoth 2* becomes a killing machine of epic proportions. Unfortunately few have ever mastered the 'Mech to this level. As a second line with potentially dangerous technology, the 'Mech has been primarily distributed to less than stellar Mechwarriors.

Variant

No record of this variant being built exists but in theory it stripped out the anti-missile system, it's ammunition, both A-pods and the rear mounted Heavy Medium Lasers and added four heat sinks and a half ton of armor. The leg mounted jump jets would be moved to the torso, so heat sinks could be placed in the legs, and the 'Mech could better benefit from standing in pools of water. It is possible that field modifications have brought this 'Mech to light but to date, none are known of.

Talk of a modern remake of the *Behemoth 2* is often chewed at a table sat around by aging and retired Mechwarriors who remember more glorious days. They talk about adding a Radical Heat Sink system and that it is the ideal 'Mech for it, Improved Heavy Lasers and other modern technologies. Unfortunately the only group making any real progress, Project Behemoth, has shown no interest in resurrecting this non-traditional *Behemoth* design.

Notable Mechwarriors:

Kat Witherfork: The first Mechwarrior who could claim they had mastered the *Behemoth 2* was a middle aged Inner Sphere mercenary working with the Grey Death Legion. She stayed with the unit when it was folded into the Defiance Security Forces in 3065. She made a defiant last stand against Word of Blake forces, a battle which is shown as a textbook example of heat management to assault 'Mech pilots in classrooms all over the Inner Sphere and even among some clans. Posthumously she was credited with 11 kill that day.

BEHEMOTH 3

Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Grandthrust Mk 5
 Jump Capacity: 90 meters
Armor: Compound 12A1 Standard w/Case
Armament:
 4 Large Pulse Lasers
 2 ATM-9s
 2 ER Micro Lasers
Manufacturer: Tokasha Mechworks
 Primary Factory: Tokasha
Communications System: Garret L15
Targeting and Tracking System: RCA
 Instartrac Version 8b

Overview:

The *Behemoth* 3 is a departure from the traditional Gauss Rifle platform and the first missile version.

Capabilities

This is a very dangerous 'Mech. A single alpha strike can also rip apart another assault 'Mech like wet cardboard. It also produces enough heat to shut it down and cook off it's ammunition, which could core out the engine even with the cellular ammunition storage protection. This makes it as dangerous to the pilot as the target. This 'Mech it not for the novice Mechwarrior. It could get them killed. In the hands of a master, it can be a holy terror on the battlefield.

Most *Behemoth*s are very forgiving because they have Gauss Rifles that allow them to keep slugging it out, even when they are running hot. This version requires a more thoughtful approach.

Having 6 main weapon systems instead of the typical four, it has a lot of firepower and it's tempting to use it. Only in a long range battle, using only the ATMs will this 'Mech be heat neutral but a good pilot will want to close before they spend the fairly limited ammunition.

During a mid-range engagement the ATMs can do more damage than the Pulse Lasers but the accuracy of the lasers favors them. At short range the ATMs are going to do more damage than the lasers even with the accuracy factored in. Of course, there is always the temptation to use them both and watch the paint melt inside the cockpit.

If the pilot can stay off the jump jets, or better, find a stationary position to fight from, all six weapons can be employed several times before the heat becomes crippling but it will happen so a good Mechwarrior must plan the cooling period ahead of time.

Deployment

Two Behemoth 3's were part of a trial between the Goliath Scorpions and the Jade Falcons that stretched out into several grueling days of slugging it out in a dense jungle, neither side willing to relent. The dispute was over local mining rights but by the end of the trial, none of the Mechwarriors would ever want to see this world again.

The jungle reduced sensor range and made communications difficult but the fight proceeded regardless. Blind, muddy and hot, defeated Mechwarriors were VTOL lifted out but with limited communications and heavy fire many VTOLs were destroyed or unable to return to certain areas, leaving many Mechwarriors to fend for themselves in the jungle until the trial was over.

Both *Behemoth 3s* spent their ATM ammunition early on but continued without pause, taking advantage of the close range engagements to use their quad Large Pulse Lasers to bully other 'Mechs who strayed into range. One finally tried to use their jump jets to get up on a rocky perch and get a look at their surroundings but it was a fatal mistake. The *Behemoth* was hit mid jump by enemy fire which carved through it's jump jet. It crashed, destroying both hip and leg actuators before tumbling down the hill. With communications impaired the Mechwarrior could not signal surrender and ended up exchanging fire with several passing enemy units over the next day.

The second *Behemoth* was eventually disarmed of it's primary weapons, it's arms savaged, leaving only the rear mounted micro lasers. It continued to defeat a Spider, walking backwards during the engagement and finally used a risky *death from above* attack to finish off one more opponent and was able to limp off the battlefield, the only functional 'Mech four days after the trial began.

BEHEMOTH 3

Type: **Behemoth 3**
Technology Base: Clan
Mass: 100
Cost: 22, 191, 000 C-Bills
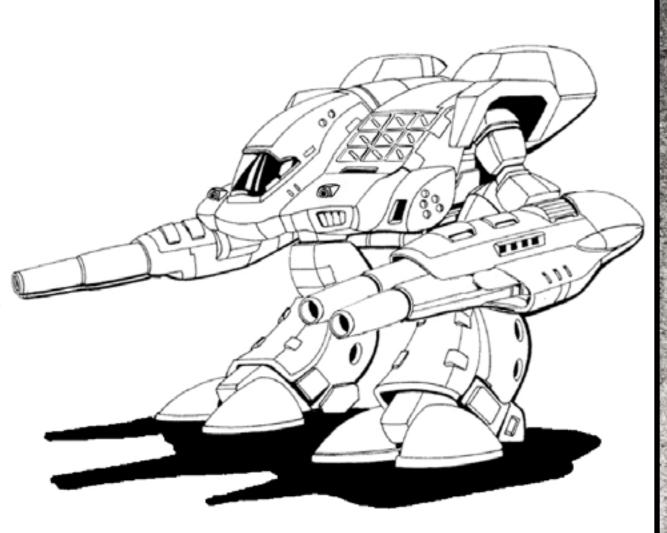
Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	21 [42]	11
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
2 Large Pulse Laser	RA	4	12
3 Heat Sinks	RA	6	3
2 Large Pulse Laser	LA	4	12
3 Heat Sinks	LA	6	3
ER Micro Laser (R)	RT	1	.25
ATM 9	RT	4	5
AMMO (ATM) 7	RT	1	1
Heat Sink	RT	2	1
ER Micro Laser (R)	LT	1	.25
ATM 9	LT	4	5
AMMO (ATM) 21	LT	3	3
2 Heat Sinks	LT	4	2
Jump Jet	CT	1	2
Jump Jet	RL	1	2
Jump Jets	LL	1	2

Notes: This 'Mech has the following Quirks; Barrel Fists, Protected Actuators, Oversized, Poor Performance, *Weak Head Armor (-1pt).

Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Grandthrust Mk 5
  Jump Capacity: 90 meters
Armor: Compound 12A1 Standard w/Case
Armament:
  4 Machine Guns
  4 ER Medium Lasers
  4 LRM 10
Manufacturer: Tokasha Mechworks
  Primary Factory: Tokasha
Communications System: Garret L17
Targeting and Tracking System: RCA
  Instartrac Version 8c

Overview:

It's odd that the 4th *Behemoth* uses older technology than the 3rd. Clan LRM's have always been very compact and efficient and offer more long range firepower than ATMs but compare less favorably at close range.

Capabilities:

The *Behemoth* 4 is the second *Behemoth* sporting missiles but it does a step backwards carrying 4 LRM 10s instead of ATMs.

Like the 3rd model, this one has 6 main weapons, albeit lighter and longer range weapons. The Ultra AC/10s provide an excellent blend of range and firepower and match up well with the LRMs to command the battlefield at long range.

A more rounded 'Mech than any previous *Behemoth*, this one has 4 machine guns, devastating to infantry and 4 ER Medium Lasers for dealing with battle armor and those who close with it. It is perfectly capable of being effective against combined arms forces or opponents that are purely 'Mechs.

Deployment

The most famous battle with the *Behemoth* 4 happened on a desert planet and centered around a massive canyon. Both forces were tasked with destroying the other and they spotted each other across the canyon. No one could cross so they settled on doing as much damage to each other as possible. It was a desperate, impossible battle done entirely with the longest range weapons they had, because everything else could not reach. Landing a hit was rare.

Several 'Mechs on each side pulled back because they could not hit anything that far away. This left heavy and assault 'Mechs, including several *Behemoths* and the few light 'Mechs armed with extended range large lasers.

In an almost unspoken agreement, everyone went after the light 'Mechs first, recognizing them as a problem. It took a long time and both sides had to retreat and reload. 'Mechs too damaged to continue limped off the battlefield before they were crippled.

It was a strange, almost gentlemanly battle with most of the force sitting out of range waiting for it to be over. People played games, ate and sat around like it was trench warfare from World War II. It would have been easy to walk away but it was a trial and required a victor. During the night it was impossible to hit anything and both sides called a cease-fire until dawn. Both sides kept watch during the night in case one side tried to get around the massive canyon, despite the fact it would take hours.

In the morning the shooting began again, then reloading, shooting, and on and on. Finally by noon the shelling, missiles and autocanon fire ceased. A *Behemoth 4* walked up onto a slight hill that overlooked the canyon, the only functional 'Mech remaining on either side in the firing zone, and the trial was over.

It's an old story that has been told and retold. While it is presumed the Goliath Scorpions had the *Behemoth*, it could have been Hells Horses. The enemy varies depending on who tells the story. A Falcon claims it was the Wolves and the Wolves insist it was the Falcons.

Notable Units

Poly: The name of a *Behemoth 4* which never seemed to have the same pilot twice Poly has been repainted countless times and while there are kill marks, no current pilot can claim them. The 'Mech was captured and recaptured at least three times. In 3081, Poly was decommissioned and assigned as a training 'Mech to give new Mechwarriors in Clan Hells Horses experience with an older 'Mech. It is a fiercely observed tradition that no cadet ever pilot the 'Mech more than once.

BEHEMOTH 4

Type: **Behemoth 4**
Technology Base: Clan
Mass: 100
Cost: 23, 604, 000 C-Bills
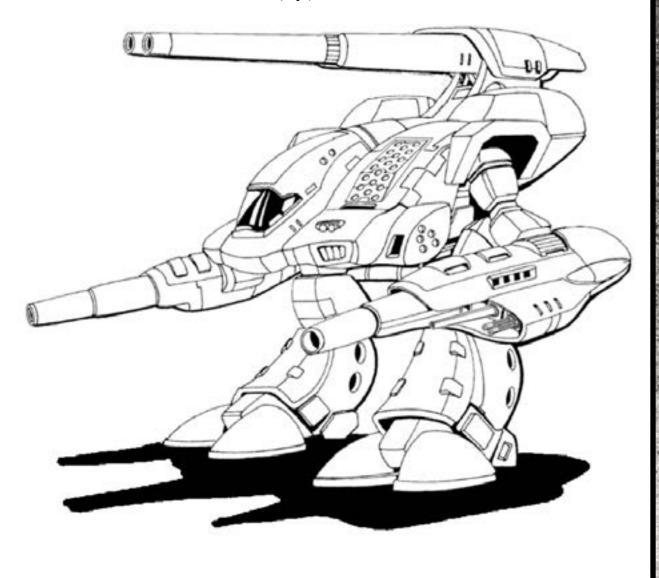
Notes: This 'Mech has the following Quirks;
Barrel Fists, Protected Actuators, Oversized,
Poor Performance, *Weak Head Armor (-1pt).

Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
2 Machine Guns	RA	2	.5
2 ER Medium Lasers	RA	2	2
Ammo (MG)	RA	1	1
2 Heat Sinks	RA	4	2
2 LRM-10s	RT	2	5
Ultra AC/10	RT	4	10
Ammo (LRM) 24	RT	2	2
Ammo (AC) 20	RT	2	2
Heat Sink	CT	2	1
2 LRM-10s	LT	2	5
Ultra AC/10	LT	4	10
Ammo (LRM) 24	LT	2	2
Ammo (AC) 20	LT	2	2
2 Machine Guns	LA	2	.5
2 ER Medium Lasers	LA	2	2
Ammo (MG)	LA	1	1
2 Heat Sinks	LA	4	2
Jump Jet	RL	1	2
2 Jump Jet	LL	2	4

BEHEMOTH 5

Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Grandthrust Mk 5
   Jump Capacity: 90 meters
Armor: Compound 12A1 Standard w/Case
Armament:
   6 ER Medium Lasers
   4 LB 5-X Autocanons
Manufacturer: Tokasha Mechworks
   Primary Factory: Tokasha
Communications System: Garret L19
Targeting and Tracking System: RCA
   Instartrac Version 8b

A stark departure from the classic *Behemoth,* this fifth version tries to shed its slow and ponderous roots and become a Rifleman.

Capabilities

A design based off of early specifications for Amaris's Folly, the Stone Rhino 5 uses a 400XL engine to reach speeds up to 64.8kph. It is armed with four LB-5X Autocannons mounted in the torsos backed up by six ER Medium Lasers in the arms.

Only slightly faster than a regular *Behemoth* and lacking Jump Jets this 'Mech is armed with a plethora of long range but low caliber weapons. What did they achieve? Devastating to vehicles, anything that gets too close is cut apart with the Medium Lasers but it's not really a 'Mech that can take on other assault 'Mechs anymore.

Against other 'Mechs the *Behemoth* 5 relies on scoring critical hits, rather than shaving off armor in large amounts. It has a decent short range sting but can not do the sheer damage that other *Behemoth*s can inflict. As a result it is kept away from the front lines where it might have to face Assault 'Mechs with greater firepower.

Deployment

When Clan Goliath Scorpion refused safecon to the invading Snow Ravens, a Star of *Riflemen* and *Behemoth* 5's had their chance to shine. They had positioned themselves on a stone cliff, strewn with massive boulders which provided ideal cover while they planned to fire down on the plains below them. When the Snow Ravens began landing on those plains they put found themselves in a shooting gallery.

Planning only to shoot down 'Mechs doing orbital insertions they were surprised when Dropships appeared above them. Using the cover as best they could, they began concentrating their fire on the closest drop ship. Taking out one of it's engines the Drop Ship slammed into the ground like an egg hitting concrete. Only one of the Riflemen was disabled by return fire.

They brought down half a dozen aerospace fighters trying to provide cover for a rescue attempt on the survivors of the Dropship. When they finally ran out of ammunition, the *Behemoth* and *Riflemen* pilots refused to leave their post and engaged two stars of medium and heavy Snow Raven 'Mechs who destroys all the *Behemoths* and *Riflemen*. None of the Scorpion Mechwarriors survived.

Notable Units

Birdy: The nick name for Shimood Az, a part time archer and hunter. Its hard to tell if it's an act but Shimood seems to be obsessed with anything above him. He prefers high places, in or out of the 'Mech but doesn't have a lot of options without jump jets. That didn't stop him from attempting a *Death from Above* by leaping off a cliff onto a *Warhammer*. He broke both his own legs during the landing but disabled his opponent.

Shimood spends his time shooting down anything that flies. He is so well known for it that some VTOL pilots refuse to fly near him. He is known for picking off allied UAVs and while he always claims it is a mistake, not everyone is convinced.
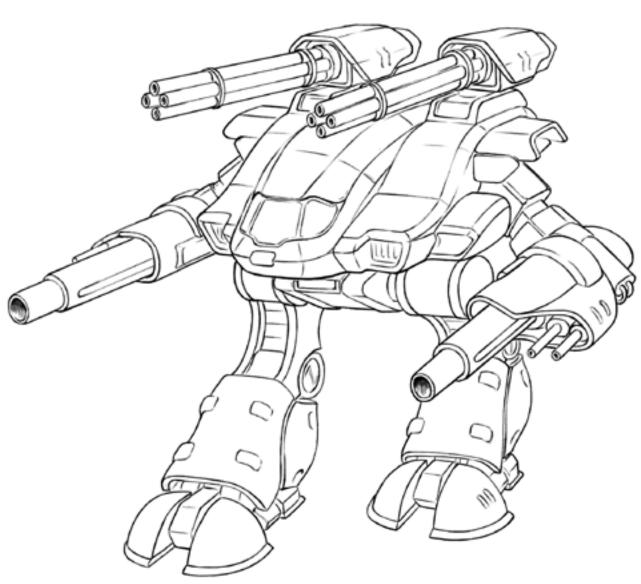
Spat: A *Behemoth* 5 that survived the Jihad, Spat was named for the dispute that arose over it when it was abandoned by the last military to use it. It was parked directly between two towns where its fusion reactor finally shut down for the last time. Each town claimed the 'Mech and everything from protests to violent clashes occurred between the townsfolk over who owned the non-functional shell of a 'Mech. This dispute lasted generations until one day, the 'Mech vanished, compliments of Project Behemoth who picked it up during the night.

BEHEMOTH 5

Type: **Behemoth 5**
Technology Base: Clan
Mass: 100
Cost: 28, 995, 333 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	400	26/5
Type:	XL Fusion	
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	307	16.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	40
Center Torso (Rear)		13
L/R Torso	21	28
L/R Torso (Rear)		9
L/R Arm	17	29
L/C/R Leg	21	35

Weapons And Ammo	Location	Critical	Tonnage
3 ER Medium Lasers	RA	3	3
2 LB 5-X ACs	RT	8	14
Ammo (LB) 40	RT	2	2
2 LB 5-X ACs	LT	8	14
Ammo (LB) 40	LT	2	2
3 ER Medium Lasers	LA	3	3

Notes: This 'Mech has the following Quirks;
Barrel Fists, Protected Actuators, Oversized,
Poor Performance, *Weak Head Armor (-1pt).

BEHEMOTH 6

Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Grandthrust Mk 5
   Jump Capacity: 90 meters
Armor: Compound 12A1 Standard w/Case
Armament:
   14 Medium Pulse Lasers
   1 ER Small Laser
Manufacturer: Tokasha Mechworks
   Primary Factory: Tokasha
Communications System: Garret L20
Targeting and Tracking System: RCA
   Instartrac Version 8c

It was an odd choice the make a *Behemoth* faster, but reduce, not increase, it's jump range. Given the unique weapon's load of medium ranged lasers, the extra speed is critical, and the extra jump range is sorely missed. This 'Mech is a city fighter and can expect to do very poorly in open areas.

Capabilities

The *Behemoth* 6 is possibly the least popular variant constructed. It has a lot of firepower but getting that firepower to the enemy is difficult. In too many situations the 'Mech must rely on cover and wait for the enemy to come to them.

The *Behemoth* 6, like the 5, has the mammoth 400XL engine powering it. It can go faster than normal but not enough to offset the short range

weapon load. To compound that problem, is the loss of one jump jet when it could have gained one. While jumping it is going slower than any other *Behemoth* and can't jump as high.

Another nail in the coffin is the heat dissipation capacity. It can barely shed half the heat it can generate. An alpha strike will definitely shut the 'Mech down, making it a very risky tactic.

Variants

Project Behemoth received two of these 'Mechs with the same basic request - make them work better. Not wanting to do a massive rebuild, they removed the Jump Jets from one of them to make room for an extra-light Gyroscope. 6 Double Heat Sinks were added. Dubbed the 6A, it loses the flexibility of jumping but it can at least fire all of it's weapons once without shutting down for certain.

For the second one, they also removed 4 Medium Pulse Lasers and installed two ER Large Lasers in their place giving the 'Mech some much needed ranged firepower to create the 6B. What they wanted to do was install Endo Steel but the would have required taking the 'Mech apart and at that point they would have just rebuilt it as a *Brutal*.

Notable Units

Mechwarrior Corvin: Heralding from Clan Wolf, Corvin took to the *Behemoth* 6 like an ice hellion takes to the cold. He just had a way with it that worked. He had a photographic memory for terrain features and always knew where to

duck and hide until he could bring his lasers into play. He knew all the short cuts in every area he fought. Both allies and opponents were shocked he could move as quickly as he could in his machine.

He was honest about it with those close to him. Among other upgrades, he had replaced the myomer with Triple Strength Myomer and installed a Combat Computer to help manage the heat. He tinkered with the 'Mech a lot and could coax incredible performance out of it but it required twice the normal maintenance that any other 'Mech did.

Incredibly patient, Corvin would wait for hours to strike. When he did, it was worth it. His opponents went down quickly to the concentrated and highly accurate pulse laser fire.

Sucker: This was the unfortunate nickname for a *Behemoth* 6. It had a long series of pilots. Each pilot would play up how great the 'Mech was until someone who didn't know would challenge them for it. They would throw the challenge and switch to a new 'Mech never looking back. A Star Colonel was so disgusted by this dishonorable practice that he had the 'Mech shipped to Arc Royal for an overhaul.

A little used garrison 'Mech, it was actually in very good condition, having seen very little combat. It was reconfigured to the *Brutal* configuration and shipped back to become fought over earnestly.

BEHEMOTH 6

Type: **Behemoth 6**
Technology Base: Clan
Mass: 100
Cost: 28, 011, 833 C-Bills
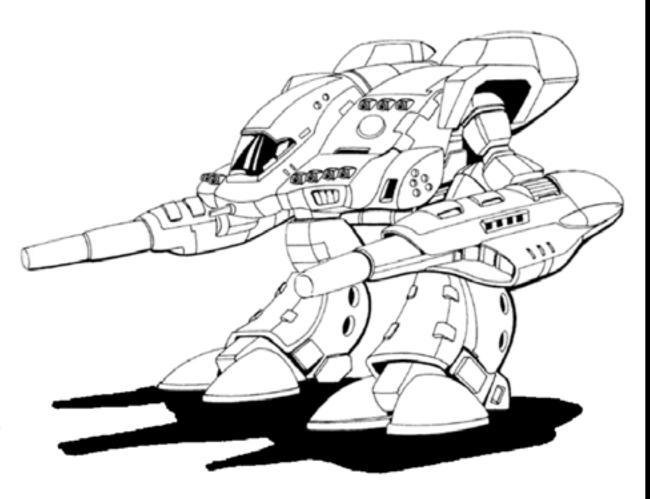
Equipment		Mass
Internal Structure:		10
Engine:	400	26.5
Type:	XL Fusion	
Walking MP:	4	
Running MP:	6	
Jumping MP:	2	
Heat Sinks:	18 [36]	8
Gyro:		4
Cockpit:		3
Armor Factor:	307	16

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	43
Center Torso (Rear)		19
L/R Torso	21	26
L/R Torso (Rear)		16
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
ER Small Laser	HD	1	.5
7 Medium Pulse Lasers	RT	7	14
7 Medium Pulse Lasers	LT	7	14
Jump Jet	CT	2	4

Notes: This 'Mech has the following Quirks; Barrel Fists, Protected Actuators, Oversized, Poor Performance, *Weak Head Armor (-1pt).

Project Behemoth began with humble origins on Arc Royal in a dusty abandoned factory with a handful of functioning tools to work with.

When Allen Feildspare rejoined the Wolf's Dragoons, they treated him with honor. He was, after a fashion, the oldest Wolf Dragoon alive and now the only living Dragoon who has met the founder Jamie Wolf. Feildspare wanted to work on *Behemoth* 'Mechs as something left from his old life. Having lost everyone he ever knew, all his friend and family and even his home world of Outreach, the Dragoons accepted his obsession with the ancient 'Mech.

They gave him all the support they could afford. They went so far as to loan him the use of a company just to reclaim the husk of a single *Behemoth*. Feildspare demonstrated his experience at command by landing on the then Lyran controlled Cerillos in force and simply asking for the salvage. The locals surrendered it, happy to avoid an engagement.

This was the first *Behemoth* Feildspare repaired but more followed. Feildspare worked on the side as a history teacher. Having witnessed the Clan Invasion, the Dragoons at their prime, the Battle for Twcross and the beginning of the Jihad, his lectures commanded a fortune.

The Dragoons were happy to let 'the eccentric old man' putter around with his rusty old *Behemoth*s but they refused to let him live fire test them, fearing for his safety. Feildspare demanded a trial of refusal. It became his live fire test and he handily defeated three opponents. The Dragoons finally sat up and took notice of the project.

He started a marketing division to sell the refurbished 'Mechs, reminding people of how deadly they used to be and how deadly they are now. He highlighted the upgraded targeting and tracking systems and new software that would allow the old 'Mechs to network properly with today's communication systems. Feildspare's team scoured technical documents looking at upgrades done to a variety of older 'Mechs to keep them relevant and battle worthy and they had meetings to discuss which to apply.

When the first wave of 'Mechs were presented for sale, Allen's team of misfits, retirees and other personnel the Dragoons could spare him became officially known as Project *Behemoth*. Allen delivered a pair of fully refurbished *Behemoth* Battlemechs to the senior staff of Wolf's Dragoons. Allen presented a *Behemoth* modified as a command 'Mech to General Thomas Brubaker himself. Recognizing that Brubaker would not pilot an old second line 'Mech, no matter how much love the project had put into restoring it, Allen asked the General to give it to a commander he felt was worthy of it.

Project *Behemoth* stopped being treated like a gift to an old warrior and started being recognized as a serious tech house. The project created jobs and started attracting skilled labor interested in working on the odd project. The Wolf's Dragoons weren't unhappy to be getting a trickle of in-house 'Mechs being delivered to their doorstep.

As the project started pulling in more and more experienced technicians, it wasn't long before they wanted something in return. They began by tasking Project *Behemoth* with maintaining and repairing Dragoon 'Mechs and equipment. Feildspare made sure their focus was on *Behemoth*s but worked very hard to try meet every Dragoon request. The shop would end up splitting it's time equally between supporting Dragoon equipment and working on *Behemoth*s.

He expanded his little workshop in the corner of the old factory. Then he expanded again. And again. One day someone pointed out to Feildspare that he really had everything needed to build new 'Mechs from the ground up.

The first new 'Mech was a great drain on resources for Project Behemoth. They wouldn't get a second chance. It had to turn a profit if they were to continue. There were many problems. Even little ones could become big. A simple tool they needed had to be ordered from another world and paused work for a month. The biggest cost was paid to the Sea Wolves for critical purchases like this.

Their first 'Mech needed to be simple, because they lacked advanced construction capabilities. It also had to be effective or it would languish in mediocrity. Discussions raged nights about every detail of the new 'Mech.

The name for the new 'Mech came more out

of the struggle to produce it, than it's aggressive weapons payload. They called it the Brutal.

The design time wasn't nearly as long as a new 'Mech but they were updating a venerable design. They would be held accountable for any legacy flaws, old electronics or obsolete software. Everything was checked and rechecked and then checked again.

Six months of construction, much by hand, produced the first new *Behemoth* since the Jihad. It was a clunky, proof of concept full of post fabrication changes, that created problems no amount of tinkering with would ever resolve. It's completion was very quietly celebrated. It was kept for reference and later stripped for parts.

Their second 'Mech performed almost flawlessly in its demonstration. The smoke coming off the ultra autocannons as they obliterated target after target and the fires left behind by the plasma bursts made it an immediate hit.

While Project *Behemoth* sold kits for existing *Behemoth*s to all interested parties, the Brutal became it's flagship product. The Sea Foxes, snapped up as many Brutals as the Project would offer them.

A devastating machine, it's all ammunition dependant weapon systems limited it to certain roles but it was a line breaker and every commander needs that. Twin Inner Sphere built Plasma Rifles supporting twin Class 20 Ultra Autocannons, it can chew up and shut down other assault 'Mechs very quickly. Even without secondary weapons is effective against vehicles and infantry with the plasma weapons. The Brutal was pitched as the BattleMech answer to combined arms strategies although it lacks anti-infantry weapons.

Project *Behemoth* would go on to produce a number of variants on the same frame. They would make single custom *Behemoth*s or production runs of up to a dozen of a design. Their problem stopped being customers or finances but how fast they could produce the 'Mechs and they started looking for help from bigger manufacturers on Arc Royal.

In an act that cemented his eccentric reputation, Feildspare started working on *Behemoth* Tanks. It started as a joke, a technician asking if he could bring in a damaged *Behemoth* tank for repair. Allen said yes. Their first effort was clumsy in the extreme and they had to bring in skilled vehicle technicians to finish the repair. They never built the tank, or even tried to, but they would eventually specialize in it's repair.

The Project was always interested in an Omni version of the 'Mech but as enthusiastic as the response was to the Brutal, no one would come forward to fund Omni-Mech research.

In 3146 Clan Jade Falcon seized control of Arc Royal. Allen Feildspare got out a folding chair, put it in front of his factory, and had a seat with a drink in one hand and a hot dog in the other. His staff remained inside, certain he was crazy. The Jade Falcons also thought he was crazy when he surrendered to them.

During processing, when they scanned his DNA, an 90 year old file opened up, which listed his rank as Star Commander in Clan Jade Falcon. This confused the Jade Falcons.

They could not decide if Feildspare was a member of their clan or not. The matter went so far as to reach Khan Malvina Hazen who reprimanded her staff.

"I don't care if he did survive an 80 year mis-jump. If he's a Falcon, put him back into uniform and put him back on the front line."

Right before Feildspare was shipped off, Malvina, in a calmer moment, recanted her decision and left him to design and build Battlemechs instead. It's likely her security team suggested he had a connection to unusual Hyperspace travel and might be an important asset for solving the black out. This spared his team as well.

Project Behemoth was immediately tasked with doubling it's output and the factory received significant upgrades in equipment and personnel but their entire output would flow into the Clan Jade Falcon touman.

Project Behemoth was a small 'Mech Garage operating on Arc Royal fixing and eventually building new *Behemoth*s. It was an enigma that had attracted the attention of a security forces across the Inner Sphere because of it's eccentric project lead, Allen Feildspare. He had been an unwilling participant in a Word of Blake jump ship experiment, which arrived 80 years after it's departure, a blink of an eye for those on board. After observing him for 5 years, my conclusion is that he is either gifted at keeping secrets or he simply doesn't know any more about the Word of Blake. I give either scenario equal weight at this point. He's still one of the most wanted men in the Inner Sphere but he keeps making himself so extraordinarily useful that every organization that has had him, has taken significant pains to keep him alive and well and let him keep doing his work, which has mostly been designing and constructing Behemoth Battlemechs.

'Gifted' various cybernetic implants, he has enhanced memory, data processing, reflexes, vision, etc and a significantly shortened life span. He works obsessively, constantly aware, with digital precision, how much time he has left before the organic-technological melding kills him. Three operations to remove cybernetic components have increased what time he has left but no one alive seems to know how to remove the last of it without killing him.

As interesting as it is, the resurrection of the *Behemoth* from obsolescence has taken a back seat to the reconnaissance opportunities that working with Project *Behemoth* have given me. Under the pretext of following often unusual instructions, I have been able to infiltrate all levels of the Wolf's Dragoons and several other mercenary units on Arc Royal. I even thought I had a lead on information about the Clan Home worlds but that nearly lead to my exposure and I have ceased those operations but new opportunities appear frequently.

With the change of control of Arc Royal when the Jade Falcons seized it, Project Behemoth shifted gears and kept going with barely a pause, an impressive feat. I find myself in a prime position to observe and report on one of the most powerful Clans. This document has a smattering of my investigations, see my previous report, but goes into great detail on the *Behemoth* 'Mechs I find myself so wrapped up in helping build.

- Eploid Alderson, Comstar Agent
Project Behemoth on Arc Royal
Nov 19 3150

There are many indications that Adept Alderson has been compromised including his own admission. One hand written note is particularly damning and was omitted from his report. It was recovered by another agent and it has been added to this report. Despite divided loyalties Alderson continues to deliver valuable intelligence. It is my professional opinion that he be left at his post for now. We require a second agent to infiltrate Project Behemoth and continue our investigation into Feildspare.

- Elly Patterson, ComStar Agent
Dec 12 3150

The *Behemoth* was never optimized for Death from Above attacks. You can't see down so you must depend on sensors and cameras to accurately locate your target after they disappear from line of sight during the jump. Against a 'Mech with ECM or worse Stealth capabilities, the *Behemoth* is at a distinct disadvantage for landing a Death from Above attack. Skilled pilots have still managed to land such attacks with terribly effectiveness.

It is recommended that the inexperienced Pilot apply the landing thrust early. This results in a softer hit but it is more accurate and a missed attack is less damaging to the legs and the 'Mech is less likely to fall.

Straddling the Cockpit

Project Behemoth teaches this technique which was allows Mechwarriors to perform Death From Above while reducing the risk of killing their training partners. The goal is to land the 'Mechs feet on the shoulders of the target. The technique was developed by the Knights of the Inner Sphere but they were never reluctant to spread this information to anyone willing to learn how.

Feathered DFA

The idea for a feathered DFA came from the previous technique. The idea isn't to avoid the cockpit this time, but to gain more control over the attack by applying the jump jets early. It is possible to program the 'Mech to do this but most pilots learn to do it manually.

How to Plan Your Spacing

The *Behemoth* is an oversized Battlemech. It is particularly wide and many pilots have trouble anticipating their spacing when moving between two buildings or other obstacles until they have piloted this 'Mech for some time. Sensors 42 and 43, standard on virtually every model, may seem superfluous at first but sit on the outer edge of each arm and serve as collision warning devices. Aiming the 'Mechs arms between any structures you wish to pass through, you can judge whether you will fit without tearing off some rich noble's patio deck sticking out from a building. The audio warning is, by default, turned off for these sensors as they would trigger whenever you aim your arm weapons at anything nearby. Some pilots have learned to use these sensors to help aim if their cockpit sensors have failed or been destroyed but this is a desperate measure.

Situational Awareness

The *Behemoth* has several blind spots and while the sensors are designed to keep track of everything, the pilot still has to use that information properly. In training, the best thing to do is turn off the sensors. If you can't remember where everything is, then you'll have to refer to your sensors when you could be doing something far more important, such as staying alive and shooting back.

Right now, close your eyes. Tell me everything in the room with you. Do you have situational awareness?

In 2018, if you took a brand new car off the show room floor, drove to the nearest swamp, parked it in a few feet of water and left it there, it might last a few years. There would be a rusted brown hulk of a car for a while and eventually there would be nothing. It you take a brand new 3149 *Behemoth* off the show room floor and park it in that swamp, after a hundred years, you could get in a power it up.

There was a sword smithing monk who polished his swords every single day by stroking them with a silk cloth. After three years these swords would not rust. The polishing had slowly adjusted the aluminum on the surface so that it filled all the holes in the surface so nothing could bond with the surface and begin the rusting process.

Today we do that with metal as a mater-of-course. Armor comes from the factory with an almost perfect surface and we have machines that will scan and repair the surface of any armor layer. Naturally the clans have better technology and this device is hand held for them.

Armor with a perfect surface is more resistant to damage. Imperfection is like having a chip in a windshield. Even a small one significantly reduces the strength and chips tend to grow until the windshield fails. A flawless surface helps the different layers do their job the best they can, whether this is resisting chemicals, heat, kinetic force or electromagnetic pulses. Even if the surface of the armor is heavily damaged and manages to start rusting, the lower layers are unlikely to. It's only in certain very caustic environments that 'Mechs will rust. Unfortunately 'Mechs tend to wander from local to local and get damaged a lot. Bad repairs can lead to rust as well, if a cracked surface isn't properly fixed.

The Scrap Pile

Project Behemoth already acquires every old *Behemoth* it can and each of them are examples of the difficulty in rusting a modern Battlemech. There was, however, one example of a 'Mech so badly treated that it could not be salvaged.

One of our scouts, mercenaries hired to chase down reports of *Behemoths*, found one. Unfortunately it had been in a swamp for a hundred years and the water had a higher PH than battery acid. When they removed it from the water, someone described it's appearance as skeletal.

The mercenaries had the audacity to transport, what was left of the 'Mech, all the way to Arc Royal. Allen described it as Swiss Cheese. He paid the mercenaries their travelling expenses and told them they were lucky to get that. He had the remnants cleaned and encased in a plasteel coating and donated it to a museum.

- Technician Fred Notormyr
Arc Royal
July 7th 3149

K-TECH WEAPONS SYSTEMS

BEHEMOTH (STONE RHINO)

REBUILT, REFURBISHED, REDESIGNED

BASTION

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust MK 5
  Jump Jet Capacity: 90 Meters
Armor: Advanced/3
Armament:
  2 Holly Arrow IV Missile Systems
  3 ER Medium Lasers
  3 Medium Pulse Lasers
Manufacturer: Tokasha Mechworks
  Primary Factory: Tokasha
Communication System: Rander Comm-Marshal
Targeting and Tracking System: Rander Dragonslayer

Capabilities

The Bastion was yet another heavily damaged *Behemoth* that has been re-purposed. Too costly to repair it's latest damage, it had fallen into the hands of a mercenary company who left it behind to pretend to guard the city they had been working for. The unit's right and left Gauss Rifles had exploded as a result of combat damage and that essentially left the unit unarmed and in need of extensive repairs and a new set of weapons. The city requested funding to repair the unit for many years while it languished in a warehouse. Pitching a redesigned weapons layout as a city defence tool, and waiting until key council members were on vacation, they were finally able to secure funding years later. Several council members returned and were furious to see so much money spent on a 'scrap pile' as they called it.

The repairs took months during which time the citizens complained frequently, wondering if their protector would ever manifest after spending so much money on it.

The *Behemoth* is a big slow weapon's platform and was always designed to carry an enormous load with great stability. Treating the 'Mech as a semi-mobile gun emplacement, they rearmed it with artillery weapons, installing twin Arrow IV launchers with 3 tons of ammunition each. All other weapons were considered secondary and even the jump jets were removed. A brace of lasers was added but only a point defence measure. Three Medium Pulse Lasers and three ER Small Lasers were considered enough to deal with scouts and infantry the 'Mech was expected to face head on.

Deployment

The Bastion has yet to see combat but performs reasonably well in it's assigned role during exercises. The slow nature of the *Behemoth* is compounded by the artillery. It can not move and fire it's artillery in the same round.

The citizens love it. Painted brightly, the Mayor marches his prized possession around town for every parade and event, reminding the citizens that it was his idea to repair the thing.

Notable Units

Tim Lawson: Not as good a Mechwarrior as a technician, Tim is expected to heroically pilot the *Bastion* in the event of invasion or other threats to the city. He has tried to explain the drastic short comings of the 'Mech to the city council who determinedly refuse to listen or understand any of it. They like to pat him on the shoulder and tell him he's just nervous and that's understandable.

Without any support, besides poorly trained infantry and a police riot vehicle armed with a machine gun, the *Bastion* is a sitting duck. Tim figures he'll just upset anyone invading so that when they do finally close with the 'Mech, they make sure to stomp it into the dust.

He also notes that the structural supports holding the Arrow IV launchers were very customized and aren't really strong enough for the job. He has replacement parts and keeps an eye on it after every test firing but wonders how long it would hold up in actual combat.

Tim has repeated requested that the city council purchase some better support, *locusts* or a couple of tanks, but they refuse each time.

BASTION
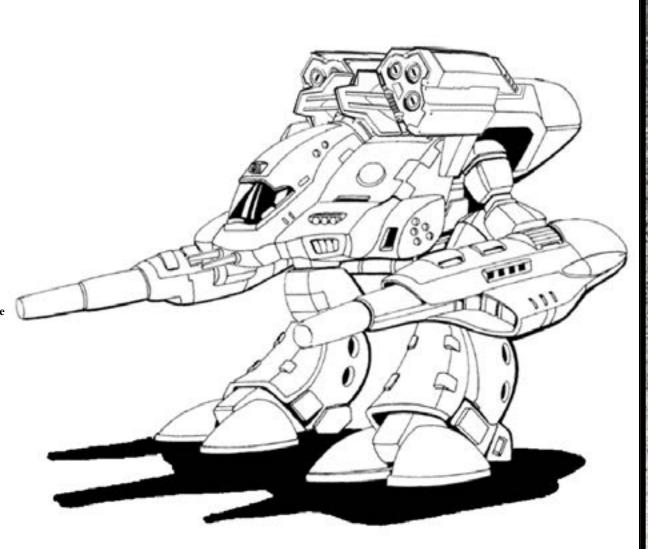
Type: **Behemoth-BTN**
Technology Base: Clan (Mixed)
Mass: 100
Cost: 11,877,500 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Type:	Standard	
Walking MP:	3	
Running MP:	5	
Jumping MP:		
Heat Sinks:	10[20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Arrow IV (IS)	RA/RT	9/6	15
3 ER Medium Laser (C)	RT	3	1.5
Ammo (Arrow IV) 15	RT	3	3
Medium Pulse Laser (C)	HD	1	2
2 Medium Pulse Lasers (C)	CT	2	4
Arrow IV (IS)	LA/LT	9/6	15
Angel ECM	LT	2	2
Ammo (Arrow IV) 15	RT	3	3

Notes: This 'Mech has the following Quirks; Barrel Fists, Multi-Trac, Oversized, Weak Head Armor.

BEHEMOTH J

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust MK 5
   Jump Jet Capacity: 90 Meters
Armor: Advanced/3
Armament:
   2 Thunderstroke Series 1A Gauss Rifles
   2 Series 1g Extended Range Large Lasers
   1 Type DDS "Kingston" Extended range
      Particle Projection Cannon
Manufacturer: Tokasha Mechworks
   Primary Factory: Tokasha
Communication System: Rander Comm-Marshal
Targeting and Tracking System: Rander Dragonslayer

The *Behemoth* J was discovered in a junk yard on Solaris VII, mostly recently used for a flashy bought and then discarded as an ancient relic. Refitted as a command 'Mech it was poorly suited for arena combat. Rather than repair it for combat duty the Wolves' wrote it off. Project Behemoth claimed the 'Mech and despite its extensive refit, classified it as a minor repair. No effort was made to reverse the changes, but they simply tried get the 'Mech fully functional again. It was hardly a minor repair in the end but required a tremendous amount of work.

Capabilities

It is clear that the *Behemoth* J suffered either catastrophic damage at some point, or simply lacked for original parts for a long part of its life. The legs were almost entirely rebuilt and required a custom software upgrade to become properly functional. Likewise, the shoulder assemblies were replaced, probably when the unit moved the Gauss Rifles from the torso's to the arms. These modifications robbed the unit of its Barrel Fists and Protected Actuators. On the plus side, to coordinate all the changes a Combat Computer was installed which makes the 'Mech more heat efficient.

Abandoning the original lasers, the J mounts a dorsal ER PPC and a pair of side torso mounted ER Large Lasers. Combined with the Gauss Rifles this 'Mech packs a powerful long ranged range punch, which is ideal for a command 'Mech. It runs a little hot but its intended stand-off role should give it plenty of opportunity to cool down behind cover. Externally the cockpit varies little from the original but inside there is a Battlemaster style cockpit, for a commander and pilot tied into a Watchdog CEWS system in the torso.

Deployment

The 'Mech was scavenged already painted in Black Widow Company colors but it was probably painted for the Solaris VII games. Still, the Clans were notoriously unconcerned about keeping records of 'Mechs' battle history even before the black out, so its history is unconfirmed. The colors were kept, however, as the Wolfs Dragoons requested the 'Mech for their use, where it will resume command duties.

Notable Units

Barbatos Class: Highly skilled but lacking common sense, Barbatos ended up in trouble a lot and depended on his skills to get himself out. He grew up on the streets of Solaris VII and got his Mechwarrior training mostly moving 'Mechs around as a technician's assistant until one day they needed someone to take a fall in a rigged match. His skills kept him alive and made the fight last longer, something the crowd loved. He gained a small amount of fame losing matches and achieved one of the lowest scores on Solaris VII which catapulted him to fame. The fame appeared as a chance to lose in the *Behemoth*-J, which he did and for a healthy pay check. Barbatos hopes to earn enough to retire before the injuries force him out.

Tick and Tock: With clock nick names, the identical twins Sam and Pat Satire are the new pilots of *Behemoth*-J after it was sold to the Wolf's Dragoons. Refusing to separate on the Battlefield, the twins were compromising certain formations. When the J became available it satisfied all parties. The two work together with deadly synergy and they have been given a temporary promotion to company commanders to see if that synergy applies to their leadership skills.
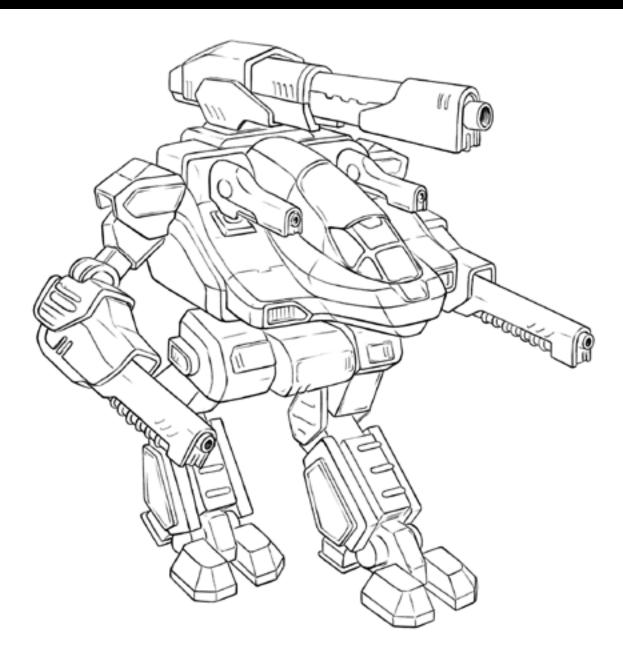
BEHEMOTH J

Type: **Behemoth-J**
Technology Base: Clan
Mass: 100
Cost: 25,649,760 C-Bills

Equipment		Mass
Internal Structure:	Endo-Steel	5
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	18[36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
ER Large Laser	RT	1	4
2 Heat Sinks	RT	4	3
Command Console	HD	1	3
ER PPC	CT	2	6
ER Large Laser	LT	1	4
Watchdog CEWS	LT	2	1.5
2 Heat Sinks	LT	4	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Jump Jet	RT	1	2
Jump Jets	LT	2	4

Notes: Command BattleMech, Comba
Computer, Oversized, Poor Performance
*Weak Head Armor (-1 pt)

BRUTAL

Mass: 100 Tons
Chassis: Dark Age Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 465
   Jump Jet Capacity: 90 Meters
Armor: Jolassa 325
Armament:
   2 Defiance Novashot Model 2 Plasma Rifles
   2 Series 3 Ultra Class 20 Autocannon
Manufacturer: Project Behemoth
   Primary Factory: Arc Royal
Communication System: Angst Clear
   Channel 9.
Targeting and Tracking System: Angst Accuracy Mk2

Project Behemoth needed a signature *Behemoth* to produce with its rudimentary factory. The team wanted it to have at least one newer weapon system to get attention of buyers. It had to have more firepower than the original *Behemoth* and some kind of answer to combined arms. Further it had to be built on a standard frame and with standard armor. The factory wasn't tooled up to work with advanced materials. The worst restriction was the need to severely limit the number of different weapon systems they placed on the 'Mech to reduce the logistical train required to supply them.

They conceded to the inclusion of an XL engine despite the increased risks. The weight savings allowed them to consider a much heavier weapons payload. This allowed the team to go with a unique pairing of weapons that had not been done before.

Capabilities

The Brutal was inspired by the Kraken 4, a terrifying close range assault 'Mech armed with twin Ultra Autocannon 20s and three ATM 6s. If it could get close, it was devastating. The *Behemoth* BB begins with two Ultra Autocannon 20's and backs them up with a pair of Inner Sphere Plasma Rifles. It is intended as a line-breaker, able to over challenge two 'Mechs at the same time, and if it can't destroy them immediately, leave them overheated and unable to return fire as it continues to dish out damage until the job is done.

Not a popular 'Mech the BB has been criticized for its all-or-nothing approach. Entirely ammunition dependant, it has no fall-back weapons for protracted battles. With only 25 rounds for two Ultra Autocannons, it could potentially empty its magazines in just over a minute with the Plasma Rifles enduring for a reasonable two and a half. The marketing team for the project has pointed out that, in that time, the 'Mech can shave off 50 tons of armor, easily destroying two or three Atlases.

The Brutal trades the traditional Jump Jets for an engine supercharger to help the 'Mech close with opponents more quickly. Critics grumble that its best use will be to run away when the ammunition runs out and that the supercharger adds yet another potential for catastrophic failure to the unit.

Deployment

Clan Sea Fox has been snapping up all the copies that Project Behemoth will sell them and is pushing for a production run at a large facility. The 'Mech suits more aggressive Clan warriors who frequently consider engaging more than one unit at a time these days. For Clanners who still reject combined arms strategies, this is a satisfying weapons platform whose plasma weapons are deadly effective against vehicles and infantry. It is no surprise that the 'Mech had been showing up in small numbers among the Jade Falcons with their new, more hostile, outlook.

With the Black Out, information is being shared at a much slower rate and it's much easier to keep secrets but not always. In an undisclosed location a Jade Falcon Trinary dropped at night right into a Wolf Light Cluster in heavy woods, a surprise to both sides. While neither side intended to breech Zellbrigen, it was immediately a pitched brawl and became dominated by close quarters and melee weapons. This highly favored the aggressive Jade Falcons. Nearly half the Wolves fell, some 9 'Mechs, at a cost of two Falcon 'Mechs. Fires started by the Plasma Rifles spread swiftly through the woods making the battlefield a fiery inferno. Just as quickly as the battle began, both forces retreated from the fire in different directions and did not see each other again.
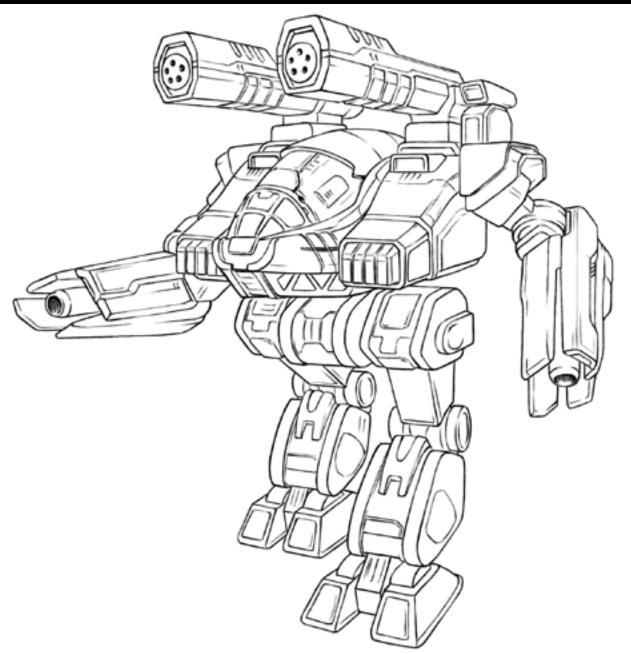
BRUTAL

Type: **Behemoth-BTL**
Technology Base: Clan (Mixed)
Mass: 100
Cost: 23. 410, 000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	20[40]	10
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Ultra AC/20 (C)	RT	8	12
Ammo (AC) 10	RT	2	2
Ammo (AC) 5	H	1	1
Ultra AC/20 (C)	RT	8	12
Ammo (AC) 10	RT	2	2
Plasma Rifle	RA	2	6
Ammo (Plasma) 30	RA	3	3
Plasma Rifle	LA	2	6
Ammo (Plasma) 30	LA	3	3

Notes: This 'Mech has the following Quirks
Barrel Fists, Multi-Trac, Oversized, Weak Hea
Armor.

BRUTAL

A Brutal Little Walk Around Ontario

Tana Mitts was so tall that she had to duck through hatches and there was always that joke that she was part elemental. Today she was a walking bruise. Wearing only a cooling vest, shorts and black polished boots with a knife sticking out of one, she was dotted with fresh white bandages. Some of the stitches on her arm were showing though. The swelling in her eye was coming down and she could see clearly again. She carried her neural helmet in one hand.

She passed a row of lockers and saw her name scratched on one in chalk. She did not pause. There was no time for the formality of a uniform.

She was coming.

Tana stood in a row of warriors awaiting reassignment. There was a quiet murmur which could be heard between explosions in the distance. She heard a word that made her shudder; Dispossessed.

It was an Inner Sphere term. Originally it described a Mechwarrior during the Succession Wars who had lost their 'Mech. They were so rare and valuable

at the time that getting another one was unlikely and so they would live in shame. Even after a hundred years together, the two cultures were still very different but they both knew shame. That's what the word was describing. Each of them had lost their 'Mechs here on Terra in the most important battle of their lives. Now they had a chance to pilot one of a few available 'Mechs for the honor of their Clan, the best clan, the Jade Falcons.

Tana took a darting glance at her competition. They were younger. Every one of them had made an effort to spruce themselves up, put on a uniform, hide their bandages. Tana had done nothing. She had come straight here fighting past the doctor to leave the med center. She was sweaty, bloody and in pain.

Malvina appeared with a scowl and everyone shot to attention in the cramped hallway. She had such a look of hatred on her face that Tana gulped.

"I am a Mechwarrior short." Malvina hissed and walked down the line.

"No."

"No."

She reached a young man in a clean and pressed uniform, shrieked and hit him in the face so hard he slumped to the ground unconscious. How she said it was a mystery but she hissed out the word 'no'.

She paused at Tana.

Tana could not help it. She tried to resist but a smile crept to her face. What actually happened was that she bared her teeth and blood dripped from her wounded mouth.

Malvina smiled.

"Yes."

Malvina turned and walked away. Tana hurried to keep up. As they appeared in a makeshift 'Mechbay Malvina motioned up towards a *Behemoth* Brutal and screamed at the technicians.

"Make sure the ammunition is fully loaded."

They were painfully short on ammunition so Tana knew how important that statement was. They were about to make the final push to destroy Clan Wolf and seize Terra for the Falcons. She felt burning pryde in her chest. She would get to participate and in such a 'Mech!

She was not given much time. Someone started shelling the base. Tana scrambled to get into the cockpit. The 'Mech responded quickly and she galloped out of the 'Mech bay. She saw the logo of the Wolfs Dragoons mercenary company on 'Mechs closing with them which was confusing. They were supposed to be fighting Clan Wolf. What trickery had they performed? It did not matter. She had a job to do. Her comms squawked.

"We have got to get Malvina out of here. Mechwarrior Tana hold them here where the terrain narrows."

"Aiff."

Tana looked up at a red and white Canadian maple leaf flag fluttering in the wind as she toggled her cannons to their highest rate of fire. She turned to face a sea of black and red 'Mechs.

Twin brilliant blue orbs of glowing plasma erupted from her 'Mech beneath twin lines of autocannon shells. They splashed and hammered across several Wolf Dragoon 'Mechs unused to the brutality of the Jade Falcons. She charged into their formation creating chaos, kicking and firing. 'Mechs fell.

She saw four blue lights from a Hellstar. She thought about Aiden Pryde. Her fury and sacrifice had stalled their advance for about a minute.

GHOST

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Grandthrust MK 5
Jump Jet Capacity: 120 Meters
Armor: Advanced/3
Armament:
2 Type DDS "Kingston" Extended range Particle Projection Cannon
1 Series 1g Extended Range Large Lasers
2 ExoStar Pinnacle Extended Range Medium Lasers
Manufacturer: Project Behemoth
Primary Factory: Arc Royal
Communication System: Rander Comm-Marshal
Targeting and Tracking System: Rander Dragonslayer

Only rumored to exist, no one in Project Behemoth will talk about it. The prevailing theory is that they built it. What is known about this 'Mech is from eye witness accounts and deduction. The similarity to the *Behemoth Maximum* does not feel like a coincidence. The Ghost's role in combat was confusing. It has all the capabilities of a command 'Mech and a reconnaissance unit which is at odds. An interesting theory is that the 'Mech is a transport unit, possibly for defectors.

Capabilities

Using a 400XL engine with a supercharger, this is a fast *Behemoth*. We are assuming it is a *Behemoth*. The stories are consistent that it has an all-energy arsenal, which describes a 'Mech capable of long independent operations. It appears to be armed, as usual, with ER PPCs but arm mounted. Each PPC is paired with an ER Medium Laser with a single torso mounted ER Large Laser finishing the weapons compliment making it a relatively light weapon's load out.

The Ghost employs the Void Signature System which has warning bells going off for security forces. This is Republic technology at a time when contact with the Republic is non-existent, or so it would seem.

Observing this 'Mech fire repeatedly and the pattern of pausing between shots, we have determined it must be using a Radical Heat Sink system.

It has the longest jump capacity of any *Behemoth*, an upgrade from the Maximum but retains the supercharger. This is a fast and maneuverable assault 'Mech. We calculate it is using a double extra light engine, making it the most expensive *Behemoth*. We can only think that is must be the pet project for some insecure, or extremely aggressive ranking commander with access to significant wealth.

Piecing together the rest of the 'Mech we believe it is using a Command Console, an improved life support system and has a 1 ton storage locker.

With both a Double Extra light Engine and a Void Signature System, this 'Mech runs extremely hot. Twenty one double heat sinks and a Radical Heat Sink system manage the heat moderately fairly well but over the long term, the constant heat greatly increases its need for maintenance. In a raging battle, the pilot would need to carefully govern either their weapon fire, or deactivate the Void Signature System or risk catastrophic heat when the Radical Heat Sink system finally fails. We have a single report that reflects this. A pilot saw the 'Mech for several seconds during a heated point-blank battle before their ride was shot out from beneath them. However it's ultra-black paint job, at night, made it impossible for her to confirm that it was a *Behemoth*.

Notable Units

Alexis Ghost: The pilot of the invisible 'Mech left her DNA behind when she snuck into a data center and copied all their records, including 'Mech designs, prototype weapons and a new hovercar blueprint. This barely helped. She has been traced to a dozen worlds, each where she uses a different name and has a different appearance. She used the name Alexis twice which is how this report named her. Since the investigation began, she hasn't been seen again. She seemed to like to drink and fight but it could be an act. It's not much to continue our investigation on.

GHOST

Type: **Behemoth-BTL**
Technology Base: Clan (Mixed)
Mass: 100
Cost: 128, 308, 667 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	400	17.5
Type:	XXL Fusion	
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	21[42]	11
Gyro:		4
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Command Console	HD	1	3
Supercharger	CT	1	2
ER Large Laser (C)	RT	1	4
Radical Heat Sink	RT	3	4
Guardian ECM Suite	LT	2	1.5
Cargo	LT	1	1
ER PPC (C)	RA	2	6
ER Medium Laser (C)	RA	1	1
ER PPC (C)	RA	2	6
ER Medium Laser (C)	RA	1	1
Jump Jet	RL	1	2
Jump Jet	RT	1	2
Jump Jet	LL	1	2
Jump Jet	LT	1	2
Void Signature System	**	7	0

Notes: **The Void Signature System occupies 1 slot in every location except the head. This 'Mech has the following quirks; Barrel Fists, Improved Life Support, Protected Actuators, Difficult to Maintain, Oversized,

*Weak Head Armor.

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust MK 5
   Jump Jet Capacity: 90 Meters
Armor: Advanced/3 W/Harjel III
Armament:
   2 Thunderstroke Series 1A Gauss Rifles
   2 Type DDS "Kingston" Extended range
      Particle Projection Cannon
Manufacturer: Tokasha Mechworks
   Primary Factory: Tokasha
Communication System: Rander Comm-Marshal
Targeting and Tracking System: Rander Dragonslayer

Hemisphere is a red and white *Behemoth* which sports a faded Jade Falcon logo to this day. It was a prototype for a more modern *Behemoth* constructed in 3047 and sent with the clan invasion of 3052 for testing. After the head was destroyed and the pilot killed, it was gifted to bondsman Allen Fieldspare who repaired it and served with distinction until he was re-captured by his old unit, the Wolfs Dragoons. Earning fame in conflicts with Clan Wolf, Allen vanished in the 3060. His uncle, Dr. Joseph Dar Fieldspare inherited the 'Mech. Based out of Solaris VII, Hemisphere became a test bed for bleeding edge technologies until a Clan Wolf warrior recognized the hated 'Mech and soon bounty hunters tried to collect the bounty on it. Dr. Fieldspare fled and Hemisphere became an urban legend appearing in ghost stories all over the Inner Sphere. The first credible report of the 'Mech in 80 years put it in the hands of Neville Fieldspare, assumed to be a descendant and put the 'Mech back in the employ of the Wolfs Dragoons which it had probably never left.

As a proof of concept, the design works excellently. Unfortunately the 'Mech has such a stigma that it is unlikely more than a handful of copies might ever be constructed.

Capabilities

With no pretence at secondary weapons Hemisphere is armed with a pair of Gauss Rifles and ER PPCs giving it an effective long ranged command of the battlefield. While its speed is only average for an assault 'Mech, its Grandthrust MK 6 JumpJets improve its maneuverability in difficult terrain.

Hemisphere's greatest feature, and weakness, are the bevy of experimental technologies installed under its skin. The Harjel III system, installed in all the torso locations lets it actually repair damage, encouraging a hit and run style of combat. The 'Mech is compatible with Direct Neural Interface cybernetics. The Battle Computer has a complex AI and a reputation for growling and making a series of pre-programmed aggressive movements, such as lunging or stomping it's hoof-like foot when targets classified as enemies are nearby. Without plans for the ancient design, Hemisphere's head was rebuilt from a *Hatchetman* cockpit and it now includes the full head ejection system, a protective cowl and a 1 ton storage space designed to fit a suit of Battle Armor that the pilot can use after ejecting.

Hemisphere is expensive and difficult to maintain. The Harjel system leaks constantly and unless cleaned off after any battle where the torso is damaged, its movement is reduced by 1 MP. So far, its fame helps to justify its cost, as does Neville's devotion to the 'Mech.

Deployment

Hemisphere has been in many battles, countless as an urban legend, but has been in decontamination storage as well. Among the confirmed sightings; It was present at the Battle of Twycross serving the Jade Falcons. It appeared in numerous clashes between Clan Wolf and the Wolfs Dragoons. Its fame comes mostly from six undefeated bouts on Solaris VII which were used years later in a documentary about ghost 'Mechs. It was recorded as being in storage on Outreach after being irradiated by the 3067 nuclear bombardment of that world by the Word of Blake. There is a video of a red and white *Behemoth* fighting the Word of Blake during the Jihad but skeptics point out it is probably one of several copy cats that appeared after the documentary was released.

HEMISPHERE 3145

Type: **Behemoth-HS**
Technology Base: Clan
Mass: 100
Cost: 25,360,000 C-Bills
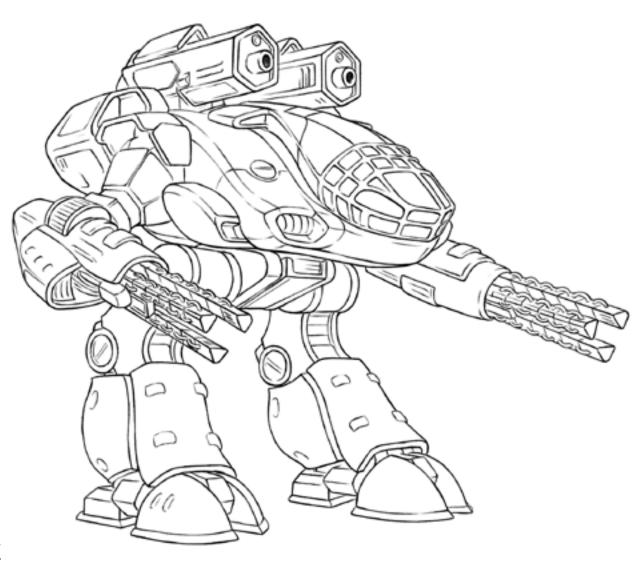
Equipment		Mass
Internal Structure:	Endo-Steel	5
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Gauss Rifle	LA	6	12
Ammo (Gauss)	LT	2	2
Ammo (Gauss)	RT	2	2
ER PPC	RT	2	6
ER PPC	LT	2	6
Harjel III	RT	2	3
Harjel III	CT	2	3
Harjel III	LT	2	3
Storage	H	1	1
Jump Jet	RT	1	2
Jump Jets	RT	2	4

Notes: Features the following Design Quirks
Difficult to Maintain, Non-Standard Parts
Weak Legs, Cowl, Full Head Ejection System
Oversized and leaks Harjel all over the floor.

HEMISPHERE 3145

All it has to do is provide power. What is so hard about that? The engine has one job. You would think it would do it, but no. You install a few harjel pumps and everything starts shutting down as if there were twenty laser systems attached to it. It's a clan engine. It's supposed to be better!

Alright, they used capacitors back in the day. Maybe that's all I need now. The match is in an hour. How hard could it be to wire in a few capacitors. Who am I kidding? It took three weeks to get the harjel running properly, well, at least with the weapon systems powered down. So it looks like it's harjel or weapons, but not both for today. I suppose I could forfeit the match and let them come down and break both my legs.

Allen, why did you leave me this 'Mech? Some of the circuits were designed during the Star League! And some were designed by top of the line Clan designers. I wish they were here because I'd like to ask them how they got the two to ever work together.

Alright, I have an idea. I'll take the cap off the power distributor and cross all the wires. That will send power everywhere. I'll slap on some harjel and let it dry as a new cover and fix it after the match. If it doesn't explode, it should work fine. Maybe I won't tell the pilot. Steve got a little worked up when he found out that dripping harjel can pin you to the floor with the strength of steel. It's a little harder to clean off than dried glue or bad wields. I need a new pilot anyway. Stever is too stressed out all the time. I need

someone who can have all his weapons systems shut down without screaming into the comms. I think perhaps his direct neural interface is starting to negatively affect his ability to perform rationally. There are supposed to be some drugs that negate those side effects.

By Steve have fun at the games! Win or you're going to be fired and I'm going to go broke! I wonder if I turned the jump jets back on.

- Dr. Dar Feildspare

Doctor Dar Feildspare was not a model citizen, flaunting Solaris VII rules whenever it suited him. He paid his pilots poorly and only used pilots with direct neural interfaces or enhanced imaging, or those who were willing to get the surgery. He wasn't quick or reliable at declaring the cybernetic status of his pilots. He wasn't quick or reliable at paying them.
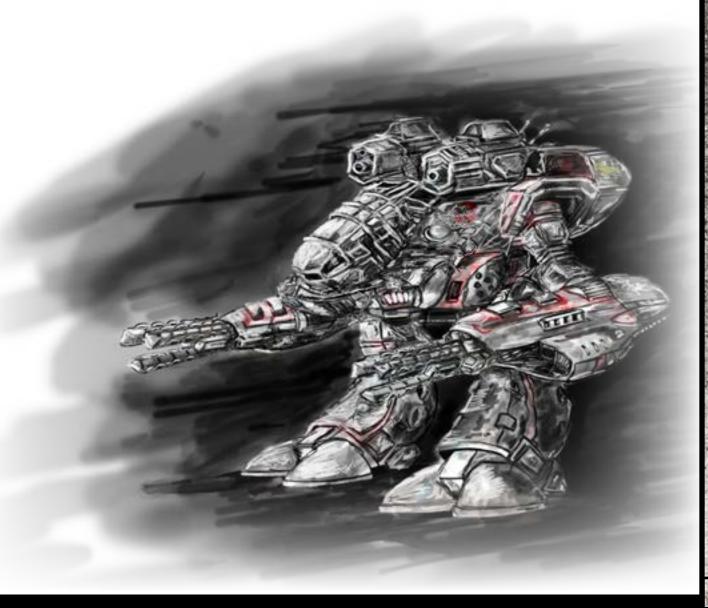
Dar wasn't a model of sanity. A gifted mechanic and scientist, when the mood struck he would go off for days and do the most seemingly random things, forgetting everything else, including eating and bathing. Once he carpeted his entire apartment in pink shag carpet, painstakingly cut exactly to size, even in the washroom.

The doctor was not a model of courage. When a Wolf warrior recognized Hemisphere, Dar packed up and left Solaris VII that day and never returned. Exactly what happened to the Doctor after that is unknown. Hemisphere's time on Solaris VII earned it some fame and it appeared in a vid about ghost 'Mechs and suddenly people

started seeing it all over the Inner Sphere. The Wolfnet reports however, that Hemisphere was secured by the Wolfs Dragoons. The 'Mech was on Outreach in 3067 when the Word of Blake unleashed a nuclear attack on the world. The 'Mech survived but had to be decontaminated. It was in storage during the entire period where it was supposed to be running all over the Inner Sphere doing things.

- Gord, Clan Wolf Agent

HERITAGE SR-H

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Grandthrust MK 6
Jump Jet Capacity: 120 Meters
Armor: Mirror Reflective
Armament:
2 Type 3 HAG 20
2 Type 2 ER Medium Pulse Laser
1 Type 1 Small Pulse Laser
Manufacturer: Victory Industries
Primary Factory: Arc Royal
Communication System: Rander Comm-Marshal Mark VI
Targeting and Tracking System: Rander Dragonslayer Mark VII

In 3004 the Wolfs Dragoons appeared out of nowhere and among their inventory was a single *Behemoth* Battlemech. It was eventually lost in battle and was captured by the Draconis Combine who studied it, took it apart, but ultimately lacked the technology required to repair or duplicate it. That was over 100 years ago.

The Coordinator often makes gestures to remind the people of the greatness and rich history of their nation. With the release of several new *Behemoths* and the capture of Terra the Coordinator felt it was time to remind everyone that they had the "first" *Behemoth* as it is inaccurately called. They built the *Behemoth* - Heritage as a limited run 'Mech to prove that the once the Draconic Combine decides to do something, they finish it, even if it takes 100 years. They repaired the *Behemoth* and made a production run of them. As soon as the 'Mech was released, it was easy to demonstrated that it had parts built by Project Behemoth but that never once appeared in the media inside the Combine's borders.

Capabilities

Many of the decisions about the Heritage were made to keep the design different and showcase Combine know-how.

The heart of the Heritage is it's massive C3 computer which has finally become popular in the Draconis Combine. To get that critical unit around the battlefield a massive 400 XL engine complete with a matching set of four Jump Jets was installed to give this *Behemoth* maximum mobility.

For firepower a pair of HAG 20s were installed for their relatively cool running and range, backed up by two ER Medium Pulse Lasers The original small pulse laser remains from the original 'Mech. They wanted bigger, longer range weaponry but mobility was deemed the higher priority.

The 'Mech sacrifices some of the armor protection normally associated with a *Behemoth* but switches to laser reflective to be more effective against energy attacks.

The bayonets, as everyone refers to them, were designed for show and are ineffective against other 'Mechs, however they are quite effective on unarmed infantry as one execution demonstrated.

Deployment

Very few Heritages have been constructed. There is a rumor that they are having so much trouble constructing them that they had to hire Project Behemoth to come in and get the assembly line operational. Those that have seen combat have been very effective at anchoring C3 lances. While the Heritage does not have the firepower possessed by a Brutal or even the original Behemoth, it's mobility and C3 capability make it a very effective command 'Mech. Intended to be a stand-off 'Mech with long range weaponry, the HAGs are more effective at close range, discouraging opponents from closing with it.
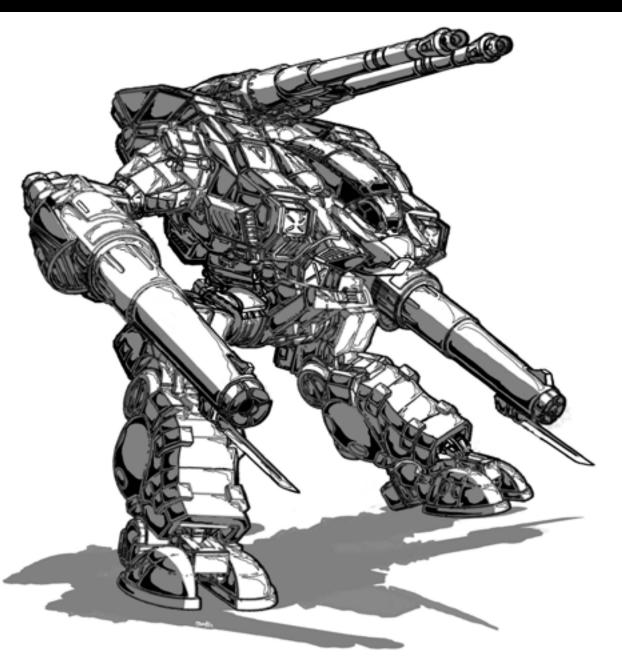
HERITAGE SR-H

Type: **Behemoth-Heritage**
Technology Base: Clan (Mixed)
Mass: 100
Cost: 35,219,333

Equipment		Mass
Internal Structure:	Endo-Steel	5
Engine:	400	26.5
Type:	XL Fusion	
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro: Compact		6
Cockpit:		3
Armor Factor: Reflective	248	15.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	37
Center Torso (Rear)		10
L/R Torso	21	33
L/R Torso (Rear)		9
L/R Arm	17	24
L/C/R Leg	21	30

Weapons And Ammo	Location	Critical	Tonnage
Small Pulse Laser	H	2	1
2 ER Medium Pulse Lasers	CT	4	4
C3 Master	RT	5	5
HAG 20	RA	4	6
Ammo (HAG) 12	RA	2	2
HAG 20	LA	4	6
Ammo (HAG) 12	LA	2	2
2 Jump Jets	RL	2	4
2 Jump Jets	LL	2	4

Notes: Command BattleMech, Oversized, Poor Performance.

HERITAGE SR-HM

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
   Jump Jet Capacity: None
Armor: Mirror Reflective
Armament:
   4 LRM 20 w Artemis IV FCS
   4 ER Medium Lasers
   1 Type 1 Small Pulse Laser
Manufacturer: Victory Industries
   Primary Factory: Arc Royal
Communication System: Rander Comm-Marshal Mark VI
Targeting and Tracking System: Rander Dragonslayer Mark VII

There is an urban legend around the existence of this 'Mech stemming from a hand written recording of a conversation that is supposed to have taken place found in the cockpit of the first Heritage SR-HM.

Tech: "Yo Mark, what do you want me to do with this scrap from the Daedalus campaign?"
Chief: "I told you that the Colonel wants you to strip that Urbanmech down to the copper wire and install the fusion engine in his Ford SUX-9000."
Tech: "No, I've got some useless Longbow missile launchers from the Galen raid, Bielinski's King Crab torso that he'll NEVER afford to fix, and Shirmer's Marauder legs that we found after his power plant went critical."
Chief: "Nothing we need, and it would cost too much to transport useless scrap out from the back-end of the Periphery. Tell Smitty that he's got the 48 hours until we boost into orbit to monkey around with it."

While no one has ever seen this supposed 'Mech made from a King Crab torso and Marauder Legs, the missile systems used by the Heritage SR-HM were definitely borrowed from the Longbow but this one is factory built. The Heritage *Behemoth* is a rare 'Mech and this factory variant is even less common.

Capabilities

Dropping the C3 Master computer, this version of the Heritage sports 4 massive LRM20 launchers with 3 tons of ammunition each. With 34 heat sinks, it can fire all of them for over a minute and a half without heat build up. Backing those up are 4 ER Medium Lasers and the ubiquitous Small Pulse Laser. Lacking any advanced targeting, it almost feels like this unit was a rushed job and a prototype for another 'Mech. The very limited numbers constructed lends to this theory.

This unit costs less than half the cost of the original heritage, returning to the classical 300 rating fusion engine from what the Draconis Combine calls the "first" *Behemoth*. The first version had a great deal of C-bills backing it. Clearly this "second thought" version was much more economical. There is a limit to the spending even the Combine will tolerate on looking good.

Deployment

Like the original Behemoth, the SR-HM has never seen combat but it certainly has been seen. They are marched out in parades and put on public display to remind the citizens of the Combine that not only can the Dragon finish any project it starts, but then improve upon that project. The HM is referred to in advertising as an upgrade to the original *Behemoth*, which is a little confusing because the same thing was said about the *Behemoth* Heritage but that 'Mech is only displayed on formal occasions, at military gatherings or outside the compounds of the highest ranking members of the Combine. The SR-HMA is barely used for show, most of them being shipped off to actual combat. It suggests some hidden flaws in the first two designs that are not talked about.

HERITAGE SR-HM
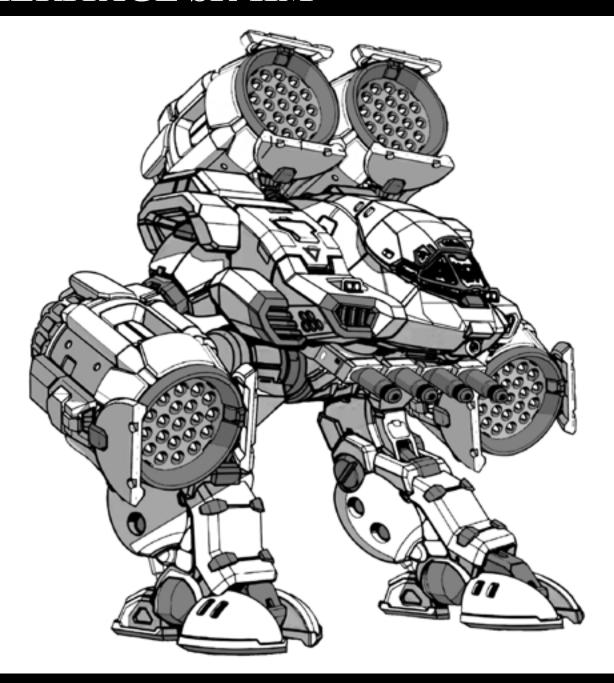
Type: **Behemoth-Heritage**
Technology Base: Clan (Mixed)
Mass: 100
Cost: 12,136,000

Equipment		Mass
Internal Structure:	Endo-Steel	10
Engine:	300	19
Type:	Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		6
Cockpit:		3
Armor Factor: Reflective	272	17

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	42
Center Torso (Rear)		11
L/R Torso	21	31
L/R Torso (Rear)		11
L/R Arm	17	28
L/C/R Leg	21	35

Weapons And Ammo	Location	Critical	Tonnage
Small Pulse Laser	H	2	1
2 ER Medium Lasers	CT	2	2
ER Medium Laser	RT	1	1
LRM 20	RT	4	5
Artemis IV FCS	RT	1	1
Ammo (LRM) 18	RT	3	3
ER Medium Laser	LT	1	1
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 18	LT	3	3
LRM 20	RA	4	5
Artemis IV FCS	RA	1	1
Ammo (LRM) 18	RA	3	3
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
Ammo (LRM) 18	LA	3	3

Notes: Command BattleMech, Oversized, Poor Performance.

HERITAGE SR-HMA

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Grandthrust MK 6
   Jump Jet Capacity: 120 Meters
Armor: Mirror Reflective
Armament:
   2 Type 1 ATM 6
   2 LRM 20 w Artemis IV FCS
   4 ER Medium Lasers
   1 Type 1 Small Pulse Laser
Manufacturer: Victory Industries
   Primary Factory: Arc Royal
Communication System: Rander Comm-Marshal Mark VI
Targeting and Tracking System: Rander Dragonslayer Mark VII

The Heritage Missile Advanced is the third in the line of Draconic Combine produced *Behemoths*. It was produced in greater numbers than the HM or the H models. The Combine dispensed with pretending it was a completely home-built 'Mech by this model and admitted to the heavy involvement of Project Behemoth.

When the Jade Falcon's seized Arc Royal, the Draconis Combine lost access to Project Behemoth and a number of critical parts needed for this line and cancelled what was already a very limited production. Later they would bargain with the Diamond Sharks for parts to maintain them and build a small number to handle attrition.

Capabilities

A devastating missile platform, the HMA clearly learns from the mistakes of the HM used as a test bed for this model. It sports twin LRM 20 launchers with Artemis IV systems and 4 ATM 6 launchers, giving it a solid long range punch and devastating close range firepower. Backing this up remain the 4 ER Medium Lasers and Small Pulse Laser albeit all fire together at a significant heat burden.

Deployment

Taking a cue from the Clans, the Combine has been holding their new *Behemoths* back. At first this suggested the 'Mechs were flawed somehow and that may very well have been the case but by the SR-HMA they seemed to have fixed any glaring problems.

The invading Jade Falcons were the first to confront the SR-HMA. When they took Arc Royal there was a single prototype on the planet and it was called into service to defend a mercenary outpost. To say the least, the Falcons were surprised. They did not know what to do. The honor-bound Combine Mechwarriors did not breach Zellbrigen so the battle was fought in a series of one-on-one duels and the Falcons just ignored the *Behemoth*. None of the Falcons would fire upon it, almost like it was an Orion.

The tide turned against the Combine and other defenders and eventually the HMA was among the last survivors, not having been fired upon. Finally a Jade Falcon in a light 'Mech challenged the *Behemoth* and lost. Then a Mechwarrior in a medium 'Mech did the same thing and lost. A heavy and an assault followed suit and it was only by the second assault 'Mech that the *Behemoth* fell. By that point, it was the only 'Mech on it's side fighting and was surrounded by Jade Falcon 'Mech and warriors just watching the duels.

Suko Yoshiyuki: A technician in the employ of the Dragon, Suko was sort of a spy, trying to get as much information from Project Behemoth as he could. Their willingness to give him information made his deception almost unnecessary. Trained as a Mechwarrior, he found his assignment grossly sidelined when the Jade Falcons attacked Arc Royal and he found himself piloting the first SR-HMA in live combat.

Suko survived the series of duals but would not return to service with the Dragon, nor would he rot in a cell. The Falcons claimed him as bondsman, him and his 'Mech and took him on their campaign towards Terra where he was killed in action during the campaign in Europe.

Spending all of his ammunition, he fought his last battle in Paris where his 'Mech stood for weeks after the conquest of the planet was complete. Leaving the 'Mech their to commemorate the fallen was considered. However in the end the Wolves wanted to examine the 'Mech and removed it, putting up a plaque instead.

HERITAGE SR-HMA
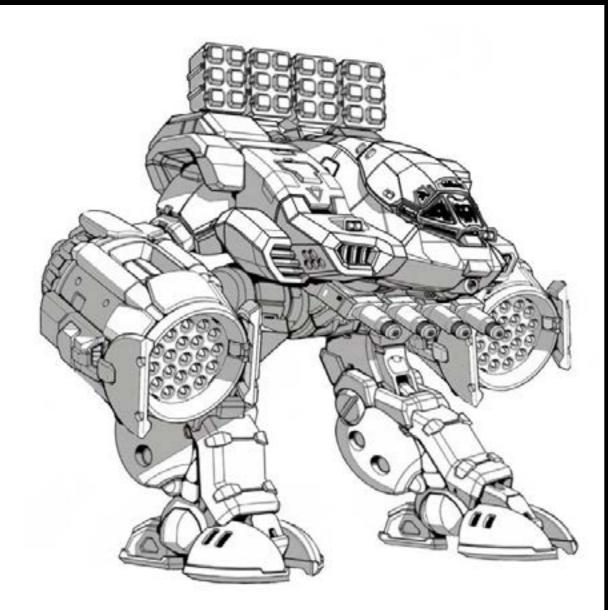
Type: **Behemoth-Heritage**
Technology Base: Clan (Mixed)
Mass: 100
Cost: 12,662,000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Type:	Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor: Reflective	272	17

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	42
Center Torso (Rear)		11
L/R Torso	21	31
L/R Torso (Rear)		11
L/R Arm	17	28
L/C/R Leg	21	35

Weapons And Ammo	Location	Critical	Tonnage
Small Pulse Laser	H	2	1
2 ER Medium Lasers	CT	2	2
ER Medium Laser	RT	1	1
2 ATM-6	RT	6	7
Ammo (ATM) 30	RT	3	3
ER Medium Laser	LT	1	1
2 ATM-6	LT	6	7
Ammo (ATM) 30	LT	3	3
LRM 20	RA	4	5
Artemis IV FCS	RA	1	1
Ammo (LRM) 18	RA	3	3
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
Ammo (LRM) 18	LA	3	3

Notes: Command BattleMech, Oversized, Poor Performance.

MAXIMUM

Mass: 100 Tons
Chassis: Dark Age Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 465
   Jump Jet Capacity: 90 Meters
Armor: Jolassa 325
Armament:
   4 iATM 12
   8 ER Small Lasers
Manufacturer: Project Behemoth
   Primary Factory: Arc Royal
Communication System: Angst Clear
   Channel 8.
Targeting and Tracking System: Angst Accuracy

Pulling the *Behemoth* back from obsolescence was not enough. Project Behemoth needed a new production model *Behemoth*. They worked long and hard to design one. This was not it. A number of prototypes were designed and constructed, including the Maximum. A nickname that stuck, this 'Mech was a no-expenses spared prototype to showcase the absolute most they felt they could coax out of the frame.

Capabilities

Based on the *Behemoth* 6, the core of the Maximum is a fantastically expensive 400XXL engine, new from the Sea Foxes, complete with a supercharger. The only way to afford even the prototype was to build two of them and sell one.

Pushing the engine even further, the 'Mech is strung with Triple Strength Myomer.

Although the 'Mech has a fragile engine and sacrificed it's jump jets, it promises to be a surprise to anyone familiar with it's traditionally slow and lumbering movement. This model dramatically does away with the poor performance of earlier *Behemoth*s with an acceleration profile worthy of a heavy or medium 'Mech.

Another deception is the heavy load of missiles, normally associated with slow 'Mechs. The Maximum is armed with 4 state of the art iATM 12 systems. While it is able to deliver respectable damage at long range, the closer it gets the more dangerous it gets. At knife fighting range, it can also employ 8 ER Small Lasers but places further burden on a heat sink system already at its limit.

While the 'Mech has 6 tons of iATM ammunition and even with it's efficient launchers, that's only 8 shots per launcher which lends itself to focusing on one type of ammunition.

An almost overlooked feature is the punching damage this 'Mech can inflict with it's triple strength myomer enhanced attacks because the clans don't often use physical attacks.

The expense lends itself to being a command 'Mech, where it would be wasted, loaded with longer range and less damaging munitions and avoiding the thick of the fighting. The 'Mech does have a rumble seat for the aspiring commander.

Besides the limited ammunition, the lack of jump jets are the biggest weakness, making it possible for the 'Mech to get bogged down in difficult terrain and out maneuvered even with it's superior movement profile.

Variant

Existing only in theory, these variants remove some, or all, of the lasers and even some armor to add additional ammunition for the iATMs.

Notable Units

Catastrophic: Every pilot who has sat in the command couch of this 'Mech is dead. A very expensive ride commissioned by Clan Wolf, Catastrophic was the second 'Mech of this model built and used to pay for the first. During it's first engagement the cockpit was obliterated by autocannon shells. The repair job was lackadaisical. In the next battle a head hit knocked out sensors and the pilot tried to eject and the explosive bolts failed because they weren't explosive bolts. The third pilot had the a full head ejection system mod installed. It ejected inside the bay where it was being installed killing the technician working on it. Finally fixed, in the next battle a Gauss shell destroyed the head completely. The Wolves offered the 'Mech to any warrior willing to pilot it. It hasn't been in combat since. It is currently in storage scheduled to be scrapped for parts. Project Behemoth is negotiating to purchase it back at a reduced price.

MAXIMUM
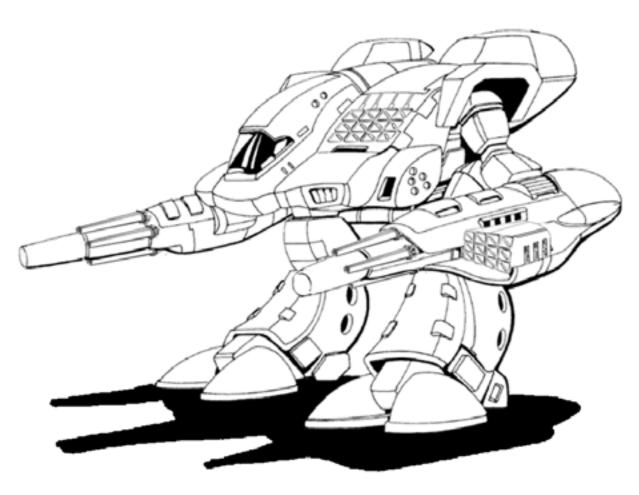
Type: **Behemoth-MXXX**
Technology Base: Clan
Mass: 100
Cost: 132, 358, 667 C-Bills

Equipment		Mass	
Internal Structure:	Endo-Steel	5	
Engine:	400	17.5	
Type:	XXL Fusion		
Walking MP:	4 (5)		
Running MP:	6 (8)		
Jumping MP:	0		
Heat Sinks:	16 [32]	6	
Gyro:		4	
Cockpit:		3	
Armor Factor:	307	19.5	

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
iATM12	RA	5	7
4 ER Small Lasers	RA	4	2
iATM12	RT	6	7
Ammo (iATM) 15	RT	3	3
Supercharger	CT	1	2
iATM12	RA	5	7
4 ER Small Lasers	RA	4	2
iATM12	RT	6	7
Ammo (iATM) 15	RT	3	3
TSM	LL/H/CT/ RL	2/1/1/2	0

Notes: Features the following Design Quirks: Difficult to Maintain, Non-Standard Parts, Full Head Ejection System, Oversized.

OLD BESSY

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust MK 5
   Jump Jet Capacity: 90 Meters
Armor: Advanced/3 W/Harjel III
Armament:
   2 Ultra Autocanon 10
   2 ER Large Laser
   1 ER Small Laser
Manufacturer: Tokasha Mechworks
   Primary Factory: Tokasha
Communication System: Rander Comm-Marshal
Targeting and Tracking System: Rander Dragonslayer

There's just something about the *Behemoth* that captures the spirit of the Assault 'Mech. A viewer can see immediately (more so than the Atlas or other Inner Sphere designs) that these machines are immense and devastatingly powerful. There are some spheroid Assault 'Mechs, such as the Zues and Devastator, that convey this feeling of weight and mass but the clan designs just look more heavy-duty. The *Behemoth*/*Stone Rhino* is the epitome of this heavy duty appearance. With a squat, tank-like torso, fat, clumsy bird legs, and a proportionately tiny cockpit. Its unique aesthetics make it a favorite design by some and loathed by others.

This particular *Behemoth* was piloted by the mercenary Sarah Anaval during the Tukayyid 'Mech-rush. Anaval is also an avid hunter of the legendary White Wolf, her obsession sparked after being saved from multiple raids on her salvage convoys by the mysterious *Mad Cat*.

Her *Behemoth* had been salvaged virtually whole save for the cockpit, which appeared to have been literally ripped off by a blast from a Comstar Class 20 Autocanon in a fierce battle. The decapitated corpse of the *Behemoth* lay virtually unscathed for the remainder of the battle, buried under the wreckage of other "Mechs that shared its fate. Exactly two weeks after the last Comstar dropship had lifted off of Tukayyid this massive machine was salvaged by Sarah Anaval's rogue mercenary unit and once again made functional. The new head for the *Behemoth* was provided by Anaval's old Assassin, whose cockpit design is astoundingly similar to that of the *Behemoth* due to the age of the Star-League-era design.

Using secondary black-box data stores found in the torso, the techs discovered the impressive career of this particular Stone Rhino. It had been originally manufactured by the Smoke Jaguar clan on their home planet of Huntress. Years of Trials of Possession, however, had seen the 'Mech pass through the Toumans of Clan Wolf, Clan Diamond Shark, Clan Ghost Bear, Clan Jade Falcon, Clan Blood Spirit, and the Hell's Horses Clan, finally being deployed to Tukayyid by the Nova Cats. All in all, this machine had been in service for almost two centuries, a tribute to the Clans' policy on waste and the sheer ruggedness of the design.

Project Behemoth Addendum

Old Bessy is practically a unique *Behemoth*. It either pre-dates armor upgrades that gave the *Behemoth* its signature Barrel Fists and Protected Actuators or it has been customized over the years, giving it a slimmer appearance than is typical. Further supporting the former theory is the simpler, less advanced, weapon's load. It is armed with a pair of Ultra AC/10s and a pair of ER Large Lasers and the ubiquitous head mounted ER Small Laser.

Notable Units

Aaron Kerensky: Not much is known about this bloodnamed Mechwarrior. He left a few notes on the 'Mechs Black Box and there are some records of him with Clan Wolf. He served the Clan Wolf with distinction, loosing an arm and leg in different actions and recovering both times to return to duty. He was probably the first pilot of Old Bessy.

Arraon Kerensky saw the dawn of the Omnimech but never left his *Behemoth*. There is a mention that he was unshakable under fire. He died on the steps of his own sibko trying to repel invaders whose attack was considered so vile their name was not recorded.

OLD BESSY

Behemoth-OB
Technology Base: Clan
Mass: 100
Cost: 10, 716, 500 C-Bills
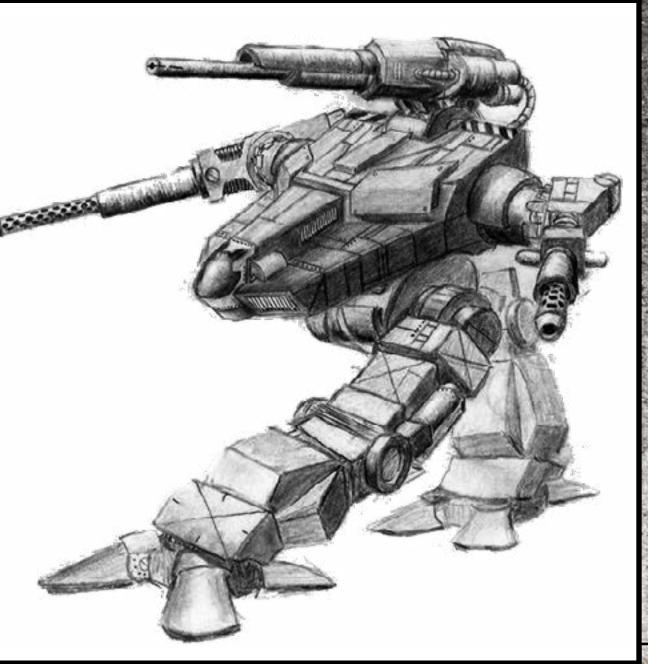
Equipment		Mass
Internal Structure:		10
Engine:	300	19
Type:	Standard	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	17 [30]	7
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Ultra AC/10	RA	4	10
Ammo (AC) 20	RA	4	10
2 Heat Sinks	RT	4	2
ER Small Laser	HD	1	.5
2 ER Large Lasers	CT	2	8
3 Heat Sinks	LT	6	3
Ultra AC/10	LA	2	2
Ammo (AC) 20	LA	2	2
Jump Jet	LL	1	2
Jump Jet	RT	1	2
Jump Jet	RL	1	2

Notes: This unit has the following quirks; Rugged, No/Minimal Arms, Oversized, Poor Performance, *Weak Head Armor (-1pt).

PERIPHERY BLUE

Mass: 100 Tons
Chassis: Star League Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust MK 5
   Jump Jet Capacity: 90 Meters
Armor: Advanced/3 W/Harjel III
Armament:
   ER Small Laser (C)
   Autocannon/10 (IS)
   2 Large Laser (IS)
Manufacturer: Tokasha Mechworks
   Primary Factory: Tokasha
Communication System: Rander Comm-Marshal
Targeting and Tracking System: Rander Dragonslayer

When Periphery Blue arrived on Arc Royal, the staff of Project Behemoth were surprised there was anything left of it. Its combat record was intact and this 'Mech had toured across the Inner Sphere in dozens of engagements until it was left for scrap all the way out on Clayborne II. A pirate band calling themselves 'The Dark' that found the 'Mech were more than happy to put in the work to repair an assault 'Mech even if they only had low tech to do it. The result was a fantastically effective 'Mech, from a pirate perspective, that took The Dark from being a collection of barely functioning light and industrial 'Mechs, to being a force to be reckoned with.

Periphery Blue made them too bold. They started hitting larger targets, taking greater risks and reaping higher rewards. The Lyran Commonwealth placed a significant bounty on their heads when they decided to cross the border and start hitting Lyran worlds. Their third attempt was the world of Cerillos where they were crushed by a Lyran Company doing maneuvers on the Planet. They took one look at the 'Mech and left it for scrap. Project Behemoth was able to secure the wreck for a song and paid more to have it shipped back to Arc Royal.

The 'Mech is a walking collection of ancient Inner Sphere technologies strapped onto a Clan frame which makes it a little glitchy in combat. While technicians know how to mix Clan and Inner Sphere technologies today, that was not the case when this 'Mech was built and a lot of modifications had to be done to make it work.

Capabilities

Periphery Blue is armed with very old but tried and true weapons. A pair of Class 10 Autocannons backed up by two Large Lasers gives it a respectable mid range punch. The original Clan ER Small Laser remains a functional afterthought slung under the Cockpit but gives it more close in bite. The Dark managed to preserve the original 10 engine mounted Double Heatsinks which can deal with most of the heat generated by this weapon's load.

Rather than upgrade the 'Mech, Project Behemoth focused on making what was there work. It took weeks of software patches and chasing down little glitches in the ad-hoc assembly design but they eventually got the machine working properly. There were certain structural problems that would never go away, but they set it up, with instructions, so that maintenance on the unit would be easy.

They put it up for auction through the Wolf's Dragoons and, as predicted, a lower end mercenary unit picked it up. They had a good reputation or they would not have been allowed at the auction. Periphery Blue was handed off and is back in action again.

Notable Units

Lord Blood Drinker: Abe Archony figured himself a bandit lord and acted the part. He grew up poor in the March Worlds but for some reason he defiantly insisted and acted like he was a big shot. He ran afoul of the law in the region constantly with his scams or straight up thefts, trying to make his planned lifestyle true.

After getting out of jail, Achony latched onto a two-bit pirate crew and worked his way up to second in command. When they found *Periphery Blue* the Dark's commander came down sick and never recovered. He died days later, unable to speak. Everyone knew Archony did it but they were scared of him.

The new 'Mech went straight to his head. He renamed himself Lord Blood Drinker. He got bolder and bolder and with each bit of success he had with the 'Mech until he decided he was unstoppable. It unknown if he was killed on Cerillos or if he is in a Lyran jail.

PERIPHERY BLUE

Behemoth-PB
Technology Base: Clan (Mixed)
Mass: 100
Cost: 9, 704, 500 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Type:	Standard:	
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
ER Small Laser (C)	HD	1	.5
Autocannon/10 (IS)	RT	7	12
Ammo AC 10 (20)	RT	2	2
Large Laser (IS)	RA	2	5
Autocannon/10 (IS)	LT	7	12
Ammo AC 10 (20)	LT	2	2
Large Laser (IS)	LA	2	5

Notes: Features the following Design Quirks: Barrel Fists, Easy to Maintain, Oversized, Poor Performance, *Weak Head Armor (-1pt).

SMOKER

Mass: 40 Tons
Chassis: Buster
Power Plant: GM 120 ICE
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
   Jump Capacity: None
Armor: Advanced/3 w/CASE
Armament:
      1 Whirlwind Autocannon
      2 Magna Mk II Medium Laser
Manufacturer: Bluth Corporation
   Primary Factory: Terra
Communication System: Doering Hi-Def MK II
Targeting and Tracking System: Garret T11b

Every planet has one of them, that eccentric but brilliant designer who doesn't have the funds to make his dreams come true but cobbles together some facsimile anyway. In 3084 Robert Frederickson, from the world of Princeton in the Federated Suns started building the Smoking 'Mech because he could not afford the real thing. His choice of 'Mech was between a number of holovid-famous 'Mechs and the *Behemoth* won because it was in the most obscure show. He didn't want to build something someone else might have made.

Years later, when the 'Mech was done he marched it around town and announcing that he was the city's protector. Some real 'Mechs showed up. He surrendered and was arrested but released when he demonstrated he had all the paperwork for his demonstration and the roads had been closed. The newspapers even dug up an ancient article about Wang Jian in China in 2012 who created a homemade Lamborghini in his garage. He was warned to keep that off the streets too.

Capabilities

The Smoking 'Mech, or "Smoker", isn't exactly harmless. Frederickson started with a scrapped *Buster* Industrialmech Chassis and through heavy modification reduced it from 50 to 40 tons. *Buster* Industralmechs have a wide range of modification kits and finding parts for his modifications was easier than any other Industrialmech. The Buster's 150 rated engine was beyond repair. It had a hole burned clear through it. Frederickson replaced the engine with a smaller and cheaper 120 rated internal combustion engine. While only supporting 3 tons of armor, Frederickson made sure it was military grade, making it at least as well armored as a Succession Wars Era *Locust*.

For firepower, Frederickson used an ancient Class 5 Autocannon, old but reliable, and carefully installed 20 rounds in a relatively modern CASE protected magazine. To back this up, and give it the appearance of the *Behemoth*, he installed a medium laser in each arm. He had to fight to get the power amplifiers to charge them. He kept having a problem where only one, or the other, would charge and had to bypass certain safeties to get them both working.

His unfamiliarity with combat machines showed. He powered the machine up and fired the lasers and with no cooling systems, it quickly overheated. With no other way to vent the heat, he had to shut it down and wait for several minutes for it to cool off naturally.

Frederickson crammed in 4 heat sinks, all the frame would support, in a bit of a jury-rigged fashion. This combined with bad calibration in the engine, left the machine venting black smoke from the cooling vents around the weapon barrels and the massive smoke stacks sticking up out of the back of this monstrosity whenever he gets it running hot.

Advanced Fire Controls were never installed so the weapon systems suffer inaccuracies. The modification to Advanced Fire Controls are relatively simple. It can be assumed that Frederickson simply never learned how to do it.

Deployment

Proud but realistic about his machine, Frederickson shows it off at fairs and public events but is honest about its odds in actual combat. He is the first to declare it a show piece when other Mechwarriors are around. When they are gone his a little more vocal about how powerful his machine is. It has never seen combat and he hopes it never does.

SMOKER
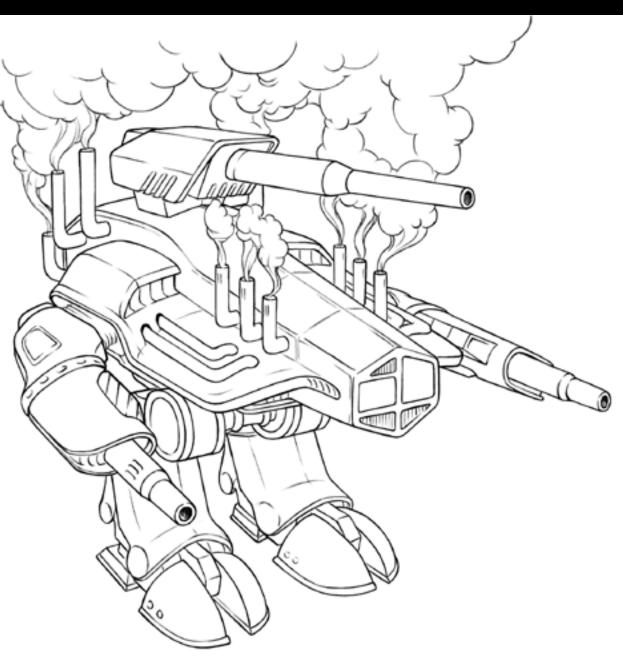
Type: **Behemoth-SM**
Technology Base: Inner Sphere
Mass: 40
Cost: 1, 491, 040 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	120	8
Type:	ICE	
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	4	4
Gyro:		2
Cockpit:		3
Armor Factor:	307	3

	Internal Structure	Armor Value
Head	3	8
Center Torso	12	7
Center Torso (Rear)		1
L/R Torso	10	6
L/R Torso (Rear)		1
L/R Arm	6	4
L/C/R Leg	10	5

Weapons And Ammo	Location	Critical	Tonnage
Autocannon/5	LT	4	8
AMMO AC (20)	LT	1	1
CASE	LT	1	.5
Medium Laser	RA	1	1
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Rumble Seat, Gas Hog, No Ejection Mechanism, Poor Workmanship.

KITS

Obsolescence is a terrible thing for a 'Mech. It means the 'Mech is old, out of date and parts are no longer readily available for it but more importantly it means that no one cares about it anymore. Allen Feildspare worked tirelessly to make sure the *Behemoth* was no longer an obsolete 'Mech. One of this first efforts was to refurbish an old factory to produce basic parts for the *Behemoth*. With some moderate success there he turned to producing upgrade kits and then to producing full *Behemoth* Battlemechs.

Cockpit Kits

Project Behemoth offers three Cockpit upgrade kits. These kits can be combined. There are two versions of the Cowl Kit and the Hardened Cockpit Kit. One is for the traditional stock cockpit and the other is for the Full Head Ejection System cockpit. If you purchase kits for the stock cockpit, they will not fit on the Full Head Ejection System cockpit and you will need to buy the other versions.

Cowl Kit: Many *Behemoth*'s suffer from less than maximum protection to the head, and cockpit. One might think this is because not enough armor was used. It's actually because of the size of the canopy. It's huge and requires more armor than normal to provide the same level of protection. Also, the access hatch is massive and simply isn't as strong as a smaller hatch. This is a weak point the obviously bothers Feildspare a lot because this is the first of three kits to help address the problem.

Battlemechs are certain weights for a reason. Bigger 'Mechs require exponentially more force to move. It's just how gravity and physics work. It's why humans aren't a hundred feet tall and can't be. If you put the Cowl on, you've got to take something off, and the best thing to remove is the Protected Actuators. They also have extra armor and that can be traded for the cowl.

Cost: Project Behemoth charges a flat 30 000 C-Bill fee for this kit, They prefer to install it themselves because improper installation can create ejection difficulties but not everyone can get to Arc Royal to have it done.

Hardened Cockpit Kit: This is a straight forward upgrade but requires disassembling most of the cockpit. This kit has significant weight and so something must come off somewhere else. Visibility is slightly reduced and there is the slightest distortion in visibility because of the thicker wind shield which translates into greater difficulty piloting the 'Mech.

Cost: Project Behemoth charges 30 000 C-Bills for this kit or 60 000 C-Bills if they install it which they recommend.

Elemental Cockpit Kit: This is a larger than normal Cockpit. It is designed for exceptionally large persons, specifically Elementals. A small person in this kind of cockpit will find it very roomy and may have trouble reaching the controls resulting in greater difficulty piloting the 'Mech and firing the weapons.

Full Head Ejection System Kit: This is an extensive modification. Basically, it grafts a

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Hardened Cockpit Rules

You must be using Patchwork Armor rules to install the Hardened Cockpit without switching all the armor to Hardened. Since it does not add Hardened Armor to the legs, the -1 Running movement penalty is not incurred.

A *Behemoth* normally has 9 points of armor allocated to the head. This armor weights 0.56 tons. The Hardened Cockpit Kit is twice as heavy. If you are using Fractional Accounting the kit adds 0.56 tons to the 'Mech's weight. Otherwise the kit adds 1 ton to the 'Mech's weight (and includes a 380KG storage locker for personal affects).

This kit provides 9 points of Hardened Armor. If your Behemoth has the Weak Head Armor quirk, it only provides 8 points but you must pay the weight for the full 9.

modified *Hatchetman*'s head onto the *Behemoth* rebuilt with *Behemoth* controls.

Cost: Project Behemoth charges 2 million C-Bills to install this system on *Behemoth* 1 models but for *Behemoth* 2 models or anything with a heavily modified torso or cockpit, they charge 2.3 million C-Bills because of the extra work. They re-attached ejected heads for a nominal fee of 10 000 C-Bills, and the upgrade comes with digital and printed manuals with maintenance and repair instructions for the new head.

*Behemoth*s with this upgrade have earned the nickname Hatchet-Moths and the upgrade pamphlets now use this name.

Combat Computer: A popular upgrade that simply required the installation of a compact computer and software, Project Behemoth offered a lifetime of updates, unless you were an enemy of the Wolfs Dragoons. Updates stopped when the Jade Falcons took Arc Royal.

PPC Barrel Fist Ports: These are a standard part found on original *Behemoth*s that are being re-created by Project Behemoth and can be installed in 'Mechs which have either had theirs removed or destroyed.

Gauss Barrel Fist Ports: These are a new part designed for *Behemoth*s that have moved their Gauss Rifles to their arms. They are visually very similar to the originals but are slightly modified to better fit the Gauss Rifles they protect. They also work as part of the CASE system in the event of a Gauss Rifle explosion.

Classic Star League Console Kit: Damage and a lack of parts has seen many *Behemoth*s repaired with available parts. This kit recreates the original Star League era console but with ports for modern equipment. Made mostly of endo-steel, it is relatively light and can be customized to whatever changes have been made to your cockpit.

XL Engine Shielding Kit: Available for 300 and 400 rated engines, this bulkier engine shielding is expertly designed to fit inside the various models of *Behemoth* with a minimum of effort. A trove of parts are included to fix common space issues as well as new mounting brackets.

XXL Engine Shielding Kit: Available only for the 400 rated engines, this is a very expensive kit and has a six month waiting time because they are constructed only after orders have been paid for.

Rumble Seat Kit: This relatively simple kit removes certain padding and/or storage lockers to bolt in another side behind or beside the primary seat. The passenger can shut down the 'Mech but has no other controls. Their visibility is not ideal but have a monitor they can also use, which come with the kit, for a great deal of their visibility. An optional upgrade includes a window for the Rumble Seat but this is not compatible with the Cowl Kit and improper installation could lead to even weaker protection on the head. This is the first step in a Command Console upgrade.

Post Jade Falcon Take Over

Kit availability was haphazard after the Jade Falcon took over. Sometimes they allowed them, sometimes a trial of possession was demanded and sometime they couldn't. Under Sea Fox and later Wolf control the kits have started being available again.

DENT THE MAGNIFICENT

This Behemoth appeared on a holovid show. It was the craziest story about a couple of brothers living on the edge of the periphery. Each episode they fought off the evil invaders from the Inner Sphere. The invaders were always incompetent and their exact nation of origin was obscure so that anyone could watch the show. They just kept trying to take this world from these two backwoods brothers and failing. In the show the big orange Behemoth was called Dent the Magnificent because of the one permanent dent in front of the cockpit which appeared in the first episode.

The oddly modified cockpit seated two Mechwarriors which was almost always the brothers. The canopy was "wielded shut" to make the frame stronger but the cockpit window somehow opened, on the sides, allowing the brothers to slide into the 'Mech and this somehow get it started faster when they were on the run.

They smashed a lot of 'Mechs on the show. The budget wasn't that high. They only had a limited number of 'Mechs which they just kept repairing. They only had the one Behemoth and if you watched carefully you could see it almost always still had damage which they tried to hide with the camera angles. Any trained Mechwarrior would recognize that the weapon ports all had fake weapons in them.

Dent was an incredible 'Mech. In one episode it ran down a Locust and then punted it over a creek. In another episode it jumped from the ground, up several hundred meters, into a fleeing Dropship which had left a loading door open. Dent proceeded to destroy all the 'Mechs onboard, shoot up the engines and then jump off and land safely as the Dropship crashed down behind it.

The show lasted a single season and was relegated to syndication where it never entirely vanished, popping up like a bad penny to remind people how bad a 'Mechvid could be. Whenever the periphery was invaded, even halfway across the Inner Sphere, it was like a trumpets call, telling the networks it was time to show Dent again.

THE FLOOR MAT

A Battlemech's cockpit floor mat should be a trivial piece of technology, not mentioned in the 'Mechs description or marketing propaganda. The *Behemoth* is an exception. The floor mats for the original Star League era *Behemoth* were stolen from the *Battlemaster* line and cut to fit. The floor mat provides some traction and minor comfort for the odd barefoot Mechwarrior. They have to be fire resistant and durable.

When Project *Behemoth* began, Feildspare noticed that his feet were hotter than usual while he test fired the repaired machines. It wasn't significant but decided to ordered a more expensive batch of floor mats to replace them. This decision would have consequences affecting a small number of people all over the Inner Sphere.

The excess heat continued with the new mats and, since they had been expensive, the project doubled down on figuring out what was going on. They went back to the few original mats they had. They could not find anything unusual about them and eventually sent them to a lab for testing. The original mats contained microtubes of cooling gel. It was similar to hargel and might have been a by product, not efficient enough for heat sinks but handy in floor mats. Unfortunately that meant it was only produced in the clan home worlds or on Twycross.

Someone was about to be asked to find more of the mats. It was an incredible opportunity to be invited into all sorts of social circles among technicians and I made sure I was the one who was 'unfortunately' tasked with the job. I contacted the Sea Foxes who said they had never heard of it. I ended up finally travelling to Twycross and learning that the old method of harvesting Harjel which created the cooling gel as a waste product but they had a more efficient system now and there was no waste.

In a pretext of not wanting to return a laughing stock, I made the 'insane' decision to travel to the clan home worlds. I headed up through Jade Falcon territory bargaining and even fighting trials for information. I learned about the oldest Brian caches but everyone was certain I would never make it to them. I was told I was crazy a lot too. It's what I wanted. Unfortunately I never made it to the clan worlds.

I ended up fighting a trial of possession which left five Mechwarriors honor bound to get the mats for me. It took them months and they showed up with crates of them. They wouldn't tell me where they got them but implied they had to fight other trials to get access to a very old supply depot here in the Inner Sphere. They declared me insane for chasing this and left. I returned to Arc Royal and delivered the cargo, my true mission thwarted.

I was notified that certain people felt I was a DEST agent which was pretty close to the truth. I circulated a number of very public bars, pretended to get drunk and bragged about being a DEST agent, how I took down the HPG network and that I was also a pirate king with a fortune in stolen resources waiting for me when I retired. I made sure there were cameras.

I knew other intelligence agencies were watching me now and had invested significant manpower over these cockpit mats. I hadn't found anything so neither had they and they would be itching for anything to avoid professional embarrassment as such a waste of time. The mats were so difficult to get, I kept track of them like a hawk, so I noticed when a pile of off-cuts went missing.

In the intelligence industry, you don't go home empty handed, you just don't. Some intelligence, any intelligence is infinitely better than nothing. They only had one concrete fact and it was that the mats made feet noticeably cooler. I'm surprised they didn't take more than they did.

My position is too compromised to continue and I have filed a transfer request but it's a heck of a story.

- Eploid Alderson , Comstar Agent working for Project Behemoth
Arc Royal
Oct. 2 3150

JUMP

So famous that almost no one has heard of him, Allen Feildspare is known to almost every intelligence agency in the Inner Sphere. Each of them have gone to extreme lengths to keep that information to themselves and each are desperately trying to get their hands on him. Unfortunately he lives deep in the heart of the Draconis Combine under their protection where he works for the Wolf's Dragoons once again and no one has been able to get near him, yet.

Allen grew up on Outreach before the Clan Invasion. His father, Wolfsbane, was a mercenary for Wolfs Dragoons. Allen was on the fast track to a brilliant career and a horrible death in the nuclear fires that engulfed Outreach in 3067. He had the brilliant career but vanished just before the devastation. In the chaos, any records of his whereabouts were lost. His 'Mech Hemisphere survived and had a somewhat colorful existence which kept some interest in his fate alive for decades afterwards. Only a handful of people would ever know what happened.
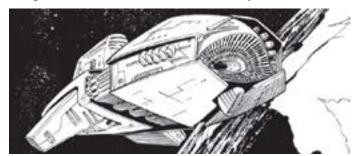
He literally re-appeared in the late 3130's on a *Aquilla* class transport Jumpship near Terra. One of the first jumpships in existence, this one had been completely refurbished and fitted with an incredibly advanced experimental drive. It drifted in-system near Terra, completely powerless, for weeks before it was discovered by a mercantile vessel. Spooked, they contacted a mercenary salvage unit in the system which was more than eager to investigate.

The mercenaries breached the hull and found nothing but dead bodies, at first. Even fear of plague did not stop them, confident in their environmental suits. A team inspected the engines, while another team searched the ship and found survivors, which included Allen Feildspare. They transferred the survivors off the ship to quarantine at a Mars medical facility and they looted everything not nailed down.

Getting bold, the mercenaries used one of their Dropships to power up the Aquilla class transport. The ship went through several scanning modes and then activated a self destruct. The entire ship, everything on board, and the mercenary Dropship were obliterated in an explosion visible from Terra and Mars.

Once they recovered from the shock, the surviving mercenaries did their best to profit from the disaster. Their Jumpship had been downloading the ship's log and they retained a fragment of it, plus all the footage and readings from the spacesuits which was backed up. They also had a small trove of items they had taken off the ship. Finally there were the survivors. When the medical facility ruled out plague, the mercenaries rushed a team to Mars to secure them. Allen Feildspare escaped from the containment facility, vanishing without a trace but none of the others did. The mercenaries started taking offers from intelligence agencies, promising each one exclusive access to the information and selling it to every interested party.

Most of the survivors were incoherent. All of them had extensive, and malfunctioning, cybernetics and started dying as a result of secondary complications such as artificial kidneys, liver and immune systems that had stopped working. It became a race to get as much information from them as possible before they died. The cybernetics used a system no one was familiar with anymore and filled with security. One attempt to activate their cybernetics blindly resulted in a suicide device going off. Only days later Star League military arrived and took the remaining survivors but their odds of surviving more than a few days is decidedly unlikely. Allen survived because his cybernetics fortunately had nothing to do with vital organs.

- Eploid Alderson , Comstar Agent working for Project Behemoth
Report on Allen Feildspare, Arc Royal

Omnimech

Mass: 100 Tons
Chassis: Dark Age Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 465
   Jump Jet Capacity: 90 Meters
Armor: Jolassa 325
Armament:
   52 tons of pod space
Manufacturer: Project Behemoth
   Primary Factory: Arc Royal
Communication System: Angst Clear
   Channel 10.
Targeting and Tracking System: Angst Accuracy Mk2

Obsession and fanaticism make powerful bedfellows when they are in sync. Khan Malvina Hazen was fanatical and Star Captain Feildspare was obsessed. Feildspare turned what was little more than a warehouse into a factory and resurrected an obsolete 'Mech that would feed Hazen's need for war material for her Clan. She saw the *Behemoth*: Brutal in action a single time and ordered it upgraded to an Omnimech immediately.

Capabilities

Project Behemoth was tasked with producing an Omnimech as effective as the Brutal, which would also be effective in other configurations. They were expected to use Endo-steel and ferro fibrous but that would not support the room needed for the massive weapons they were expected to use. They conceded to using Ferro-Composite. To win back lost space, they installed a Compact Gyro and abandoned the lower arm actuators and their protective covers. This left significant pod space in the Center Torso, the most protected location creating a wonderful opportunity for something of a zombie 'Mech.

The slow acceleration of the *Behemoth* was finally addressed and solved with a new engine. The weak head armor was also finally fixed. A full head ejection system and rumble seat with improved life support was made standard. The 'Mech is still ungainly large but many believe that the intimidation factor this offers is valuable. It's what the marketing adds would say if they were selling it outside of Clan Jade Falcon, something the Sea Foxes are very interested in.

The Primary Configuration mimics the Brutal but, Project Behemoth was given orders to make sure the 'Mech could keep fighting once the ammunition bins run dry. Three center line ER Medium Lasers fill this request, one in the head and two in the center torso. This configuration is always simply called the 'Brutal' by it's pilots. Some combat computers confuse the two, but may haven't bothered updating their software as the two 'Mechs are both the same - deadly.

This one looses one ton of Autocannon ammo, leaving only 10 shots for each cannon. Even the Plasma Rifles have reduced ammunition from 30 shots each to 20. Both reductions were deemed acceptable for the short fighting actions the 'Mech is intended for. This makes the backup lasers and proper use of this configuration even more important and ties it to supply lines. The result was a 'Mech that did poorly towards the end of the fighting on Terra when the Jade Falcons were running out of munitions.

Behemoth Omni
Technology Base: Clan (Advanced)
Mass: 100
Cost:25,898,000 C-Bills

Equipment			Mass
Internal Structure:		Endo Composite	7.5
Engine:		300	9.5
Type:		XL Fusion	
Walking MP:		3	
Running MP:		5	
Jumping MP:		3	
Heat Sinks:		14 [28]	4
Gyro:			3
Cockpit:			3
Armor Factor:		307	19.5
		Internal Structure	*Armor Value*
Head		3	8*
Center Torso		31	47
Center Torso (Rear)			15
L/R Torso		21	31
L/R Torso (Rear)			10
L/R Arm		17	34
L/C/R Leg		21	42
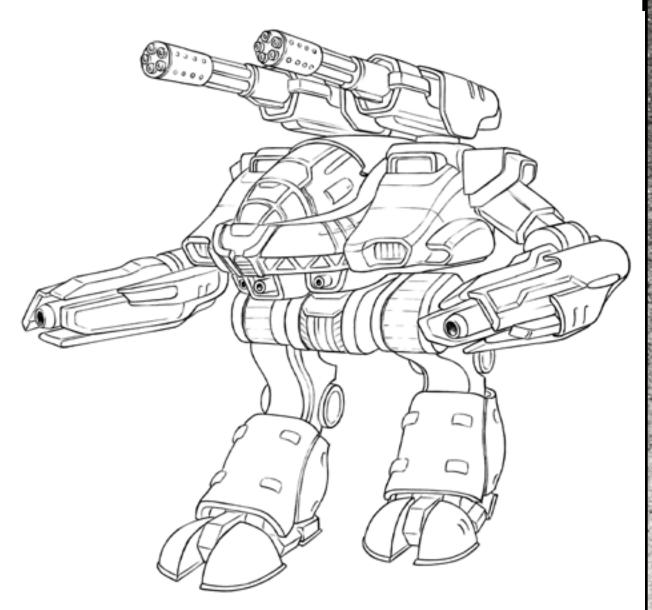
Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	4
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	2 Endo-Composite	8
Left Arm	2 Endo-Composite	8
Right Leg	2 Heat Sink	0
Left Leg	2 Heat Sink	0

PRIMARY CONFIGURATION

Weapons And Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Plasma Rifle	RA	2	6
2 Double Heat Sinks	RA	4	2
Ultra AC/20 (C)	RT	8	12
Ammo (AC) 10	RT	2	2
ER Medium Laser (C)	H	1	1
2 ER Medium Lasers	CT	2	2
Double Heat Sink	CT	2	1
Ultra AC/20 (C)	LT	8	12
Ammo (AC) 10	LT	2	2
Plasma Rifle	LA	2	6
Ammo (Plasma) 30	LA	3	3
2 Double Heat Sinks	RA	4	2

Notes: Features the following Design Quirks: Full Head Ejection System, Improved Life Support, Rumble Seat, Oversized.

Mass: 100 Tons
Chassis: Dark Age Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 465
   Jump Jet Capacity: 90 Meters
Armor: Jolassa 325
Armament:
   52 tons of pod space
Manufacturer: Project Behemoth
   Primary Factory: Arc Royal
Communication System: Angst Clear
   Channel 10.
Targeting and Tracking System: Angst
Accuracy Mk2

Capabilities

The *Behemoth* A pays homage to the *Behemoth* six, which was armed with only Medium Pulse Lasers. This configuration has 5 Medium Pulse Lasers and 2 ER Medium Lasers, half of what the older machine had but it makes more effective use of them by means of a Targeting Computer. With 4 mounted in the Center Torso and 1 in the Head this configuration will almost certainly remain a threat as long as it is functional.

For range the A Configuration also has twin Rotary Autocanon 5's, each with three tons of ammunition, not enough for protracted engagements but plenty for the short engagements. A skilled Mechwarrior will use the Rotary Autocannons as they approach and then switch to the smaller lasers close in to conserve ammunition. This is also an important tactic because the Heat Sinks can only dissipate about two thirds of the heat the 'Mech can generate.

This configuration retains the classical Jump Jets giving it the ability to navigate difficult terrain. While the heat generated by this unit is a slight concern, the accuracy of the weapons makes this unit popular for new officers in Clan Jade Falcon.

Deployment

Taken to Solaris VII for testing in the fighting arena Jade Falcon Mechwarrior Tomlin was scheduled for his next match when he was told to stand down and surrender to authorities. When he demanded to know why they simply insisted he surrender. Tomlin fought his way past them and managed to get to the cockpit of his 'Mech.

Prepared for this outcome three Blood Reapers were waiting for him outside his bay. Tomlin crippled the first one's leg with concentrated fire from his RACs.

It became a fire fight down the streets of Solaris City, not an unheard of situation in the combat capital but one the authorities do not tolerate.

Tomlin was doing quite well against the other two 'Mechs when two lances of Ravens appeared and TSEMP'ed all of them into shutting down.

The Jade Falcons were fined. Tomlin and his 'Mech were banned from Solaris VII. His attackers refused to identify themselves but eventually admitted to being Clan Wolf operatives trying to get the new 'Mech. Clan Wolf denied any involvement with them, stating that they were working on their own without Clan approval. The men face several life sentences on Solars VII. Tomlin and his 'Mech have returned to Arc Royal.

Notable Units

MechWarrior Alice: Average at her sibko, average in social situations and non-descript and able to blend into a crowd, Alice was filled with rage in the cockpit. Assigned a *Kit Fox*, barely anyone noticed her fury. Refused permission and then winning a trial of refusal, she went through the Enhanced Imaging surgery. Fresh from the medical center, she fought and won several trials of position and took her new rank as Star Captain and claimed a *Behemoth* omni as isorla and finally started getting noticed.
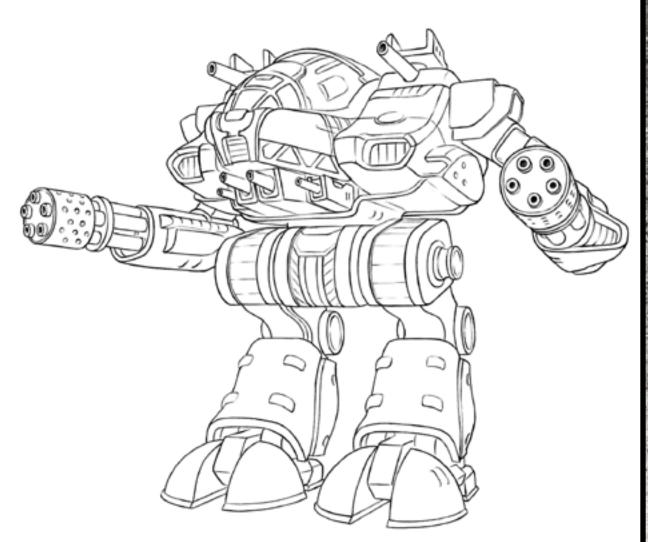
After experimenting with several different configurations, she has settled on her love of Configuration A. As long as the RAC's have ammunition she is a terror on the battlefield and can sometimes be heard screaming in her cockpit if the channel is open. She oddly becomes more muted and cautious when she is reduced to the lasers, using cover and stalking her prey instead of charging into them.

Recognized as a *ristar* many are concerned that she may already be suffering from mental instability from the Enhanced Imaging implants . She remains unconcerned and on the fast track to impressing the clan leadership.

CONFIGURATION A

Weapons And Ammo	Location	Critical	Tonnage
Configuration A			
Rotary AC/5	RA	6	10
ER Medium Laser	RT	1	1
Ammo (RAC) 100	RT	5	5
Jump Jet	RT	1	2
Heat Sink	RT	2	1
Medium Pulse Laser	H	1	2
4 ER Medium Pulse Lasers	CT	4	8
ER Medium Laser	LT	1	1
Ammo (RAC) 20	LT	1	1
2 Jump Jets	LT	2	4
Targeting Computer	LT	7	7
Rotary AC/5	LA	6	10

Notes: Features the following Design Quirks: Full Head Ejection System, Improved Life Support, Rumble Seat, Oversized.

Mass: 100 Tons
Chassis: Dark Age Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 465
  Jump Jet Capacity: 90 Meters
Armor: Jolassa 325
Armament:
  52 tons of pod space
Manufacturer: Project Behemoth
  Primary Factory: Arc Royal
Communication System: Angst Clear
  Channel 10.
Targeting and Tracking System: Angst Accuracy Mk2

For Configuration B, the order came down to produce a 'Mech similar to the original Behemoth but better. Project Behemoth discussed the last two words of the request for a long time and finally arrived at the B configuration. The placement of the Gauss Rifles, in the torso or arms, stalled production until Feildspare simply insisted they be placed in the arms for the official model.

Capabilities

Configuration C uses the classic pair of Gauss Rifles and pair of Large Pulse Lasers. The Gauss Riles live dangerously in the arms, but the lasers are both in the well protected Center Torso. The traditional small laser mounted on the head has been upgraded to an ER Medium. Not a true zombie 'Mech because of the XL engine, this configuration takes full advantage of the central pod space and should retain half its firepower as long as it is functional. Another plus is that even when jumping and firing all the long range weapons the 'Mech builds up no heat.

In allocating the final five tons, there were long discussions, and the team decided to give the 'Mech the ability to ride the heat curve more dramatically. They added 8 ER Small Lasers for a powerful short range punch. This would help make up for the lack of the Lower Arm Actuators and the effective ability to punch. Finally one additional heat sink was added.

Deployment

Configuration B is used by officers in Clan Jade Falcon who want to brawl close range but know the situation or terrain may force them to fight at longer ranges as well where Configuration A would be out of range. Wanting to unleash the full power of the 'Mech some officers have found themselves shut down after over-firing their weapons at close range.

Star Commander Pys perhaps exceeded his authority when he took it upon himself to engage Republic forces in 3150. Basically, he saw a big 'Mech and decided he had to cut it down to size. Trying to play to the *Behemoth's* strengths, he closed with an Ares and panicked. He fired everything and shut down. Fortunately this configuration has no explosive ammunition. Unfortunately the Ares ripped the *Behemoth's* head clean off while it was helpless.

Mechwarrior Sin, in the other *Behemoth* from Pys's unit kept her distance, enjoying the rare opportunity to be faster and more maneuverable than her foe. Using cover and sniping, Sin forced the Ares to retreat or risk succumbing to damage. This was lucky for her because it retreated just after she fired her last Gauss round and would have been forced to move closer to use her pulse lasers.

Variants

The argument over the placement of the Gauss Rifles, within Project Behemoth, was quietly resolved by offering a variant, Configuration BB, which mounts the Gauss weapons and ammunition in the torso. The ER Small Lasers were moved to the arms. The one heat sink, that wasn't fixed equipment, moved from the Right Torso to the Right Arm.

Another variant replaces the Large Pulse Lasers with ER PPCs which makes the 'Mech slightly hotter and less accurate but gives it more range and punch.
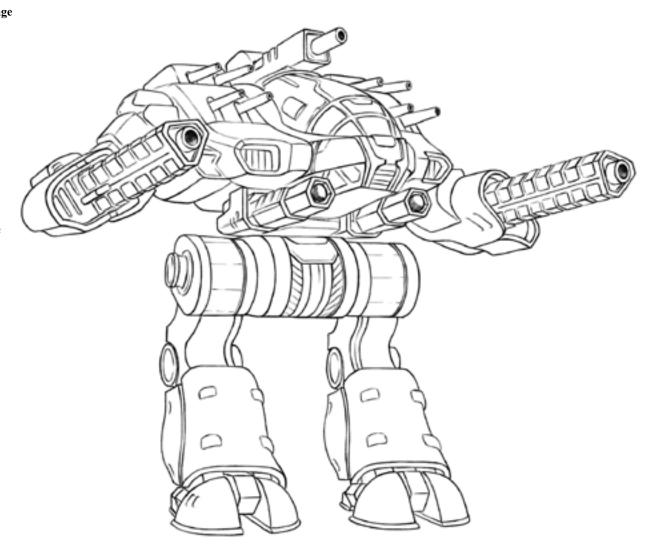
Notable Units

Star Commander Sin: Assuming her late commander's role after encountering a Republic Ares, Sin has experimented with adding MASC to her *Behemoth* at the cost of the extra Heat Sink and 6 of the ER Small Lasers. Itching to challenge the super heavy 'Mechs of the Republic, her superiors have refused her requests so far for political reasons, which frustrates her but she hasn't challenged them, yet.

CONFIGURATION B

Weapons And Ammo	Location	Critical	Tonnage
Configuration B			
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
4 ER Small Lasers	RT	4	2
2 Jump Jets	RT	2	4
2 Large Pulse Lasers	CT	4	12
ER Medium Laser	H	1	1
4 ER Small Lasers	LT	4	2
Jump Jet	LT	1	2
Double Heat Sink	LT	2	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2

Notes: Features the following Design Quirks: Full Head Ejection System, Improved Life Support, Rumble Seat, Oversized.

Mass: 100 Tons
Chassis: Dark Age Monster
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 465
  Jump Jet Capacity: 90 Meters
Armor: Jolassa 325
Armament:
  52 tons of pod space
Manufacturer: Project Behemoth
  Primary Factory: Arc Royal
Communication System: Angst Clear
  Channel 10.
Targeting and Tracking System: Angst Accuracy Mk2

Combining elements from the *Behemoth 4* and the *Brutal*, Configuration C is a well rounded, very tactical 'Mech intended for any situation it might find itself in.

Capabilities

While Configuration C lacks the flexibility of the ATM system, the four LRM 15s it has are lighter and provide effective damage at any range, plus they can benefit from alternate munition types. It can launch 50% more missiles than the *Behemoth 4*, but lacks a supporting weapon with the same range.

Backing up the missiles are a pair of Large Pulse Lasers, classical weapons for a *Behemoth*. This gives this configuration an ammunition free pair of main weapons of great accuracy.

Backing up these main weapons are a pair of Plasma Cannons. Devastating against infantry, battle armor and even effective against vehicles, these weapons and play havoc with the heat scales on other units even more effectively than the *Brutal*'s Plasma Rifles.

Unlike the *Brutal*, this package retains it's jump jets. It's only real weakness is the limited ammunition for the Plasma Rifles, holding only 10 shots each. While the weapon's load can produce tremendous heat, each system has it's role and only the most effective weapons for the situation should be used.

This version of the *Behemoth* Omni does not take advantage of spacious Center Torso and head pod space, another criticism of the design, but it remains an all-around effective unit in the field that Jade Falcon Mechwarriors have responded to well.

Deployment

Eager to test and demonstrate the new unit, the Jade Falcons have thrown *Behemoths* into trial after trial. This configuration is called for mostly when facing combined arms, which is most common against Inner Sphere forces.

Skirmishes between the Jade Falcons and the Draconis Combine have given this 'Mech a reputation as a tank killer. It's darkest but perhaps most terrifying day came when a Draconis Combine force was reduced to infantry who decided to fight it out rather than face the dishonor of surrender. Hunkering down in a city they were confident of their ability to handle a single *Behemoth*, until it fired.

Having kept it's plasma rounds in reserve they were unaware of the weapon system and it reduced their numbers with frightening effectiveness. Backed up by the terrifyingly accurate pulse lasers, the *Behemoth* was able to ravage the infantry with minimal damage to the city. After ten minutes of battle, the surviving senior officer committed ritual suicide after ordering the rest of his command to surrender.

Trying to show them respect, Clan Jade Falcon attempted to take the entire unit as bondsmen but soon realized they would never be Jade Falcon soldiers. Eventually the unit was surrendered them back to the Dragon in a prisoner exchange.

Notable Units

Nul: Mechwarrior Nul is an enigma. Considered defective in his sibko, he never learned to speak. He showed a definite interested in becoming a Mechwarrior and tested out to the rank of Star Commander. He was demoted for his inability to properly communicate.
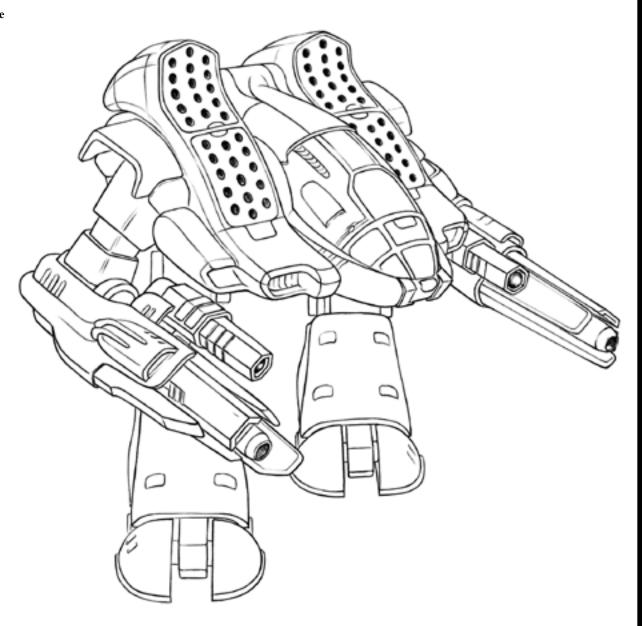
Considered dishonorable but tolerated, he is gifted at LRM indirect fire. If he can so much as glimpse a target for a second, his ability to lob missiles up and over an obstacle and hit that target is breath taking. For perhaps the same reason, he seems equally skilled at conducting *Death From Above* attacks and is known for attacking 'Mechs behind him this way.

Barely tolerated in the field, he has already been asked to consider turning instructor.

CONFIGURATION C

Weapons And Ammo	Location	Critical	Tonnage
Configuration C			
Large Pulse Laser	RA	2	6
Plasma Cannon	RA	1	3
Ammo (Plasma) 10	RA	1	1
2 Heat Sinks	RA	4	2
2 LRM 15	RT	4	7
Ammo (LRM) 24	RT	3	3
Heat Sink	RT	2	1
Jump Jet	RT	1	2
2 LRM 15	LT	4	7
Ammo (LRM) 24	LT	3	3
Heat Sink	LT	2	1
Jump Jet	LT	1	2
Heat Sink	CT	2	1
Jump Jet	CT	1	2
Large Pulse Laser	LA	2	6
Plasma Cannon	LA	1	3
Ammo (Plasma) 10	LA	1	1
Heat Sink	LA	2	1

Notes: Features the following Design Quirks: Full Head Ejection System, Improved Life Support, Rumble Seat, Oversized.

MARKETING

Marketing doesn't start and stop with how big the 'Mechs guns are. It goes fathom's deeper. You want kids growing up knowing your 'Mech, asking their mother and father, if they pilot one. You want a cereal with marshmellow pieces the shape of your design. You want kids buying the plastic toy of your 'Mech and demanding it as a gift for holidays.

Holo Vids advertising is so popular that it's almost something to be avoided. It has backfired recently for some companies but infamy can also be your friend.

If you get controversy, you want it to be big. It honestly doesn't matter if the most evil person in the Inner Sphere wiped out a city using your design or if the hero of the Inner Sphere drove off the clans single handedly with it. You need a big splashy battlefield with smashed 'Mechs all around and your design standing front and center in perfect working order. And you want people to be talking about it.

Strictly from a numbers point of view, fame and infamy are just as good. There is a limit however, and the World of Blake reached it. The Archangel is a beautiful 'Mech and most Mechwarriors today weren't around when it was being used to slaughter innocents. Try to get your hands on one today though. Even if you did, you would still draw the fire of friends and foes on the battlefield.

Plush Toy

The *Behemoth* plush toy was admittedly not very popular despite test feedback. I think the problem we are working against here is the same basic one we've always been trying to overcome, the *Behemoth* is an old unknown 'Mech. We did a test batch of plush *Atlas* dolls and they flew off the shelves. In fact, releasing them on Black Friday, there was actually fighting over them because it was a limited run.

Model Kits

The hiccup with models is that we can't get enough of the right type. Some consumers want a fully painted statue they can put on their shelf. Others want some assembly. Some just want to paint. A handful want a very long complicated project they can spend months on. We've settled on three and they are selling moderately well. We're also selling the model plans for self printing.

Halloween Candy

We were exceptionally lucky that our candy product reach included areas that celebrate Halloween. After a dismal roll-out, we rebranded them in time for October and sold the whole lot. Some people are treating them as collectables but we have expiry dates listed on them and our chemists suggest that it's high sugar content will allow it to be safely consumed for decades after that.

Novel Line

I assume no one else has heard from our writer? We should revisit 'advanced payments'.

Collectable Card Game

Now this was a great idea. Last month I requested clip on deck-holders for cockpits and we can't keep them in stock. We're getting a lot of push back on the power levels, but the complaints are pretty evenly scattered between each of the most popular 'Mechs. We're working on an expansion that should help address some of the concerns.

Behemoth Bucks

Pitching a pizza store style payment plan to Mechwarriors was doomed to fail. It did. I've got the entire run of Behemoth Bucks and the only group who is interested in them is a LARP (Live Action Role Players) club on Arc Royal who reenact the Clan invasion on weekends using plastic and cardboard 'Mechs built on bike frames and wagons. I'd like to march over there and to deliver the entire stock to them in a real *Behemoth* because that would be good publicity. If we can swing this I guarantee five news agencies will be there.

Behemoth Mugs

The glass mugs were a resounding failure but have become collectable because so many are broken. The transparent metal ones aren't moving as quickly but a steady flow of them does go out the door.

- Marketing Specialist Todd McGreen'n.
Project Behemoth
July 7th 3144, Arc Royal

LEGACY AND INSPIRATION

LEGACY AND INSPIRATION

BEHEMOTH TANK
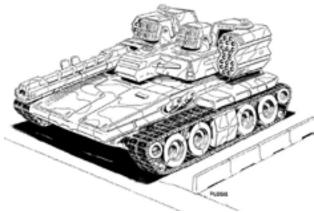
Project Behemoth took on the Behemoth tank practically as a joke, to shut up the people who kept insisting we had to have some connection with the unit. The fact is, the tank and the 'Mech simply have nothing to do with each other. It's a decent tank, even a powerful one, but it does not compare to the firepower of the *Behemoth* Battlemech. The tank could take out the 'Mech but it would have to get lucky.

By the time the *Behemoth II* Heavy Tank was released, it was no longer blasphemy to put a fusion engine into a vehicle. We finally saw Extralight engines going into them as well. This greatly closed the gap between 'Mech and Armor capabilities. The *Behemoth II* is better than it's predicesor in almost every regard. It is faster, better armored and carries more firepower. Vehicles still lack for double heat sinks, but otherwise they've seen far more improvements, arguably than Battlemechs. The *Behemoth 2* Battlemech isn't faster or better armored than the original but it does carry more firepower. In the contest between the two, it's not nearly so weighted in the Battlemech's favor anymore.

We brought in some *Behemoth* tanks and played with them and pretended we knew what we were doing. Eventually we had to hire some people who actually did. It was fun to putter around with some tanks, but in the long run I think I'll stick with the 'Mechs.

- AF
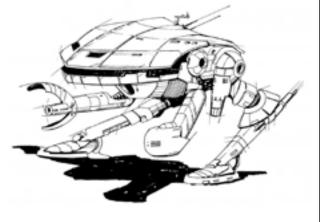
KING CRAB

There isn't a lot to say about the *King Crab* but it has an important footnote. It is a very capable 'Mech and it furthers the mythos of General Aleksandr Kerensky's association with the *Behemoth*. In 2741 he asked for a 'Mech that could 'cripple or destroy another 'Mech in a single salvo'. His scientists produced the *King Crab*. The schematics for the legs were directly used to design the *Behemoth* and the concept of such heavy firepower, four large main weapons, was used as well, although it became all direct fire, instead of missiles, lasers and superheavy autocannons. The *King Crab* is where we can look to see what the *Behemoth* might have become if the plans had stayed in the Inner Sphere and work had continued on them, an unlikely prospect during the Succession Wars.

- AF

CRUCIBLE

There is no such thing as the perfect 'Mech. Ignoring the need for the different roles such as scout, brawler or sniper, even if you did make a perfect 'Mech someone would build a technology to counter it. It would not be perfect anymore. Perfect is left to opinion. I consider the *Behemoth* to be a perfect 'Mech. You've got to ask yourself why I keep making new ones.

- Allen Feildspare.

Very similar in destructive capacity to the *Hellstar* and Feildspare's custom Hemisphere, *Behemoth* the *Crucible* sports four primary, hard

hitting main weapon systems with some kind of marginal backup.

Slower than the *Hellstar* and dependant on ammunition, it offsets some of these flaws with jump jets and a practical immunity to plasma and other heat inflicting weapons, something Clan Wolf's arch enemies, the Falcons, specialize in.

Deployment

There were several passing engagements between Wolf *Crucibles* and Falcon *Behemoth* omnimechs during the battle for Terra but only one lasted any significant length of time and fortuitously, the *Behemoth* was in the primary configuration. The battle was near Ottowa in Canada, and both units were low on ammunition. The *Behemoth's* plasma rounds, beyond damage, had no special advantage and a cat and mouse game of chase between two very slow giants played out in the woods. The *Behemoth* lost it's right arm but this wasn't much of a loss with it's plasma rounds spent.

When they both ran out of ammunition, each attempted to destroy the other with a Death from Above attack, but left themselves so damaged, they could barely limp and finished the battle punching it out, the *Crucible* shutting down only seconds after it had destroyed the *Behemoth's* engine after striking it with a bent gun arm repeatedly.

Notable Pilots

Malvina Hazen: Malvina made no pretence at liking Clan Wolf in any way so seeing her in an iconic Wolf 'Mech was unusual, even if she only used it for a single skirmish. You don't normally get a mention for piloting a 'Mech once unless you are a Khan. When she climbed out she made a comment about the 'Mech.

"I like it. Raw, savage. It does one thing and it does it very well. I shall take these from Clan Wolf and make them mine."

Hazen never got the opportunity but Allen Feildspare was able to study them. He felt they were similar to the Brutal and wanted to avoid the flaws of a totally ammunition dependant 'Mech again.

MATAR

So much the inspiration for the *Behemoth* that most people do not know that it was called the *Matar*. It was only during the Clan Invasion when the *Stone Rhino* appeared that this 'Mech was dubbed the *Behemoth*. Only slight better armed the *Matar* had two Gauss Rifles, two Large Pulse Lasers, plus an ER Large Laser, a Medium Pulse Laser, two Flamers and a Guardian ECM. clocked in at 110 tons and never worked properly. They could have built it, if the designers knew how to say 'no' and cut 10 tons. Even the *Behemoth*, for all the weight savings of Clan technology doesn't have as much firepower.

- AF

OMEGA

I was always disappointed by the OMEGA, not because it was a bad 'Mech but because of how it was used. Much of the Word of Blake's technology was staggering beautiful and then used to slaughter civilians.

At 150 tons the OMEGA is the pinnacle of the *Behemoth* saga and the true *Matar*, but it suffers from the flaw of pushing past common

limits. It's slow, really slow, Urbanmech slow. While it is armed with 3 Gauss Rifles and two LB 10- X autocannons and a mountain of armor and facing one is more than enough to make veteran pilot's weak in the knees, the solution is that you turn and walk away slowly and it can't keep up with you. The technology is coming. We saw it with assault 'Mechs. Today there are fast assault 'Mechs. They are terrifying. One day there will be fast Super Heavy 'Mechs. It is at that point that the *Omega*, of it's descendant will have truly replaced the *Behemoth*, but not yet.

compete with the Illclan Wolf or Jade Falcon who both produce the Omnimech version but the Diamond Sharks are never that obvious. Footage of a new and super advanced 'Mech using some kind of super-light technologies was taken and they are a new omni-model of the *Behemoth*. There is only speculation on what they can do.

BEHEMOTH S-1
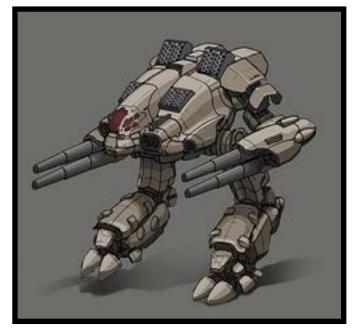
The Diamond Sharks are not producing Behemoth Omnimechs, instead preferring to create and sell the older Brutal configuration. They clearly have the schematics and the theory has been that they do not want to

CONCEPT BEHEMOTHS

Where are the *Behemoths*? Tracking the location and ownership of 'Mechs is like counting fish in a river, fish with security that doesn't want you to know anything about their whereabouts. There are some trends however and the *Behemoth* is rare and distinct enough that sighting one on a battlefield is something that gets talked about.

We assume that none of the original prototypes survived. A defective unit would not have survived the Succession Wars when equipment became so desperately needed that fusion engines were stripped out of vehicles to keep 'Mechs functional.

The highest concentration of *Behemoths* was with Clan Smoke Jaguar during the Clan Invasion. They were rare but not exclusive to the clan. After their annihilation, the 'Mech was further spread around the Clans, but also the Star League. The number of *Behemoths* was dwindling by this point with no one military controlling enough of them to justify constructing more.

Around 3067 Clan Goliath Scorpion demonstrated the Clans construction might and introduced the *Behemoth* 2. A monster of heavy laser technology, an alpha strike from this beast was guaranteed to shut it down but also devastate whatever it fired at. This revived the 'Mech. The Hell's Horses claimed the Tokasha manufacturing line which resulted in the ATM based *Behemoth* 3. With two Clans constructing the 'Mech, three more variants appeared. The design was spread around the Clans by attrition, especially during the Wars of Reeving.

When contact was lost with the Clan Homeworlds, the source of *Behemoths* for the Inner Sphere had vanished again and the fate of those two factories remains unknown. No new *Behemoths* appeared from 3100 to 3140 and their numbers dwindled until the 'Mech had become obscure once again. Those that remain in the Inner Sphere are so old and scattered that they have shown up in the strangest units.

Project Behemoth started snapping up these old Behemoths and restoring them. They produced several prototype 'Mechs before beginning a limited production run of the brand new *Behemoth* Brutal. Many of these refurbished and new 'Mechs were purchased by the Wolf's Dragoons. The rest were sold to any interested parties. At the time Clan Jade Falcon seized Arc Royal, Project Behemoth had restored or produced close to 100 *Behemoths*, a lot for a 'Mech garage but a drop in the bucket compared to the armies of the Inner Sphere. This meant the 'Mech remained rare.

Production of *Behemoths* increased under the management of the Jade Falcons. Not interested in refurbished equipment, they allowed Project Behemoth to finish 'Mechs they were already working on but shut down the refurbishing of old units. The handful that were finished were traded off to other Clans for supplies, parts and good will. The Falcons wanted Brutals, and as many as they could get.

After a year of producing Brutals, the factory was retooled and months later a new 'Mech they had been working on in secret rolled off the lines, the *Behemoth* Omnimech. The Brutal is so popular within Jade Falcon they have kept all of them for their warriors as well as all the Omnimechs.

Once the *Behemoth* Omni saw combat, the Sea Foxes arrived to make generous offers for the 'Mech but they did not win the rights to produce it until after a savage trial of possession. The Jade Falcons were not gracious losers of that trial. They had hoped to keep the 'Mech to themselves but underestimated how determined the Sea Foxes were.

IDEAS BOARD

Project Behemoth has an ideas board from which new concepts are discussed and either accepted and moved on to the design phase or rejected. Some few ideas have been so bad, so universally rejected that they have been tacked to the wall of shame adjacent to the ideas board as a warning never to mention them again.

At the top of the Wall of Shame is the Behemoth Land-Air-'Mech. Below it are the Behemoth Quad and finally the Behemoth Quad-Vee. Since then, rebellious techs have been scribbling design names for these banned projects such as; The Land-Air-Moth, Lair-Moth, LaMoth, BeVee, QuadMoth and so far. It's reached the points where the team leads have threatened to terminate employment over the issue.

When Clan Jade Falcon seized Arc Royal, an officer happened across the Wall of Shame and had the board taken outside and burned, immediately.

SOLARIS VII

Solaris VII is no stranger to the *Behemoth*. It's big, it's slow, it has a lot of firepower and it lasts a long time. That makes it a crowd pleaser. Nothing is more annoying than the one sided duels that end seconds after the buzzer. Assault 'Mechs are the main attraction in the arena's of Solaris VII.

The thing that makes the *Behemoth* such a hit on Solaris is how rare it is. The Atlas, Cyclops, Stalker and even the Dire Wolf are popular but they aren't rare. You can't pass the A-list stables without seeing one. I'd never want to fight an Atlas but I see them all the time.

In the new Survivor matches outside of Solaris VII where a group of Mechwarriors and their 'Mechs are pitched against each other in a month long series of events, the all-energy *Behemoth* is expected to do quite well.

SIMULATED

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Mechwarrior Online is the premiere simulation software across the Inner Sphere for aspiring and established Mechwarriors to train on. The program originated on Solaris VII and they still tell everyone it is written and updated there, despite the corporate offices of the designers moving off of Solaris VII after the Jihad. Currently Clan Wolf controls both worlds it comes from but haven't prevented it's export.

Reveals and Security

Project Behemoth used the MWO simulator to announce their new line of *Behemoth* Battlemechs as many others have, deliberately and at least in one case, by accident. Clan Jade Falcon, still ignorant of the Inner Sphere's ways or just defiant about adopting them, released the *Jade Hawk* onto MWO before the 'Mech had been de-classified. To say that this was embarrassing was an understatement for the proud clan. The could have just said it was deliberate but they refused to lie about it. However, at least from a security stand point, most of the versions released did not reflect the actual Jade Hawk.

Unique Variants

It's a lot cheaper, millions of C-Bills cheaper, to build variants of a 'Mech and test them in the simulator, than to build actually prototypes and take them out into live combat. For every 'Mech in existence there are probably another ten in a simulator somewhere. While MWO is the most popular, there are plenty of other simulators out there.

Famous Battles

Before the Black Out, it was possible for high profile persons to use the HPG network to play Mechwarrior Online between worlds in real time. This tied up the entire capacity of the HPG on each world participating, because they had to send many signals each second, so it was rarely done but it allowed a realm's ruler to 'battle' with another realm's ruler without leaving their home or destroying large parts of their nations and creating blood feuds, vendetta and generational enemies.

Solaris VII

The program became available to the public almost immediately after it was launched, some three hundred years ago, and updates have been arriving ever since. During the Succession Wars, one of the ways people knew how much technology they had lost, was looking at specifications for equipment in this program that no longer existed for actual 'Mechs. There was a lot of Star League technology, however, that never appeared in the program.

Besides for use by Mechwarriors, the program is most popular on Solaris VII where people can replay matches they have just seen or play theoretical matches using the famous 'Mechs of Solaris champions, past and present. The program has different levels of realism, from a simple point and shoot system for the lay person, to the painstakingly accurate console for Mechwarriors.

Viral Warfare

MWO has been it's own battleground, of sorts, since it's creation. Most systems are protected from the viral software that is regularly released, intended to damage or compromise other computers and hidden carefully in the code for updates or new 'Mechs. There is no lack of trying and occasionally there is success and it makes the news for five minutes of vid time. With the Black Out in effect, it is more difficult to share a patch that stops viruses, but a virus must also be programmed so it can somehow get back to it's sender with the information. Black Out viruses are more difficult to stop but have to be much more sophisticated to work.

The other kind of 'viral' warfare is a constant stream of misinformation about new 'Mechs and variants being pumped out by every manufacturer to both announce and obscure a new product. Sometimes this misinformation is very slight, like failing to mention that the Behemoth Omni does not have Upper Arm Actuators unlike it's predecessors.

The Failure of Popularity

The three Solaris 7 *Behemoth* 'Mechs were created by Project Behemoth. When Mechwarrior Online upgraded to Legends, they released their own *Behemoths* instead.

MECHWARRIOR ONLINE

Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: None
   Jump Capacity: 0
Armor: Standard
Armament:
   3 ER Large Pulse Lasers
   3 ER Medium Lasers
   1 Plasma Rifle
Manufacturer: MWO
   Primary Factory: Solaris VII
Communications System: NA
Targeting and Tracking System: NA

While only simulated in software, these builds can be replicated, in a limited fashion, using the Omni-frame but it is a lighter version with less space.

Capabilities

Known as the 'laser vomit' the Behemoth 1 is enjoyed in the simulator for it's powerful alpha-strike and independence from ammunition.

The design is centered around a trio of ER Large Pulse Lasers. Relatively new weapon systems they combine pulse accuracy with extended range becoming a good compromise between the two older laser systems.

Backing these up are a matching trio of old and tested ER Medium Lasers. As they come into range the pilot needs to carefully consider their use. The 'Mech has a large compliment of heat sinks but can be overburdened simply with two alpha strikes.

A Plasma Cannon is included as a combined arms solution and a means to negatively manipulate enemy 'Mechs' heat scales.

An anti-missile system rounds out the equipment on this unit, criticized for having ammunition and system in different locations.

The Laser Vomit *Behemoth* doesn't quite have the raw firepower of other versions but with no ammunition dependance on its main weapons and sporting a harder to kill standard engine, it's just going to keep coming.

The designers went to great lengths to make the 'Mech feel like the original. To the consternation of the public, that includes the plodding speed and notoriously weak head armor.

Deployment

In the more primitive versions of the software, the Laser Vomit *Behemoth* is shunned at higher levels of play. It's big and slow and can't turn around fast enough to deal with light 'Mechs shooting it from behind.

In the more advanced versions, where a rear display is available, the arms can flip and there tends to be professional Mechwarriors using the software, this configuration is lethal to solo light 'Mechs who are looking for an easy kill. The pop and spin technique, firing the jump jets just to spin around, often has the light 'Mech dealing with the full firepower of an assault 'Mech which can shear limbs off with a single hit from any main weapon. However, this version lacks Jump Jets so common for the *Behemoth*.

Notable Units

The B33F: A famous vid-caster, The B33F is famous for using 'Mechs in unusual ways. For example he would jump into a tree and then power down to wait for 'prey' to wander by. Then he would power up, drop down behind them and core them out from behind.

There aren't a lot of real trees that can support the weight of a 100 ton Battlemech but they do exist on some worlds. Its only a matter of time before there is a report of it happening.

The B33F is also famous for his 24 hour charity events, playing non-stop while raising money for civilian victims of the Black Out. We often only think of the Black Out in terms of how it affects the military, not realizing the disruption in supplies and services that affect every level of society.

Type: **Laser Vomit**
Technology Base: Clan
Mass: 100
Cost: 10,352, 000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Type:	Standard	
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	28 [56]	18
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
ER Large Pulse Laser	RA	3	6
3 Heat Sinks	RA	6	3
ER Large Pulse Laser	RT	3	6
Anti-Missile System	RT	1	.5
4 Double Heat Sinks	RT	8	4
Ammo (Plasma) 20	CT	2	2
Plasma Cannon	HD	1	3
ER Large Pulse Laser	LT	3	6
Ammo (AMS)	LT	1	1
4 Double Heat Sinks	LT	8	4
3 ER Medium Lasers	LA	3	3
3 Heat Sinks	LA	6	3
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1

Notes: This 'Mech has the following Quirks; Barrel Fists, Protected Actuators, Oversized, Poor Performance, *Weak Head Armor (-1pt).

Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Bibe
  Jump Capacity: 0
Armor: Standard
Armament:
  4 Ultra AC/10
  Manufacturer: MWO
  Primary Factory: Solaris VII
Communications System: NA
Targeting and Tracking System: NA

Everything about this 'Mech is designed around short engagements. It has a small cockpit, limited ammunition, no ammunition free weapons and it's weapons tend to jam and stop working if used too often but it is effective.

Capabilities

The Behemoth 2 Online is called the 'dakka', a reference to the sound of an autocannon, and is used as a front line brawler. It does one thing and it does it very well and for a respectably long time; It shoots autocannon slugs at anything near it.

Sporting four Class 10 Ultra Autocannons, with two in the arms and two in the torso, it has a wide field of fire and with 12 tons of ammunition and a neutral heat profile, it can fire continuously. The only risk is jamming a cannon so an on again then off again pattern is recommended for the higher rate of fire, giving it the ability to fire continuously for three minutes and twenty seconds.

The inclusion of a standard fusion engine gives the 'Mech battlefield longevity but the extra-light gyroscope means that damage breaching the torso has a higher chance of knocking the 'Mech out of the fight. It was deemed necessary to get enough weight savings for the desired amount of ammunition.

There are some complaints that the quirks for the *Behemoth* mirror the original and not the new ones being produced. The response from the game designers is that they have not had a chance to pilot the new designs yet.

Deployment

Solaris VII is quick to make a C-Bill and seize any opportunity to do so. Simulated events are no different although the betting and payouts are significantly less than the life and death matches being fought in the arenas.

The *Dakka* was at the forefront of a grant melee style tournament that had garnered the largest digital pot this century. Not considered a contender because of the length of the engagement when it turned up the winner, everyone was surprised.

The pilot was revealed to be a young video game expert using her mother's name and identification to enter. She took advantage of melee combat at every opportunity, saving her ammunition for long range combat.

She was extremely adept at punching, kicking and the crowd favorite, death from above. She was so skilled that accusations of cheating were made but she was cleared. The software was updated because they felt she was altogetherly too proficient at head shots and they needed to make them harder. She made a total of two in the tournament.

Notable Units

Yin: Calling herself the Dakka Princess, Yin took the 3147 digital world cup on Solaris VII. Everyone loves a celebrity on Solaris VII and she was in the media for days. She drew much excitement when she announced she would be using her winnings to travel across the Inner Sphere and visit Arc Royal 'where the real *Behemoths'* are made and ask for a real live version of her 'Mech. Everyone smiled when she did that.

The Falcons let her land. To be specific, they ignored her. Project Behemoth, however, treated her like a celebrity. They let her sit in a *Behemoth* rumble seat as they did some live firing tests. She met all the team and barely remembered to make her request. They were very polite and suggested they could look into it, but did mention the *Annihilator* already served that role.

MWO Behemoth 2 - Mod

Type: **Dakka**
Technology Base: Clan
Mass: 100
Cost: 10, 676, 000 C-Bills

Equipment		Mass
Internal Structure:	Endo-Steel	5
Engine:	300	19
Type:	Standard	
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [30]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Ultra AC/10	RA	4	10
Heat Sink	RA	2	1
Ultra AC/10	RT	4	10
Ammo (AC) 60	RT	6	6
Ultra AC/10	LT	4	10
Ammo (AC) 60	LT	6	6
Ultra AC/10	LA	4	10
Ammo (AC) 10	LA	1	1

Notes: This 'Mech has the following Quirks; Barrel Fists, Protected Actuators, Oversized, Poor Performance, *Weak Head Armor (-1pt).

Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3
   Jump Capacity: 90 meters
Armor: Standard
Armament:
   2 Plasma Canons
   TSEMP
   ELRM 10
   4 ER Small Lasers
   ER Micro Laser
   HAG 20
   MG Array
      4 Heavy Machine Guns
Manufacturer: MWO
   Primary Factory: Solaris VII
Communications System: NA
Targeting and Tracking System: NA

Eclectic and quite possibly insane, is the description of this 'Mech but it is popular and some simulator users have been having a lot of success with it.

Capabilities

Known as the Jester, this started as joke build that was so popular that it created demand for a physical copy. The best chance of that is a custom configuration of the Omni. Unfortunately the demand is coming from non-Mechwarrior simulator users. The Jade Falcons are about as likely to listen as give up their intention to conquer Terra. Project Behemoth is another story and have been getting mail on the topic regularly when the Sea Foxes make deliveries. They have not answered any of that mail.

The *Jester* has a smattering of just about everything. It starts with it's far too expensive 400XXL engine which makes building the 'Mech unlikely. It only has 16 tons of armor and shows the 'weapons are better' thinking that went into the design.

For which is the primary weapon, take your pick. A strong case can be made for the class 20 Hyper Assault Gauss Rifle. It's small, as HAG's go, but it's the biggest most logical weapon on the 'Mech. Unfortunately it's not really backed up by anything.

The ELRM 10 is amazing at hitting targets a long ways away, but since the 'Mech is sporting knife-fighting weapons the systems are at odds with each other.

The TSEMP and Plasma Canons go with each other as 'Mech hunting tools. Both can shut down a 'Mech albeit in different ways. Unfortunately they don't do any damage so they can not backup the other weapon systems.

The ER Small Lasers, backed by 4 heavy machine guns and an ER Micro Laser make a lot of sense when you consider the speed of this assault 'Mech and the extra speed it can achieve using Triple Strength Myomer. It can move, cause a lot of damage, over heat an opponent and keep delivering punishment even if the *Jester* overheats.

The lack of jump jets are hardly felt with a design that can easily move as quickly as a Heavy 'Mech. In some difficult terrain the lack of jumping will be felt, but the best advice is to avoid such terrain and mutter quietly if you can not.

The one good thing you can say about the design is that you always have a good choice of weapons for each situation, if you can think fast enough to make a choice. The advanced software selects which weapons it thinks would be most effective at any one moment, which is handy because firing all the weapons generates enough heat to cook off the many tons of ammunition in the 'Mech, something to be avoided, especially with that insanely expensive engine. Of course, since its a simulator, the amount spent is virtual.

One of the advantages of the computer assisted weapon choices is that it makes it very easy to fire on multiple targets effectively. With so much bizarre equipment on board, melee fighting with this 'Mech is greatly discouraged. Unlike previous *Behemoths* this one sacrifices it's highly durable actuators because there are 10 weapon systems on the 'Mech that are especially effective against infantry.

This 'Mech is insane but the more you study it, the most there is to like. It has answers to everything but the sheer options can get overwhelming.

Performance, *Weak Head Armor (-1pt).

Type: Jester
Technology Base: Clan (Mixed)
Mass: 100
Cost: 120,3999 167 C-Bills

Equipment		Mass
Internal Structure:	Endo-Steel	5
Engine:	300	17.5
Type:	XL Fusion	
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	307	16

	Internal Structure	Armor Value
Head	3	8*
Center Torso	31	39
Center Torso (Rear)		10
L/R Torso	21	33
L/R Torso (Rear)		9
L/R Arm	17	25
L/C/R Leg	21	32

Weapons And Ammo	Location	Critical	Tonnage
Plasma Cannon (C)	RA	1	3
Ammo (Plasma) 10	RA	1	1
TSEMP	RA	5	6
Extended LRM 10 (IS)	RT	4	8
Ammo (ELRM) 18	RT	2	2
4 ER Small Lasers (C)	CT	4	2
ER Micro Laser (C)	HD	1	.25
Plasma Cannon (C)	LT	1	3
Ammo (Plasma) 10	LT	1	1
Hyper Assault Gauss 20 (C)	LT	6	10
MG Array	LA	1	.25
4 Heavy Machine Guns (C)	LA	4	2
Ammo (HMG) 100	RL	1	1
Ammo (HAG) 6	RL	1	1
Ammo (HAG) 12	LL	2	2

Notes: This 'Mech has the following Quirks;
Barrel Fists, Multi-track, Oversized, Poor

Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3
   Jump Capacity: 90 meters
Armor: Standard
Armament:
   2 Large Pulse Lasers
   2 Gauss Rifles
   1 Small Pulse Laser
   Manufacturer: MWO
   Primary Factory: Solaris VII
Communications System: NA
Targeting and Tracking System: NA

Three fan-made mods served as *Behemoth*s for MWO for several years before the official release of the *Behemoth*. These 7 new models are less showy than the mods but better reflect the *Behemoth*. Who created the mods remains a poorly guarded secret pointing directly at Arc Royal.

Capabilities

Mirroring the original *Behemoth*, pretty much exactly, the SR-1 is certain to be a crowd pleaser. More than one Mechwarrior has seen a *Behemoth* or seen videos and wanted to try out the rare and famous 'Mech built to kill Nicholas Kerensky which ended up serving his clans and finally helped take Terra back from the Inner Sphere.

No one who has piloted the original *Behemoth* has been kind to the simulation. They all have something to complain about and each of them grumble about something different. They say it walks to slow, or too fast, or the cockpit is missing a monitor or the hum of the engine is off and should be higher, or lower pitch. One every complained that his coffee cup holder was missing, which he had clearly bolted to the control console himself.

Even the oldest living *Behemoth* pilot was not immune. He commented that the 'Mech looked cooler than the original, better lines and wisely drooped arms which would not be blocking the pilot's view as much as the real thing did.

Variants

This official release includes 7 variations of the *Behemoth;* The classic original as model 1. The heavy laser version model 2. The ATM and Large Pulse laser armed model 3. The Ultra AC/10 and LRM armed model 4. They skipped the LB 5-X armed *Behemoth* 5 and there is no model 5 in the game. The painfully short ranged *Behemoth* 6 armed with 14 medium pulse lasers which promises to be wickedly powerful when rearmed. They finish off with the Koloss, perhaps a nod to the *Colossus* Super Heavy 'Mech which can trace it's lineage back to the *Matar* from which the *Behemoth* evolved.

Entries in this document are made only for the model 1, model 2 out of interest and the Koloss, with the others being so similar to the originals that they would be redundant.

Type: **Behemoth**
Technology Base: Clan
Mass: 100
Cost: 10,432, 000 C-Bills

Equipment			Mass
Internal Structure:			10
Engine:		300	9.5
Type:		XL Fusion	
Walking MP:		3	
Running MP:		5	
Jumping MP:		3	
Heat Sinks:		15 [30]	5
Gyro:			3
Cockpit:			3
Armor Factor:		307	19.5
		Internal Structure	*Armor Value*
Head		3	8*
Center Torso		31	47
Center Torso (Rear)			15
L/R Torso		21	31
L/R Torso (Rear)			10
L/R Arm		17	34
L/C/R Leg		21	42

Weapons And Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	8
Gauss Rifle	RT	6	12
Ammo (Gauss)	RT	2	2
Small Pulse Laser	HD	1	1
Jump Jet	CT	1	2
Gauss Rifle	LT	6	12
Ammo (Gauss)	LT	2	2
Large Pulse Laser	LA	2	8
Jump Jet	RL	1	2
Jump Jets	LL	1	2

Notes: This 'Mech has the following Quirks; Barrel Fists, Multi-track, Oversized, Poor Performance, *Weak Head Armor (-1pt).

Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: Grandthrust Mk 5
Jump Capacity: 90 meters
Armor: Compound 12A1 Standard w/Case
Armament:
2 Series 4D-2 Heavy Large Lasers
4 Series 22a Heavy Medium lasers
2 General Systems heavy Small Lasers
2 Thunderstroke Series 2b Gauss Rifles
1 Shield - 3 Anti-Missile System
Manufacturer: Tokasha Mechworks
Primary Factory: Tokasha
Communications System: Garret L15
Targeting and Tracking System: RCA
Instartrac Version 8a

Capabilities

This version is very close to the original Behemoth 2 albeit with an appearance identical to the Behemoth 1 instead of having flipped torsos and heavily modified legs. The only real changes are because of the limitations of the simulator. The rear firing Heavy Medium Lasers are facing forward as the game does not support multi-directional attacks. It also doesn't have A-Pods so those are replaced with an extra ton of Guass ammunition. Single use weapons are generally destained so their removal is not decried. Having more weaponry pointed towards the enemy is generally also considered a bonus. Unfortunately there is still explosive ammunition sitting right next to the engine where CASE can not prevent it from destroying the engine. With more weapons facing the enemy, there is a greater incentive to use them and to turn this expensive assault 'Mech into a firework.

Like it's less digital counterpart, this 'Mech requires skill. As modifying 'Mechs in the simulator takes only seconds, that skill should start with realizing the Antimissile System's ammunition should either be removed or placed anywhere else in the 'Mech. Without practical restrictions, the modifications seen to simulator 'Mechs are educational. There are always configurations that are most effective but these are always based half on what works best within the simulator and does not translate to the battlefield. There are also a plethora of fun builds that rarely work effectively but sometimes bring a laugh, or a disparaging remarks from team mates.

Mechwarrior Online has been combating the unholy combination of 2 Guass Rifles and 2 big Energy weapons using ghost heat and a delayed firing charge up for the Guass Rifles. They back peddled by introducing quicks, some of which include the ability to avoid some of the dreaded ghost heat, which can destroy a 'Mech quickly. It's almost impossible to pair and fire two Guass Rifles and two ER PPCs, Clan PPC's damage also being reduced to Inner Sphere standards in the simulator. The Heavy Lasers are a relatively new introduction to the game and have not suffered such a 'nerfing'. It will be interesting to see how well their pairing works or if you have to be insanely careful not to fire all four weapons at the same time or risk exploding. It would certainly make using this unit more realistic.

Notable Units

Cal: Every time a new 'Mech appears in Mechwarrior Online someone has to say the same thing; 'Let's get a real Mechwarrior to show everyone how it's done.' Despite every effort to make simulator's accurate, there are always differences and they are exploitable. Mechwarriors are not using the simulator to get good at the simulator. They are doing it to get good on the battlefield so they avoid exploits and learning how to be better at the simulator. They tend to be very mediocre simulator pilots.

Cal is no Kat Witherfork, but there aren't a lot of *Behemoth* 2's these days so there are fewer expert pilots of this unit. Cal is probably the best living Mechwarrior in a *Behemoth 2* but his scores on MWO are dismal.

Twinky Overlord: While a member of the top team in Mechwarrior Online, Twinky stands out for his name and is expected to be the best *Behemoth 2* pilot, even though he has, as of this writing, never piloted one.

Type: **Behemoth 2**
Technology Base: Clan
Mass: 100
Cost: 28, 878, 000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (Rear)		15
L/R Torso	21	31
L/R Torso (Rear)		10
L/R Arm	17	34
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Heavy Large Laser	RA	3	4
Heavy Medium Laser	RA	2	1
Heavy Small Laser	RA	1	.5
2 Heat Sinks	RA	4	2
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
Heavy Medium Laser (R)	RT	2	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
Jump Jet	CT	1	2
Gauss Rifle	LT	6	12
Ammo (Gauss) 16	LT	2	2
Heavy Medium Laser (R)	LT	2	1
Heavy Large Laser	LA	3	4
Heavy Medium Laser	LA	2	1
Heavy Small Laser	LA	1	.5
2 Heat Sinks	RA	4	2
A-Pod	RL	1	.5
A-Pod	RL	1	.5
Jump Jet	RT	2	2
Jump Jets	RT	4	4

Notes: This 'Mech has the following Quirks; Barrel Fists, Multi-track, Oversized, Poor Performance, *Weak Head Armor (-1pt).

103

Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3
   Jump Capacity: 90 meters
Armor: Standard
Armament:
   2 Plasma Canons
   TSEMP
   ELRM 10
   4 ER Small Lasers
   ER Micro Laser
   HAG 20
   MG Array
      4 Heavy Machine Guns
Manufacturer: MWO
   Primary Factory: Solaris VII
Communications System: NA
Targeting and Tracking System: NA

Capabilities

A very unusual *Behemoth* the Koloss does away with the traditional four heavy weapon systems and uses two LB 10-X cannons backed up by six SRM 6 missile systems and five ER-Medium Lasers.

It is similar to the *Behemoth* 6 with it's 14 medium lasers and the upgrade to the Omnimech version C which uses fewer small weapons and two larger, longer range RAC5s. Unlike those 'Mechs this one can produce an extreme amount of heat but lay down devastating close range fire

power in exchange.

MWO uses engines in a way that technicians would almost never do. 'Mechs are not cars, but they have the equivalent to gears and they are very precisely calibrated. Normally when you step up an engine size with a 100 ton assault 'Mech you go from 100 to 200 to 300 to 400, because the 'gears' work best. You could take it back to the 'Mech factory and redesign everything to work for a half step, but no one ever has, except MechWarrior Online. Their Koloss uses a 325 XL engine and endo steel to make up for the extra mass. In creating this version the endosteel is dropped and an extra ton of autocannon ammunition is added to further fill the weight difference between the two units.

> ### Koloss
> A hint to the history of this 'Mech is in it's name. In German products the 'Mech was called *Felsrhino*, which would be the Clan designation. The unit's Inner Sphere name was translated to *Koloss*, which means *Colossus*.

Type: **Stone Rhino Koloss**
Technology Base: Clan
Mass: 100
Cost: 26, 471,000 C-Bills

Equipment		Mass
Internal Structure:		10
Engine:	300	9.5
Type:	XL Fusion	
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	

Heat Sinks:		15 [30]	5
Gyro:			3
Cockpit:			3
Armor Factor:		307	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	48
Center Torso (Rear)		13
L/R Torso	21	31
L/R Torso (Rear)		11
L/R Arm	17	33
L/C/R Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
ER Medium Laser	HD	1	1
2 SRM 6	CT	2	3
SRM 6	RT	1	1.5
ER Medium Laser	RT	1	1
Ammo (SRM) 15	RT	1	1
Ammo (LB 10-X) 10	RT	1	1
ER Medium Laser	LT	1	1
SRM 6	LT	1	1.5
MASC	LT	4	4
Ammo (SRM) 15	LT	1	1
LB 10-X AC	RA	5	10
ER Medium Laser	RA	1	1
SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
Ammo (LB 10-X) 10	RA	1	1
LB 10-X AC	LA	5	10
ER Medium Laser	LA	1	1
SRM 6	LA	1	1.5
Ammo (SRM) 30	LA	2	2
Ammo (LB 10-X) 10	LA	1	1

Notes: This 'Mech has the following Quirks; Barrel Fists, Multi-track, Oversized, Poor Performance, *Weak Head Armor (-1pt).

THE RED RHINO
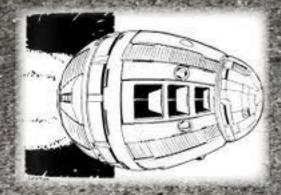
It came at night without warning, a gigantic 'Mech. You could only hear it at first. It's heavy foot steps made a crunching thud. You realized that it was stepping on cars and leaving them as flat as cardboard pressed into the pavement. It's already in sight and you didn't realize it. It was already aiming it's weapons at you and you were in blissful ignorance because you couldn't see it. Then someone turned a spotlight onto the 'Mech and the horror of the situation becomes evident.

It was a *Behemoth*, an assault 'Mech. Swirling around it was blood red smoke. The warm blue glow was a plasma cannon about to fire at you. Everyone you know was about to die and only you were going to survive because it always left one alive, one to tell the story. When the firing started your ears exploded and you'll have to write down what you saw because you are deaf now. Some victims were blind and deaf and it's only after surgical repairs and cybernetic replacements the story came out. It came at night and burns everything down.

The Red Rhino was the terror of the periphery, a bogey man that has been around for decades. The stories changed the details but it usually came at night, killed almost everyone in the area but always left one or two people alive. Mostly dismissed it as superstition. Project Behemoth started looking into the story and the staff believed it was a real 'Mech. They figured it was armed with a fluid gun and either a plasma cannon or rifle. The reports were fairly consistent about that.

Skeptics said it was just fires and people light headed from smoke inhalation. There was a pattern though. The *Red Rhino* only appeared in wealthy districts a long way from any military forces and always on worlds that either couldn't track a dropship landing illegally or without any means to pursue such a dropship. Project Behemoth modified a fluid gun and achieved the same red cloud effect using compressed gas and powder. It matches the few bad pictures of the *Red Rhino* that many insisted were fake.

When the Jade Falcons heard the story they put a two million C-Bill bounty on the 'Mech and eventually sent a Trinary to get it themselves. They claimed to have captured the 'Mech, destroyed the pirate band operating it and given the famous 'Mech to Project Behemoth to examine. No pictures or other evidence has been released and many question the Jade Falcons claim that they have the 'Mech at all. People continue to claim to see it.
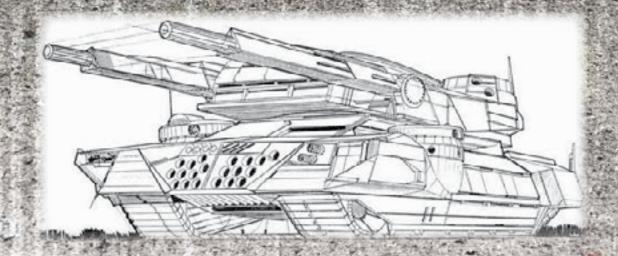
BEHEMOTH

Noun: A mighty animal described in Job 40:15–24. Any creature or thing of monstrous size or power.

TO OWN A BEHEMOTH

The fifteenth delegation from Clan Sea Fox, the trading clan, arrived on Arc Royal. Three brand new Duat's numbered among their landing force. How they got them is mind boggling but the message was clear; They were no longer here to negotiate. They were spoiling for a fight.

Allen Feildspare paused to watch them land, with a coffee in one hand and blueprints in the other. He had not slept in a while. It showed on his face, eyes sunken and dark. He looked thinner than was healthy. His lip curled back just for a moment and there was weariness that came over him, like had been asked to do one more chore before bed when it was already late at night. He sighed and headed back into the factory.

The factory looked like an old factory that had a new factory shoved inside it. New beams, assembly lines, wiring and walls just blazed right through the old factory without any concern for it. It was a maze of old and new inside. There were gigantic 'Mech parts everywhere, mostly shiny and new, moving or being worked on. A dozen half assembled monoliths of war stood in a giant bay. People crawled all over them, attaching, bolting, welding, wiring and getting them assembled. One area of the factory was entirely robotic and caution lines warned people not to enter.

Feildspare stopped in his office and rapped on the wall until everyone stopped talking.

"The Sea Foxes are landing, again, but this time they've come for a trial. I have a pretty good idea how this is going to play out. Louis, Mike, Vlen and Asha, find Tina and suit up. The rest of you, we will need fifteen Omni's in Brutal configuration. Pull anyone off the line you need but get it done."

Eploid looked at Allen.

"Why would the Falcons use the *Behemoths*?"

"While I was gone, they got mean."

"What do you want me doing?" Eploid asked.

"Take notes. There's a good chance the Behemoth is going to go Sphere-wide."

"You want that? Aren't they afraid you'll sabotage the trial?"

"You think I'd sabotage a *Behemoth*?"

"No. I hadn't thought about it like that."

Allen started changing into a cooling vest.

"You're going?" Eploid said. "We need you. Why would they risk you?"

Feildspare tapped the side of his head where a cybernetic port appeared between his grey hair.

"How much time do you think I have? It would be a good way to die. Besides, you've got the blueprints. You've got the factory. You've got the Foxes begging to produce the 'Mech. You really don't need me anymore. That's why they'll let me fight."

Allen headed into the 'Mech bay climbed up into a brand new Behemoth omnimech. He removed a panel in the front of the console and installed several circuit boards. He plugged a line from his head down into a new port on the console. The Behemoth came to life.

Fifteen shiny new Behemoths marched out of the factory about the same time a Jade Falcon commander got on the radio and ordered them to do so. Allen could see the delegation arguing below. The green uniformed Jade Falcons were ready for a fight. He didn't need to hear what was being said. The commander started pointing repeatedly at the new *Behemoths*. It wasn't long before Allen got the radio message.

"This is Star Captain Illo. We have bid your three stars of *Behemoths* to defend clan honor today. Disembark so that we can pilot them with real clan warriors."

Allen indicated to nine of his pilots that they should disembark.

"We are waiting for the rest of you to disembark, technician."

"You will refer to me a Star Captain Feildspare, not technician. You have the six best *Behemoth* pilots in the Inner Sphere piloting these 'Mechs and you'd have me replace them?"

"Yes. Immediately."

"Neg. Do you have a single warrior with the 1000 plus hours experience piloting a *Behemoth* down there?"

"That doesn't matter. They are real warriors."

"Star Captain Illo, I am your senior by over a hundred years and you will be using my warriors for this trial. That's an order."

There was a long pause.

"Aiff."

Allen kicked the throttle and pulled on the controls to turn his new *Behemoth*. It did not move like his old one. It was more responsive. That expected delay was missing. This machine was so much better, he thought. He immediately felt guilt. His cybernetics noted a change in his pulse rate.

Damned Word of Blake, Allen thought.

"Star Captain Illo, tell me the conditions of the trial." Feildspare barked over the comms.

They were up against a full five stars of Sea Foxes. There was something about proving the worth of the new machines. Allen chocked it up to arrogance. If they did not breach Zellbrigen and if they won the first wave, they would face 10 fresh machines whose pilots had the advantage of watching them fight.

He watched the Sea Fox units move onto the patch of clay and sand. The Falcons would have agreed because the *Behemoths* did not have jump jets but there was no cover and the Brutal configuration did not have long range weapons. Allen saw why the Sea Foxes agreed. Brand new *Dasher* II2s were among their forces. He could only hope they did not have long range weaponry. His scanners indicated that they were armed with the classical ER Medium Lasers but sensors could be tricked. It wouldn't be very Clan-like but the Clans had changed.

The Sea Wolves had two stars of Timber Wolf MK IV's and two stars of *Dasher* II2s. The last star was made up of a new 'Mech that his sensors called a *Cave Lion*. Feildspare zoomed in and saw particle cannons and a tiny advance tactical missile launcher. He wasn't sure if the claws were decorative or functional. He doubted the latter but the Clans kept surprising him these days.

As the *Cave Lions* and one star of *Dashers* fell back Feildspare saw who they would face first, both stars of *Timber Wolves* supported by a star of sniping *Dashers*. They were very organized and moved in military precision. Allen had nine people in his unit who may or may not obey his orders. He had to balance this out immediately.

"I am Star Captain Allen Feildspare of Clan Jade Falcon. Who do I have the honor of fighting?"

Feildspare wasn't a blood name. It would rankle the opposing officer to be facing a freeborn and Allen wanted to rub it in.

"I know who you are Star Captain. This is Star Colonel Melissa Mirazi."

Of course she was higher rank and had a blood name. That alone would have told Feildspare they knew exactly who he was.

"I challenge you."

"I accept."

Allen stepped on the throttle and the *Behemoth* surged forward. He regretted not taking a moment to check what configuration her *Timber Wolf* Mk IV was in. As they closed, she didn't fire and that told Allen that she was either holding back or also had a brawling configuration. At about medium range, both 'Mechs triggered their weapons.

A hyper assault gauss rifle exploded out of the *Timber Wolf* in a puff of smoke and supersonic slugs. A cloud of ATMs swarmed out of the smoke a fraction of a second later. The crackling beam of a heavy large laser glowed through the smoke, nearly blinding.

Allen felt the ordinance hit his 'Mech with a thunderous slap and wondered if he had been beaten already. He had already triggered his response. His canopy went black where lasers and plasma would have otherwise blinded him. He didn't die immediately. Brilliant balls of plasma lunged at Melissa's Timber Wolf, burning into it like blinding blue suns setting. Allen's *Behemoth* had extra sound insulation so that the thunderous roar of the twin class 20 ultra Autocannons did not deafen him firing them, as he was, at their fastest rate.

Feildspare scanned over his displays quickly. The center of Melissa's 'Mech was torn wide open and he had nearly punched through the engine shielding. Her heat had barely spiked, the whole point of using the Plasma Rifles. Her 'Mech rocked backwards and fell, but it wasn't out of the fight. Allen glanced at his own heat, which was well within safe limits. Melissa's damage had splashed all over the *Behemoth* without doing anything significant.

Allen kept his 'Mech moving forward. He heard shouting, challenges and insults on the comms. It even sounded half co-ordinated.

Not waiting for Malissa to get up, he stepped right up to her 'Mech, still shrouded in smoke, and fired nearly point-blank into her 'Mech's savaged chest cavity. Already thinking about the limited ammunition, he triggered the lasers and the Plasma Riles, saving the Autocannon ammunition. Things shattered and burned inside her 'Mech but it showed its resilience by continuing to function.

She fired back from the ground. The HAG hit Feildspare's *Behemoth* so hard that he felt the 'Mech lift slightly from the impact. She fired the advanced tactical missiles but they mostly swarmed by the *Behemoth*. She stabbed at Allen with her left arm and then fired the improved heavy large laser mounted there. The beam burned through one of the autocanons, silencing it.

Allen lifted his 'Mechs foot and stepped on the Timber Wolf. He took care to avoid the cockpit. His cybernetics warned him his aim was being compromised but he ignored it. He crushed the left side of the *Timber Wolf*'s torso, destroying the HAG and one side of the oversized engine. The 'Mech struggled for a moment as power left it and then it became still.

Feildspare did not waste a moment on his fallen foe. He scanned the battlefield display and it looked like Zellbrigen had been observed. Through the smoke his next opponent made himself obvious, firing ER Medium Lasers and scoring light hits. It was one of the *Dasher* II2s.

"I am Lanzo of Clan Sea Fox. You are my prey." The pilot announced over the comms.

"Defend yourself!" Allen roared back.

The *Dasher* ran around behind Allen. He might have called it cowardly but he outweighed his opponent by 60 tons. The *Dasher* closed and started firing into the *Behemoth*'s backside. Allen nodded a silent salute. Lanzo had made a critical mistake. Unlike most *Behemoths* the Omni had sacrificed its upper arm actuators. This made it less capable of punching, but it could flip its arms around backwards and shoot behind it. This is exactly what Allen did, firing both Plasma Rifles at the *Dasher*. Although he hit, the weapons did not penetrate the armor. The heat spike was noticeable but not serious.

The *Dasher* ran, anticipating Allen's turn. Feildspare faked one way and then reversed and turned the other. The responsive *Behemoth* turned as fast as he had hoped. He flipped his arms back and lined up and fired on the *Dasher*. Allen was less careful about the heat, firing everything he had left but leaving the Autocannon on its slower firing rate. The *Dasher*'s right leg took the Autocanon fire and disintegrated. One of the plasma rounds punched solidly into the torso and two of the lasers followed and the machine twitched, falling in its death throws, its overly large and very expensive engine no longer functioning.

To their credit, the pilot returned fire before hitting the ground. The damage was minor and scattered but one of the shots struck the cockpit. Allen was stunned for a second by the flash, the heat and the shudder through the cockpit.

Suddenly his 'Mech was thrown forward with the force of the impact from behind. Warning lights and sirens flashed and blared as the thinner rear armor was breached. Despite his best effort the 'Mech tripped and did a face plant. It hit so hard Allen was knocked out.

He was aware of being dragged out of the cockpit but could not see until someone removed his neural helmet. His senses were a mess and he tried to focus. Two people lifted and dragged him. He could taste blood. The blaring whine dimmed enough that he could make out words and finally his vision cleared. There was a lady before him, bruised and in the cooling vest of a Mechwarrior.

Allen half spit, half drooled, just to clear his throat.

"Star Colonel Melissa Mirazi I presume."

A smile half broke her face but he made it return to a grimace.

"You are one hell of a warrior for such an old bird."

"Thank you." Allen could barely speak. His lip was swelling up.

"They say you designed these."

Allen tried to say 'yes' but it came out as 'yurgle' and he just nodded. It occurred to him that the two people holding him were holding him up. He didn't know if he could stand.

"Then we have what we came for."

Allen's eyes went wide for a moment.

Star Captain Illo came into view. He had that

pissed off but still satisfied look on his face. He cocked his head at Allen before looking at Melissa.

"You have won." He said through grit teeth.

"We demand our *Behemoths*." Melissa insisted.

"Here they are." Illo said motioning to the 'Mechs scattered across the battlefield.

"Not even freebirth scum would act like this." Melissa hissed. "You will give us what we came for."

"There are no other *Behemoths* on this world. You can claim these, or nothing." Illo said, just barely able to hide his grin.
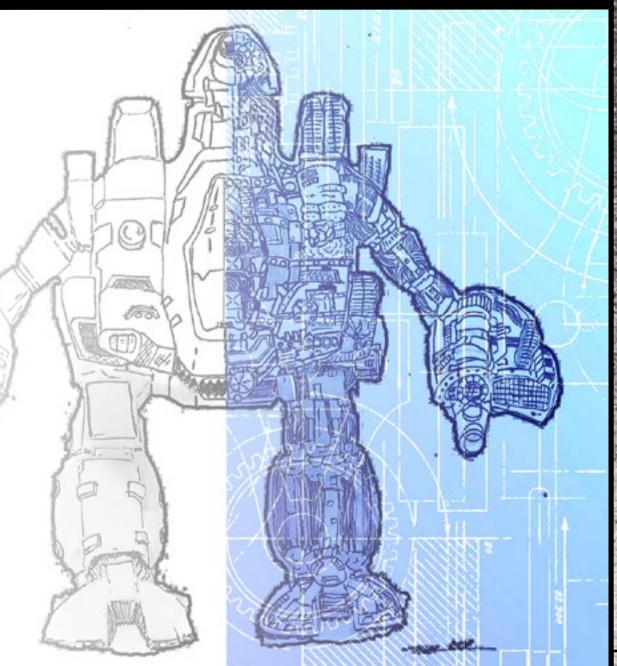
"I claim this one as Bondsman." Melissa waved at Allen.

"Please, take him. He should have been in a Solahma unit thirty years ago."

Allen let his head hang low, laughing but it looked like a choking cough."

"Out of respect for the skill those who fought demonstrated and honor in observing Zellbrigen, I will not claim any of your other warriors today." Meliss announced, taking a jab at Star Captain Illo who had not participated.

Allen Feildspare died on April 7th 3166 at a Sibko training the next generation of Jade Falcons at the helm of a *Wolverine* during a training exercise. They said it was a miracle he lasted that long. The last cybernetics were removed from his body, as per instructions left in his will, and he was buried at an undisclosed location in Canada on Terra. That is where his story finally ends.

His cybernetics were heavily scrutinized. Using the most advanced equipment ever made scientists went over them over nano-meter by nano-meter for any information. The Word of Blake may have been gone for decades but some of their hidden worlds were never found. The research and findings were never made public and remain a closely guarded secret of Clan Wolf.

On April 7th 3167, Hemisphere, Allen's first *Behemoth* shut down and no one could get it started again. It was exactly 1 light year from Terra when this happened and the event was 'lucky' enough to be caught on film by a local news agency. Many suggest Neville Feildspare, Allen's descendant and current owner of the 'Mech, orchestrated the shut down for publicity while others point to the advanced AI in the 'Mech and tell ghost stories.

The Wolfs Dragoons had the 'Mech shipped to Terra to be at the grave of it's most significant owner and Neville was issued another *Behemoth*.

Allen's goal was to preserve the *Behemoth*. As of 3166, the *Behemoth* is unlikely to fade from history any time soon and fulfill those wishes. The Hell's Horses are producing some of the original models, The Sea Foxes are producing the Brutal. Clan Wolf and Jade Falcon are both producing the Omni-mech version but, as usual, in limited numbers while they rebuild with full scale production 'planned' for later. This has only elevated interest in the simulator version and the 'Mech has been reclassified from rare to uncommon by many security agencies.

Neville patted one of the gigantic armored panels on Hemisphere's foot and listened to the 'Mech pur. It wasn't a quiet 'Mech. It growled and hissed and leaked harjel. Even sitting alone in it's Mechbay it would move on it's own, sway or stomp it's foot. It put all the technicians on edge. Neville loved the old beast, his great, great grandfather's 'Mech. The media also loved his 'Mech and they were standing outside the dropship waiting for it to emerge.

Recalled to Terra by the Wolfs Dragoons, it would give Neville a chance to finally pay his respects in person to his grandfather who had passed a year ago.

There were bright lights and a small crowd outside the dropship. Neville made to pretence about his own importance. He had tried so hard to be an important Mechwarrior but it was the 'Mech that always took most of the fame. It frustrated him but his pushed that feeling down inside him until it was a whimper.

"Okay girl, lets go see them."

The door started to open and he could see holoscreens set up outside showing the funeral of Allen Feildspare, the parts made public anyway. Neville heard a groan from Hemisphere, a new sound he had never heard the 'Mech make before. Then he heard another new sound.

Hemisphere became silent. Her lights dimmed. She slumped in her Mechbay. Even the harjel stopped dripping. She looked cold and had become dark.

Neville turned back to the images of the funeral.

"Oh." He said.

Six months later Neville was on another world getting off another dropship and heading to another mechhanger. He wore his dress uniform, pressed and spotless with a mirror shine on the toes of his boots. He reported for duty to some wet behind the ears kid who pointed him towards the Mechbay with far took much excitement in his face.

He saw the brand new Behemoth standing there. The paint had never been repaired. It had never been damaged. The oil was still clear at the edges of the pistons. There was still hazard tape marking off the heat sink vents and gun barrels.

Neville looked up and grimaced.

"You aren't Hemisphere."

He slowed his walk towards the giant and patted his breast pocket with his hand where there was a slight bulge.

"But maybe you can learn."

He expertly climbed up towards the cockpit where he had to pause.

It was a different code to get in. He tried twice before the hatch lifted. It smelled like a new car. At first he was revolted but then the smiled.

"Aright, lets see what you can do."

He removed a data chip from his pocket and installed it under the dash. Nothing happened. He looked around the cockpit. The stretched his head forward and looked closely at the controls, then looked embarrassed. He pressed the "enter" key.

Data appeared on one, then two and finally three monitors, loading faster than the eye could follow. A loading and installation process followed. Then the 'Mech shut down. All the lights and monitors flickered off.

Neville panicked, tapping the control surfaces and pushing the throttle. Nothing happened. He tried several times and then went to reach for the chip under the console.

As he was leaning down he saw that one screen wasn't actually off. It was just black with a single blinking line, a cursor prompt for the most basic computer system.

Words suddenly started typing themselves.

C:\> What is my name?_

A smile crept across Neville's face. He raised his arms and cracked his knuckles and reached forward to type.

'MECH SHEETS

BATTLETECH

'MECH RECORD SHEET

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

Right Torso [CASE]
1. Gauss Rifle
2. Gauss Rifle
1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
4-6 6. Gauss Rifle
1. @Gauss Rifle (B)
2. @Gauss Rifle (B)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Pulse Laser
5. [Large Pulse Laser
6. Roll Again
1-3 ... 4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso [CASE]
1. Gauss Rifle
2. Gauss Rifle
1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
4-6 6. Gauss Rifle
1. @Gauss Rifle (B)
2. @Gauss Rifle (B)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3
4. [Large Pulse Laser
5. [Large Pulse Laser
6. Roll Again
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Left
Right

WARRIOR DATA

Name:

Gunnery Skill: ___ Piloting Skill: ___

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

Damage Transfer Diagram

'MECH DATA

Type: Stone Rhino (Behemoth)

Tonnage:	100	
Tech Base:	Clan	
	2847	
	F/X-E-D-D	

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 (P, AI)	—	2	4	8
1	Gauss Rifle	RT	1	15 [DB, X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB, X]	2	7	15	22
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Ammunition Type Rounds
Gauss Rifle 32

Cost: 10,352,000 C-Bills +80,000 [mmm]

BV: 3,001
Weapon Heat [24]
Dissipation [20]

(hexes)

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	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

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

Heat Sinks: 10 [20] Double

○○○○○○○○○○

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

Left
Rear
Right

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

- Head [9]
- Left Torso [27]
- Right Torso [27]
- Center Torso [46]
- Left Arm [32]
- Right Arm [32]
- Left Leg [36]
- Right Leg [36]
- Left Torso Rear [14]
- Right Torso Rear [14]
- Center Torso Rear [15]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [21]
- Right Torso [21]
- Center Torso [31]
- Left Arm [17]
- Right Arm [17]
- Left Leg [21]
- Right Leg [21]

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 Sinks: 10 [20] Double

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

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

'MECH DATA

Type: Stone Rhino (Behemoth)

Tonnage: 100

Tech Base: Clan

2847

F/X-E-D-D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P, AI]	—	2	4	6
1	Gauss Rifle	RT	1	15 [DB, X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB, X]	2	7	15	22
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Ammunition Type	Rounds
Gauss Rifle	32

Cost: 10,352,000 C-Bills +80,000 [ammo]

BV: 3,001

Weapon Heat [24]

Dissipation [20]

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Large Pulse Laser
5. Large Pulse Laser]
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. [Gauss Rifle
2. Gauss Rifle
1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle]
1. @Gauss Rifle [B]
2. @Gauss Rifle [B]
3. Roll Again
4-6 4. Roll Again
5. Roll Again
6. Roll Again

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

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

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

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Large Pulse Laser
5. Large Pulse Laser]
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. [Gauss Rifle
2. Gauss Rifle
1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle]
1. @Gauss Rifle [B]
2. @Gauss Rifle [B]
3. Roll Again
4-6 4. Roll Again
5. Roll Again
6. Roll Again

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

CATALYST

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

Armor Pts: 304

- Head [9]
- Right Torso [32]
- Left Torso [32]
- Right Arm [34]
- Left Arm [34]
- Center Torso [44]
- Right Leg [42]
- Left Leg [42]
- Right Torso Rear [10]
- Center Torso Rear [15]
- Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 16 [32] Double

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 8+
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*	
12	
11	+2 Modifier to Fire
10*	
9	–2 Movement Points
8*	
7	
6	
5*	+1 Modifier to Fire
4	
3	
2	–1 Movement Points
1	
0	

WARRIOR DATA

Name: _____

Gunnery Skill: ____

Piloting Skill: ____

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

MECH DATA

Type: Stone Rhino (Behemoth) 2

Tonnage: 100

Tech Base: Clan

3061

F/X-X-D-D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	[PD]	—	1	—	—
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	[R] Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	[R] Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	RL	3	6 [DE]	—	1	2	3
1	A-Pod	LL	0	— [PD, CB/AI]	—	—	—	—
1	A-Pod	LL	0	— [PD, CB/AI]	—	—	—	—

Ammunition Type	Rnds
Gauss Rifle	32
Anti-Missile System	24

Cost: 23,878,000 C-Bills
+R2,000 (ammo)

BV: 3,107
Weapon Heat (73)
Dissipation (32)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. [Double Heat Sink]
    4. [Double Heat Sink]
    5. [Double Heat Sink]
    6. [Double Heat Sink]
    1. Heavy Large Laser
    2. Heavy Large Laser
4-6 3. Heavy Large Laser
    4. Heavy Medium Laser
    5. Heavy Medium Laser
    6. Heavy Small Laser

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
4-6
1. Gauss Rifle
2. Gauss Rifle
3. [R] Heavy Medium Laser
4. [R] Heavy Medium Laser
5. @Gauss Rifle [8]
6. @Gauss Rifle [8]

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. @Anti-Missile System [24]

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. [Double Heat Sink]
    4. [Double Heat Sink]
    5. [Double Heat Sink]
    6. [Double Heat Sink]
    1. Heavy Large Laser
    2. Heavy Large Laser
4-6 3. Heavy Large Laser
    4. Heavy Medium Laser
    5. Heavy Medium Laser
    6. Heavy Small Laser

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
4-6
1. Gauss Rifle
2. Gauss Rifle
3. [R] Heavy Medium Laser
4. [R] Heavy Medium Laser
5. @Gauss Rifle [8]
6. @Gauss Rifle [8]

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 304

- Head [9]
- Right Torso [32]
- Left Torso [32]
- Center Torso [44]
- Center Torso Rear (15)
- Right Arm [34]
- Left Arm [34]
- Right Leg [42]
- Left Leg [42]
- Right Torso Rear [10]
- Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Center Torso [31]
- Right Arm [17]
- Left Arm [17]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

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

Heat Scale: 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 Sinks: 21 [42] Double

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

MECH DATA

Type: Stone Rhino (Behemoth) 3

Tonnage: 100
Tech Base: Clan
3068
F/X-X-D-D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM-9	RT	6	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	3	6	9	9
				[M, C/5/C5/9]				
1	(R) ER Micro Laser	RT	1	2 (DE)	–	1	2	4
1	ATM-9	LT	6	2/m	4	5	10	15
				[M, C/5/C5/9]				
1	(R) ER Micro Laser	LT	1	2 (DE)	–	1	2	4
2	Large Pulse Laser	RA	10	10 (P)	–	6	14	20
2	Large Pulse Laser	LA	10	10 (P)	–	6	14	20

Ammunition Type	Rounds
ATM-9	14
ATM-9 (ER)	7
ATM-9 (HE)	7

Cost: 22,892,000 C-Bills
+300,000 (ammo)

BV: 3,072
Weapon Heat: (54)
Dissipation (42)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Double Heat Sink
5. ATM-9
6. ATM-9
1. ATM-9
2. ATM-9
4-6 3. (R) ER Micro Laser
4. @ATM 9 (7)
5. @ATM 9 ER (7)
6. @ATM 9 HE (7)

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

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

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

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ATM-9
2. ATM-9
4-6 3. ATM-9
4. ATM-9
5. (R) ER Micro Laser
6. @ATM 9 (7)

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

Damage Transfer Diagram

CATALYST

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

Armor Pts: 264

- Head [9]
- Right Torso [23]
- Left Torso [23]
- Right Arm [31]
- Left Arm [31]
- Center Torso [37]
- Center Torso Rear [14]
- Right Torso Rear [11]
- Left Torso Rear [11]
- Right Leg [37]
- Left Leg [37]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

Heat Scale

HEAT DATA

Heat Sinks: 17 [34] Double

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 8+
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

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

MECH DATA

Type: Stone Rhino (Behemoth) 4

Tonnage: 100

Tech Base: Clan

2846

F/X-E-D-D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Weapons & Equipment Inventory

Qty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 Ultra AC/10	RT	3/s	10 [DB, R/C,/RE2]	—	6	12	18
2 LRM-10	RT	4	1/m	7	7	14	21
1 Ultra AC/10	LT	3/s	10 [DB, R/C,/RE2]	—	6	12	18
2 LRM-10	LT	4	1/m	7	7	14	21
2 ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2 Machine Gun	RA	0	2 [DB, AI]	—	1	2	3
2 ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2 Machine Gun	LA	0	2 [DB, AI]	—	1	2	3

Ammunition Type	Rounds
MG	400
LRM-10	48
Ultra AC/10	40

Cost: 23,434,000 C-Bills +170,000 (ammo)

BV: 2,870

Weapon Heat [48]
Dissipation [34]

CRITICAL HIT TABLE

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

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

Left Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Machine Gun
1. Machine Gun
2. @MG [200]
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso [CASE]
1-3 1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10
1. LRM-10
2. LRM-10
4-6 3. @LRM 10 [12]
4. @LRM 10 [12]
5. @Ultra AC/10 [10]
6. @Ultra AC/10 [10]

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

Right Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Machine Gun
1. Machine Gun
2. @MG [200]
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Torso [CASE]
1-3 1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10
1. LRM-10
2. LRM-10
4-6 3. @LRM 10 [12]
4. @LRM 10 [12]
5. @Ultra AC/10 [10]
6. @Ultra AC/10 [10]

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

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

Damage Transfer Diagram

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Stone Rhino (Behemoth) 5

Movement Points:

Walking:	4
Running:	6
Jumping:	0

Tonnage:	100
Tech Base:	Clan
	2825
	F/X-E-D-D

Weapons & Equipment Inventory (Hexes)

Qty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2 LB 5-X AC	RT	1	5 (DB, Cl/Sl/Fl)	3	0	15	24
2 LB 5-X AC	LT	1	5 (DB, Cl/Sl/Fl)	3	0	15	24
3 ER Medium Laser	RA	5	7 [DE]	–	5	10	15
3 ER Medium Laser	LA	5	7 [DE]	–	5	10	15

Ammunition Type	Rounds
LB 5-X [Slug]	40
LB 5-X [Cluster]	40

Cost: 28,947,333 C-Bills
+48,000 [ammo]

BV: 2,157

Weapon Heat: [34]
Dissipation: [24]

WARRIOR DATA

Name: _____

Gunnery Skill: ____   **Piloting Skill:** ____

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

ARMOR DIAGRAM
Armor Pts: 284

- Head [9]
- Right Torso [28]
- Left Torso [28]
- Center Torso [40]
- Right Arm [28]
- Left Arm [28]
- Right Leg [36]
- Left Leg [36]
- Right Torso Rear [9]
- Center Torso Rear [13]
- Left Torso Rear [9]

INTERNAL STRUCTURE DIAGRAM

- Head [3]
- Right Torso [21]
- Left Torso [21]
- Center Torso [31]
- Right Arm [17]
- Left Arm [17]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 12 [24] Double

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

Heat Scale

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

CRITICAL HIT TABLE

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC
1. LB 5-X AC
2. LB 5-X AC
4-6 3. LB 5-X AC
4. LB 5-X AC
5. @LB 5-X Slug [20]
6. @LB 5-X Cluster [20]

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

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

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

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

Damage Transfer Diagram

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

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC
1. LB 5-X AC
2. LB 5-X AC
4-6 3. LB 5-X AC
4. LB 5-X AC
5. @LB 5-X Slug [20]
6. @LB 5-X Cluster [20]

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

CATALYST

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

Head [9]
Left Torso [26]
Right Torso [26]
Right Arm [34]
Right Leg [42]
Center Torso [43]
Ferro-Fibrous
Center Torso Rear (18)
Right Torso Rear (16)
Left Arm [34]
Left Leg [42]
Left Torso Rear (16)

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (21)
Right Torso (21)
Right Arm (17)
Right Leg (21)
Center Torso (31)
Left Arm (17)
Left Leg (21)

HEAT DATA

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

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

Heat Sinks: 18 [36] Double

WARRIOR DATA

Name:

	Gunnery Skill:			Piloting Skill:		
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

'MECH DATA

Type: Stone Rhino (Behemoth) 6

Tonnage:	100
Tech Base:	Clan
	2999
	F/X-E-D-D

Movement Points:
Walking: 4
Running: 6
Jumping: 2

Weapons & Equipment Inventory (Hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	–	2	4	8
7	Medium Pulse Laser	RT	4	7 [P]	–	4	8	12
7	Medium Pulse Laser	LT	4	7 [P]	–	4	8	12

Cost: 28,011,833 C-Bills
*0 [ammo]

BV: 2,981
Weapon Heat: [56]
Dissipation [36]

CRITICAL HIT TABLE

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser
1. Medium Pulse Laser
2. Medium Pulse Laser
4-6 3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

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

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

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

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser
1. Medium Pulse Laser
2. Medium Pulse Laser
4-6 3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Damage Transfer Diagram

CATALYST

BATTLETECH™

"MECH RECORD SHEET"

MECH DATA
Type: Stone Rhino (Behemoth) 6A

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 100
Tech Base: Mixed
3132
X/X-X-X-X

Weapons & Equipment Inventory (Hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser [C]	HD	2	5 [DE]	—	2	4	8
7	Medium Pulse Laser' [C]RT	4	7 [P]	—	4	8	12
7	Medium Pulse Laser' [C]LT	4	7 [P]	—	4	8	12

Cost: 28,523,833 C-Bills
BV: 2,994
+0 (ammo)

Weapon Heat (59)
Dissipation (48)

WARRIOR DATA
Name:

Gunnery Skill:		Piloting Skill:	
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous
1. □ Double Heat Sink
2. □ Double Heat Sink
4-6 3. □ Double Heat Sink
4. □ Double Heat Sink
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Medium Pulse Laser [C]
4. Medium Pulse Laser [C]
5. Medium Pulse Laser [C]
6. Medium Pulse Laser [C]
1. Medium Pulse Laser [C]
2. Medium Pulse Laser [C]
4-6 3. Medium Pulse Laser [C]
4. □ Double Heat Sink
5. □ Double Heat Sink
6. Roll Again

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser [C]
5. Sensors
6. Life Support

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

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. □ Double Heat Sink
1. □ Double Heat Sink
2. □ Double Heat Sink
4-6 3. □ Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Medium Pulse Laser [C]
4. Medium Pulse Laser [C]
5. Medium Pulse Laser [C]
6. Medium Pulse Laser [C]
1. Medium Pulse Laser [C]
2. Medium Pulse Laser [C]
4-6 3. Medium Pulse Laser [C]
4. □ Double Heat Sink
5. □ Double Heat Sink
6. Roll Again

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

Damage Transfer Diagram

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Right Torso [26]
- Left Torso [26]
- Right Arm [34]
- Left Arm [34]
- Center Torso [43]
- Center Torso Rear [18]
- Ferro Fibrous
- Right Torso Rear [16]
- Left Torso Rear [16]
- Right Leg [42]
- Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

- Right Torso [21]
- Left Torso [21]
- Head
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

Heat Sinks: 24 (48) Double

HEAT DATA

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

Heat Scale (0–30*)

CATALYST GAME LABS

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Right Torso [26]
- Left Torso [26]
- Right Arm [34]
- Left Arm [34]
- Center Torso [43]
- Ferro Fibrous
- Right Leg [42]
- Left Leg [42]
- Right Torso Rear [16]
- Center Torso Rear (19)
- Left Torso Rear [16]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 24 [48] Double

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

Heat Scale: 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

MECH DATA

Type: Stone Rhino (Behemoth) 6b

Tonnage: 100
Tech Base: Mixed

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

3132
X/X-X-X

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (Hexes)
1	ER Small Laser* [C]	HD	2	5 [DE]	—	2	4	6
1	ER Large Laser [C]	RT	12	10 [DE]	—	8	15	25
5	Medium Pulse Laser [C]RT	4	7 [P]	—	—	8	12	
1	ER Large Laser [C]	LT	12	10 [DE]	—	8	15	25
5	Medium Pulse Laser [C]LT	4	7 [P]	—	—	4	8	12

Cost: 28,843,833 C-Bills
BV: 2,928

Weapon Heat: (99)
Dissipation (48)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4-6:
4. Double Heat Sink
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser [C]
1-3:
4. Medium Pulse Laser [C]
5. Medium Pulse Laser [C]
6. Medium Pulse Laser [C]
1. Medium Pulse Laser [C]
2. ER Large Laser [C]
4-6:
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser* [C]
5. Sensors
6. Life Support

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ferro-Fibrous
1-3:
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6:
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser [C]
1-3:
4. Medium Pulse Laser [C]
5. Medium Pulse Laser [C]
6. Medium Pulse Laser [C]
1. Medium Pulse Laser [C]
2. ER Large Laser [C]
4-6:
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

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

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

Damage Transfer Diagram

WARRIOR DATA

Name:

Gunnery Skill:
Piloting Skill:

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

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Right Torso [32]
- Left Torso [32]
- Right Arm [34]
- Left Arm [34]
- Center Torso [47]
- Center Torso Rear [15]
- Right Leg [42]
- Left Leg [42]
- Right Torso Rear [10]
- Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM
- Right Torso [21]
- Left Torso [21]
- Head
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

Heat Scale

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

HEAT DATA
Heat Sinks: 10 [20] Double

○○○○○○○○○○

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 8+
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

WARRIOR DATA
Name:

Gunnery Skill:
Piloting Skill:

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

'MECH DATA
Type: The Bastion

Tonnage: 100
Tech Base: Mixed
3132
X/X-X-X

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Weapons & Equipment Inventory (Hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser [DHD]	DHD	4	7 [P]	—	4	8	12
2	Medium Pulse Laser	DCT	4	7 [P]	—	4	8	12
1	Arrow IV Missile [15]	RT	10	20 [AE, S/F]	8	0	0	0
3	ER Small Laser [C]	RT	2	5 [DE]	—	2	4	8
1	Arrow IV Missile [15]	LT	10	20 [AE, S/F]	8	0	0	0
1	Angel ECM	LT	0	[E]	—	—	—	6

Ammunition Type · Rounds
Arrow IV (Non-Home) · 30

Cost: 11,817,500 C-Bills +60,000 [ammo]

BV: 2,403
Weapon Heat [38]
Dissipation [20]

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Arrow IV Missile [15]
   5. Arrow IV Missile [15]
   6. Arrow IV Missile [15]
   1. Arrow IV Missile [15]
   2. Arrow IV Missile [15]
4-6 3. Arrow IV Missile [15]
   4. Arrow IV Missile [15]
   5. Arrow IV Missile [15]
   6. Arrow IV Missile [15]

Left Torso [CASE]
1. Arrow IV Missile [15]
2. Arrow IV Missile [15]
1-3 3. Arrow IV Missile [15]
   4. Arrow IV Missile [15]
   5. Arrow IV Missile [15]
   6. Arrow IV Missile [15]
   1. @Arrow IV Non Home [15]
   2. @Arrow IV Non Home [15]
4-6 3. @Arrow IV Non Home [15]
   4. [Angel] EDM
   5. [Angel EDM
   6. Roll Again

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser [C]
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4-6 4. Gyro
   5. Gyro
   6. Gyro
   1. Gyro
   2. Fusion Engine
4-6 3. Fusion Engine
   4. Fusion Engine
   5. Medium Pulse Laser [C]
   6. Medium Pulse Laser [C]

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Arrow IV Missile [15]
   5. Arrow IV Missile [15]
   6. Arrow IV Missile [15]
   1. Arrow IV Missile [15]
   2. Arrow IV Missile [15]
4-6 3. Arrow IV Missile [15]
   4. Arrow IV Missile [15]
   5. Arrow IV Missile [15]
   6. Arrow IV Missile [15]

Right Torso [CASE]
1. Arrow IV Missile [15]
2. Arrow IV Missile [15]
1-3 3. Arrow IV Missile [15]
   4. Arrow IV Missile [15]
   5. Arrow IV Missile [15]
   6. Arrow IV Missile [15]
   1. @Arrow IV Non Home [15]
   2. @Arrow IV Non Home [15]
4-6 3. @Arrow IV Non Home [15]
   4. ER Small Laser [C]
   5. ER Small Laser [C]
   6. ER Small Laser [C]

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

Damage Transfer Diagram

BATTLETECH™
'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Left Torso [32]
- Right Torso [32]
- Right Arm [34]
- Left Arm [34]
- Center Torso [47]
- Center Torso Rear (15)
- Right Torso Rear [10]
- Left Torso Rear [10]
- Right Leg [42]
- Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso (21)
- Right Torso (21)
- Right Arm (17)
- Left Arm (17)
- Center Torso (31)
- Right Leg (21)
- Left Leg (21)

HEAT DATA

Heat Sinks: 18 [36] Double

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

WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

MECH DATA

Type: Behemoth - J

Tonnage: 100

Tech Base: Mixed

3132

F/XX-FE

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Command Console	HD	-	-	-	-	-	-
1	ER PPC (C)	CT	15	15 [DE]	-	7	14	23
1	ER Large Laser (C)	RT	12	10 [DE]	-	8	15	25
1	ER Large Laser (C)	LT	12	10 [DE]	-	8	15	25
1	Watchdog CEWS	LT	0	[E]	-	-	-	3
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22

Ammunition Type: Gauss Rifle Rounds: 28

Cost: 25,579,780 C-Bills +70,000 (ammo)

BV: 3,510
Weapon Heat: [41]
Dissipation [36]

CRITICAL HIT TABLE

Left Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Gauss Rifle (C)
5. Gauss Rifle (C)
6. Gauss Rifle (C)
1. Gauss Rifle (C)
2. Gauss Rifle (C)
3. Gauss Rifle (C)
4-6 4. @Gauss Rifle [B]
5. @Gauss Rifle [B]
6. Endo-Steel

Left Torso
1. ER Large Laser (C)
2. [Double Heat Sink
1-3 3. [Double Heat Sink
4. [Double Heat Sink
5. [Double Heat Sink
6. XL Fusion Engine
1. XL Fusion Engine
2. Jump Jet
4-6 3. Endo-Steel
4. *Watchdog CEWS
5. *Watchdog CEWS
6. Jump Jet

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Command Console
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. [ER PPC (C)
6. [ER PPC (C)

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

Right Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Gauss Rifle (C)
5. Gauss Rifle (C)
6. Gauss Rifle (C)
1. Gauss Rifle (C)
2. Gauss Rifle (C)
3. Gauss Rifle (C)
4-6 4. @Gauss Rifle [4]
5. @Gauss Rifle [B]
6. Endo-Steel

Right Torso
1. ER Large Laser (C)
2. [Double Heat Sink
1-3 3. [Double Heat Sink
4. [Double Heat Sink
5. [Double Heat Sink
6. XL Fusion Engine
1. XL Fusion Engine
2. Endo-Steel
4-6 3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Jump Jet

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Right Torso [32]
- Left Torso [32]
- Right Arm [34]
- Left Arm [34]
- Center Torso [47]
- Right Leg [42]
- Left Leg [42]
- Right Torso Rear [10]
- Center Torso Rear [15]
- Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM
- Right Torso [21]
- Left Torso [21]
- Right Arm [17]
- Left Arm [17]
- Head
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

HEAT DATA
Heat Sinks: 20 [40] Double

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

Heat Scale (Overflow) 30+ ... 0

WARRIOR DATA
Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

MECH DATA

Type: **Brutal Behemoth**

Tonnage: 100
Tech Base: Mixed

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

3132
X/X-X-X-X

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20 [C]	RT	7/s	20 [DB, R/Cl/R2]	—	4	8	12
1	Ultra AC/20 [C]	LT	7/s	20 [DB, R/Cl/R2]	—	4	8	12
1	Plasma Rifle [S]	RA	10	10 [DE, H/AI]	—	5	10	15
1	Plasma Rifle [S]	LA	10	10 [DE, H/AI]	—	5	10	15

Ammunition Type	Rounds
Ultra AC/20	25
Plasma Rifle	40

Cost: 23,270,000 C-Bills
+140,000 (ammo)

BV: 2,672
Weapon Heat (48)
Dissipation (40)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Plasma Rifle [S]
5. [Plasma Rifle [S]
6. [@Plasma Rifle [10]
1. [Double Heat Sink
2. [Double Heat Sink
4-6 3. [Double Heat Sink
4. [Double Heat Sink
5. [Double Heat Sink
6. [Double Heat Sink

Left Torso [CASE]
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Ultra AC/20 [C]
4. Ultra AC/20 [C]
5. Ultra AC/20 [C]
6. Ultra AC/20 [C]
1. Ultra AC/20 [C]
2. Ultra AC/20 [C]
4-6 3. Ultra AC/20 [C]
4. Ultra AC/20 [C]
5. @Ultra AC/20 [5]
6. @Ultra AC/20 [5]

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

Head [CASE]
1. Life Support
2. Sensors
3. Cockpit
4. @Ultra AC/20 [5]
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. [Double Heat Sink
6. [Double Heat Sink

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Plasma Rifle [S]
5. [Plasma Rifle [S]
6. @Plasma Rifle [10]
1. @Plasma Rifle [10]
2. @Plasma Rifle [10]
4-6 3. [Double Heat Sink
4. [Double Heat Sink
5. [Double Heat Sink
6. [Double Heat Sink

Right Torso [CASE]
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [Double Heat Sink
4. Ultra AC/20 [C]
5. Ultra AC/20 [C]
6. Ultra AC/20 [C]
1. Ultra AC/20 [C]
2. Ultra AC/20 [C]
4-6 3. Ultra AC/20 [C]
4. Ultra AC/20 [C]
5. @Ultra AC/20 [5]
6. @Ultra AC/20 [5]

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

Damage Transfer Diagram

CATALYST GAME LABS

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: The Ghost

Movement Points:
Walking: 4
Running: 6 (8)
Jumping: 4

Tannage: 100
Tech Base: Mixed
3132
X/XXXX

WARRIOR DATA

Name:
Gunnery Skill: Piloting Skill:

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Command Console	HD	—	—	—	—	—	—
1	Supercharger*	CT	—	—	—	—	—	—
1	ER Large Laser (C)	RT	12	10 [DE]	—	8	15	25
1	Radical Heat Sink	RT	0	[RS]	—	—	—	—
1	Guardian ECM Suite	LT	0	[E]	—	—	—	6
1	Cargo, Standard (1.0 tons)	LT	—	[IE]	—	—	—	—
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
1	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15

Cost: 128,308,667 C-Bills
+0 (ammo)

BV: 3,478
Weapon Heat (52)
Dissipation [51]

ARMOR DIAGRAM
Armor Pts: 307

Head [9]
Left Torso [32]
Right Torso [32]
Right Arm [34]
Left Arm [34]
Center Torso [47]
Center Torso Rear [15]
Right Torso Rear [10]
Left Torso Rear [10]
Right Leg [42]
Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [21]
Right Torso [21]
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA

Heat Sinks: 21 [51]
Double

Heat Level*	Effects
30	Shutdown
30*	
29	
28	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	
26*	
25	-5 Movement Points
25*	
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	
19	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
18	+3 Modifier to Fire
17*	-3 Movement Points
17	
16	
15*	Shutdown, avoid on 4+
15	+2 Modifier to Fire
14*	
14	-2 Movement Points
13*	
12	
11	+1 Modifier to Fire
10*	
9	-1 Movement Points
8*	
8	
7	
6	
5*	
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. ER PPC (C)
5. ER PPC (C)
6. ER Medium Laser (C)
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Endo-Composite
6. Void Signature System

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
1-3 4. XXL Fusion Engine
5. Endo-Composite
6. Guardian ECM Suite
1. Guardian ECM Suite
2. Jump Jet
4-6 3. StandCrgo
4. Double Heat Sink
5. Double Heat Sink
6. Void Signature System

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. ER PPC (C)
5. ER PPC (C)
6. ER Medium Laser (C)
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Endo-Composite
6. Void Signature System

Head
1. Life Support
2. Sensors
3. Cockpit
4. Command Console
5. Sensors
6. Life Support

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
1-3 3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XXL Fusion Engine
4-6 3. XXL Fusion Engine
4. XXL Fusion Engine
5. Supercharger*
6. Void Signature System

Right Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
1-3 4. XXL Fusion Engine
5. Endo-Composite
6. ER Large Laser (C)
1. Roll Again
2. Jump Jet
4-6 3. Radical Heat Sink
4. Radical Heat Sink
5. Radical Heat Sink
6. Void Signature System

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

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

Armor Pts: 288

- Head [9]
- Right Torso [27]
- Right Arm [36]
- Right Leg [36]
- Left Torso [27]
- Left Arm [36]
- Center Torso [46]
- Center Torso Rear [15]
- Right Torso Rear [14]
- Left Torso Rear [14]
- Left Leg [36]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Right Arm [17]
- Right Leg [21]
- Left Torso [21]
- Left Arm [17]
- Center Torso [31]
- Left Leg [21]

HEAT DATA

Heat Scale

Heat Sinks: 15 [30] Double

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 8+
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

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

MECH DATA

Type: Hemisphere

Tonnage: 100
Tech Base: Clan

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

0

F/X/X/F

Weapons & Equipment Inventory (Hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HarJel III	CT	0	[PE]	–	–	–	–
1	ER PPC	RT	15	15 [DE]	–	7	14	23
1	HarJel III	RT	0	[PE]	–	–	–	–
1	ER PPC	LT	15	15 [DE]	–	7	14	23
1	HarJel III	LT	0	[PE]	–	–	–	–
1	Gauss Rifle	RA	1	15 [DB, X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB, X]	2	7	15	22

Ammunition Type	Rounds
Gauss Rifle	32

Cost: 25,280,000 C-Bills
+80,000 (ammo)

BV: 3,343

Weapon Heat [32]
Dissipation [30]

CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. HarJel III
6. HarJel III

1. Gyro
2. Gyro
3. Gyro

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

Left Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
1-3. 3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
4-6. 3. Gauss Rifle
4. @Gauss Rifle [III]
5. @Gauss Rifle [III]
6. Endo-Steel

Left Torso
1-3.
1. XL Fusion Engine
2. XL Fusion Engine
3. HarJel III
4. HarJel III
5. ER PPC
6. ER PPC

1. Jump Jet
2. Double Heat Sink
4-6. 3. Double Heat Sink
4. Endo-Steel
5. Endo-Steel
6. Roll Again

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

Right Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
1-3. 3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
4-6. 3. Gauss Rifle
4. @Gauss Rifle [III]
5. @Gauss Rifle [III]
6. Endo-Steel

Right Torso
1-3.
1. XL Fusion Engine
2. XL Fusion Engine
3. HarJel III
4. HarJel III
5. ER PPC
6. ER PPC

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

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

Damage Transfer Diagram

CATALYST

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 248

Head [9]
Right Torso [33]
Right Arm [24]
Right Leg [30]
Right Torso Rear [9]
Left Torso [33]
Center Torso [37]
Center Torso Rear [10]
Left Arm [24]
Left Leg [30]
Left Torso Rear [9]

Laser Reflective

INTERNAL STRUCTURE DIAGRAM

Head
Right Torso [21]
Right Arm [17]
Right Leg [21]
Left Torso [21]
Center Torso [31]
Left Arm [17]
Left Leg [21]

Heat Scale

Heat Sinks: 12 [24] Double

HEAT DATA

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

WARRIOR DATA

Name:

Gunnery Skill:
Piloting Skill:

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

MECH DATA

Type: Heritage

Tonnage: 100
Tech Base: Mixed

Movement Points:
Walking: 4
Running: 6
Jumping: 4

0
X/X/X-X

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser [C]	HD	2	3 [P, AI]	–	2	4	8
2	ER Medium Pulse Laser [C]	CT	8	7 [P]	–	5	9	14
1	C3 Computer [Master]	RT	0	[E]	–	–	–	–
1	HAG-20 [C]	RA	4	20 [DB, X/Cl/F/CSJ/20]	2	8	16	24
1	HAG-20 [C]	LA	4	20 [DB, X/Cl/F/CSJ/20]	2	8	16	24

Ammunition Type	Rounds
HAG-20	24

Cost: 35,099,333 C-Bills +120,000 (ammo)

BV: 2,784

Weapon Heat [22]
Dissipation [24]

CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser [C]
5. Sensors
6. Life Support

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. HAG-20 [C]
5. HAG-20 [C]
6. HAG-20 [C]
1. HAG-20 [C]
2. HAG-20 [C]
3. HAG-20 [C]
4-6 4. @HAG 20 [6]
5. @HAG 20 [6]
6. Endo-Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Endo-Steel
4. Laser-Reflective
5. Laser-Reflective
6. Laser-Reflective
1. Laser-Reflective
2. Laser-Reflective
3. Laser-Reflective
4-6 4. Laser-Reflective
5. Endo-Steel
6. Endo-Steel

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

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. HAG-20 [C]
5. HAG-20 [C]
6. HAG-20 [C]
1. HAG-20 [C]
2. HAG-20 [C]
3. HAG-20 [C]
4-6 4. @HAG 20 [6]
5. @HAG 20 [6]
6. Endo-Steel

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Pulse Laser [C]
4-6 4. ER Medium Pulse Laser [C]
5. ER Medium Pulse Laser [C]
6. ER Medium Pulse Laser [C]

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. C3M
4. C3M
5. C3M
6. C3M
1. C3M
2. Laser-Reflective
3. Laser-Reflective
4-6 4. Laser-Reflective
5. Endo-Steel
6. Endo-Steel

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

Engine Hits ◯◯◯
Gyro Hits ◯◯
Sensor Hits ◯◯
Life Support ◯

Damage Transfer Diagram

CATALYST

BATTLETECH™

'MECH RECORD SHEET

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

MECH DATA

Type: Behemoth Heritage HM

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Clan
Running: 5 O
Jumping: O F/X-F-E

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Mod	Lng
1	Small Pulse Laser	HD	2	3 [P, AI]	—	2	4	8
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	URM-20	RT	6	1/m	—	7	14	21
	w/Artemis IV FCS			[M, C/S/C5/20]				
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	URM-20	LT	6	1/m	—	7	14	21
	w/Artemis IV FCS			[M, C/S/C5/20]				
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	URM-20	RA	6	1/m	—	7	14	21
	w/Artemis IV FCS			[M, C/S/C5/20]				
1	URM-20	LA	6	1/m	—	7	14	21
	w/Artemis IV FCS			[M, C/S/C5/20]				

Ammunition Type	Rounds
URM-20	72

Cost: 12,444,000 C-Bills
+360,000 (ammo)

BV: 3,428
Weapon Heat (48)
Dissipation [32]

ARMOR DIAGRAM
Armor Pts: 272

Head [9]
Right Torso [31]
Left Torso [31]
Right Arm [28]
Left Arm [28]
Center Torso [42]
Right Leg [36]
Left Leg [36]
Right Torso Rear [11]
Center Torso Rear [11]
Left Torso Rear [11]
Laser Reflective

INTERNAL STRUCTURE DIAGRAM

Head
Right Torso [21]
Left Torso [21]
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

Heat Sinks: 16 [32] Double

HEAT DATA

Heat Scale

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

CRITICAL HIT TABLE

Left Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
3. URM-20
4. URM-20
5. URM-20
6. URM-20
1-3.
4-6.
1. Artemis IV FCS
2. @URM 20 (8)
3. @URM 20 (8)
4. @URM 20 (8)
5. Laser-Reflective
6. Laser-Reflective

Left Torso [CASE]
1. ER Medium Laser
2. URM-20
3. URM-20
4. URM-20
5. URM-20
6. Artemis IV FCS
1-3.
4-6.
1. @URM 20 (8)
2. @URM 20 (8)
3. @URM 20 (8)
4. Laser-Reflective
5. Double Heat Sink
6. Double Heat Sink

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
1-3.
4-6.
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

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

Right Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
3. URM-20
4. URM-20
5. URM-20
6. URM-20
1-3.
4-6.
1. Artemis IV FCS
2. @URM 20 (8)
3. @URM 20 (8)
4. @URM 20 (8)
5. Roll Again
6. Laser-Reflective

Right Torso [CASE]
1. ER Medium Laser
2. URM-20
3. URM-20
4. URM-20
5. URM-20
6. Artemis IV FCS
1-3.
4-6.
1. @URM 20 (8)
2. @URM 20 (8)
3. @URM 20 (8)
4. Laser-Reflective
5. Double Heat Sink
6. Double Heat Sink

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

Damage Transfer Diagram

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Behemoth Heritage HMA Heritage HMA

Tonnage:	100
Tech Base:	Clan

Movement Points:

Walking:	3	
Running:	5	
Jumping:	0	F/X-X-F-E

WARRIOR DATA

Name:

			Piloting Skill:			
Gunnery Skill:			1	2	3	4	5	6
Hits Taken:			3	5	7	10	11	Dead
Consciousness:								

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 (P, AI)	—	2	4	6
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	ATM-8	RT	4	2/m	4	5	10	15
	ER			3/m	4	9	18	27
	HE			3/m	3	6	9	
				[M, C/S, CS/6]				
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ATM-8	LT	4	2/m	4	5	10	15
				[M, C/S, CS/6]				
1	LRM-20	RA	6	1/m	—	7	14	21
	w/Artemis IV FCS			[M, C/S, CS/20]				
1	LRM-20	LA	6	1/m	—	7	14	21
	w/Artemis IV FCS			[M, C/S, CS/20]				

Ammunition Type	Rounds
ATM-8	60
LRM-20	36

Cost:	12,032,000 C-Bills +530,000 [ammo]
BV:	3,210
	Weapon Heat: [50]
	Dissipation: [30]

CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LRM-20
4. LRM-20
5. LRM-20
6. LRM-20 } 1-3

1. Artemis IV FCS
2. @LRM 20 (8)
3. @LRM 20 (8)
4. @LRM 20 (8)
5. Laser-Reflective
6. Laser-Reflective } 4-6

Left Torso (CASE)
1. ER Medium Laser
2. ATM-8
3. ATM-8
4. ATM-8
5. ATM-8
6. ATM-8 } 1-3

1. ATM-8
2. @ATM 8 (10)
3. @ATM 8 (10)
4. @ATM 8 (10)
5. Double Heat Sink
6. Double Heat Sink } 4-6

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

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

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

1. Gyro
2. Fusion Engine
3. Fusion Engine } 4-6
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

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

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LRM-20
4. LRM-20
5. LRM-20
6. LRM-20 } 1-3

1. Artemis IV FCS
2. @LRM 20 (8)
3. @LRM 20 (8)
4. @LRM 20 (8)
5. Roll Again
6. Laser-Reflective } 4-6

Right Torso (CASE)
1. ER Medium Laser
2. ATM-8
3. ATM-8
4. ATM-8
5. ATM-8
6. ATM-8 } 1-3

1. ATM-8
2. @ATM 8 (10)
3. @ATM 8 (10)
4. @ATM 8 (10)
5. Laser-Reflective
6. Laser-Reflective } 4-6

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

Damage Transfer Diagram

ARMOR DIAGRAM

Armor Pts: 272

- Head [9]
- Right Arm [26]
- Left Arm [26]
- Right Torso [31]
- Left Torso [31]
- Center Torso [42]
- Laser Reflective
- Right Leg [35]
- Left Leg [35]
- Right Torso Rear [11]
- Center Torso Rear [11]
- Left Torso Rear [11]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Center Torso [31]
- Right Arm [17]
- Left Arm [17]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 15 [30] Double

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

Heat Scale

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

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Right Torso [32]
- Left Torso [32]
- Center Torso [47]
- Right Arm [34]
- Left Arm [34]
- Right Torso Rear [10]
- Center Torso Rear (15)
- Left Torso Rear [10]
- Right Leg [42]
- Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Center Torso [31]
- Right Arm [17]
- Left Arm [17]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 15 [32] Double

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

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

'MECH DATA

Type: The Maximum

Tonnage: 100
Tech Base: Mixed
3132
X/X-X-X

Movement Points:
- Walking: 4 [5]
- Running: 6 [10]
- Jumping: 0

Weapons & Equipment Inventory   (Hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Supercharger	CT	–	–				
1	iATM-12 [C]	RT	8	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m		3	6	9
				[M, C/3/C5/12]				
1	iATM-12 [C]	LT	8	2/m	4	5	10	15
				[M, C/3/C5/12]				
1	iATM-12 [C]	RA	8	2/m	4	5	10	15
				[M, C/3/C5/12]				
4	ER Small Laser [C]	RA	2	5 [DE]	–	2	4	6
1	iATM-12 [C]	LA	8	2/m	4	5	10	15
				[M, C/3/C5/12]				
4	ER Small Laser [C]	LA	2	5 [DE]	–	2	4	6

Ammunition Type	Rounds
iATM-12	30

Cost: 131,458,867 C-Bills
+900,000 (ammo)

BV: 4,761
Weapon Heat: [48]
Dissipation [32]

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. iATM-12 [C]
5. iATM-12 [C]
6. iATM-12 [C]
1. iATM-12 [C]
2. iATM-12 [C]
4-6 3. ER Small Laser [C]
4. ER Small Laser [C]
5. ER Small Laser [C]
6. ER Small Laser [C]

Left Torso [CASE]
1. XXL Fusion Engine
2. XXL Fusion Engine
1-3 3. XXL Fusion Engine
4. XXL Fusion Engine
5. iATM-12 [C]
6. iATM-12 [C]
1. iATM-12 [C]
2. iATM-12 [C]
4-6 3. iATM-12 [C]
4. @iATM 12 [S]
5. @iATM 12 [S]
6. @iATM 12 [S]

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

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

Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
1-3 3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XXL Fusion Engine
4-6 3. XXL Fusion Engine
4. XXL Fusion Engine
5. Supercharger
6. TSM

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. iATM-12 [C]
5. iATM-12 [C]
6. iATM-12 [C]
1. iATM-12 [C]
2. iATM-12 [C]
4-6 3. ER Small Laser [C]
4. ER Small Laser [C]
5. ER Small Laser [C]
6. ER Small Laser [C]

Right Torso [CASE]
1. XXL Fusion Engine
2. XXL Fusion Engine
1-3 3. XXL Fusion Engine
4. XXL Fusion Engine
5. iATM-12 [C]
6. iATM-12 [C]
1. iATM-12 [C]
2. iATM-12 [C]
4-6 3. iATM-12 [C]
4. @iATM 12 [S]
5. @iATM 12 [S]
6. @iATM 12 [S]

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

CATALYST

BATTLETECH™

"MECH RECORD SHEET"

ARMOR DIAGRAM
Armor Pts: 307

Head [9]
Right Torso [32]
Left Torso [32]
Right Arm [34]
Left Arm [34]
Center Torso [47]
Center Torso Rear [15]
Right Torso Rear [10]
Left Torso Rear [10]
Right Leg [42]
Left Leg [42]

INTERNAL STRUCTURE DIAGRAM
Right Torso [21]
Left Torso [21]
Head
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA
Heat Sinks: 17 [34] Double

Heat Scale

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

Heat Scale: 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 Overflow

WARRIOR DATA

Name:

	Gunnery Skill:			Piloting Skill:		
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

MECH DATA

Type: Old Bessy

Tonnage: 100
Tech Base: Clan
3132
F/X-E-D-D

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 ER Small Laser	HD	2	5 [DE]	—	2	4	8
2 ER Large Laser	CT	12	10 [DE]	—	8	15	25
1 Ultra AC/10	RA	3/s	10 [DB, R/C,/R2]	6	12	18
1 Ultra AC/10	LA	3/s	10 [DB, R/C,/R2]	6	12	18

Ammunition Type	Rounds
Ultra AC/10	40

Cost: 10,668,500 C-Bills
+48,000 (ammo)
BV: 2,682
Weapon Heat [38]
Dissipation [34]

CRITICAL HIT TABLE

Left Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/10
6. Ultra AC/10
1. Ultra AC/10
2. Ultra AC/10
4-6 3. @Ultra AC/10 (10)
4. @Ultra AC/10 (10)
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. ER Large Laser

Right Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Ultra AC/10
6. Ultra AC/10
1. Ultra AC/10
2. Ultra AC/10
4-6 3. @Ultra AC/10 (10)
4. @Ultra AC/10 (10)
5. Roll Again
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Jump Jet

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

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Periphery Blue

Tonnage: 100

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tech Base: Mixed

3132

F/X-E-X-X

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Mod	Lng
1	ER Small Laser [C]	HD	2	5 [DE]	—	2	4	8
1	Autocannon/10	RT	3	10 [DB,S]	—	5	10	15
1	Autocannon/10	LT	3	10 [DB,S]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

Ammunition Type	Rounds
AC/10	40

Cost: 9,694,500 C-Bills
+24,000 (ammo)

BV: 2,102

Weapon Heat: (24)
Dissipation (22)

WARRIOR DATA

Name:

Gunnery Skill: 3

Piloting Skill: 4

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Large Laser
5. [Large Laser
6. Roll Again
4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso [C/SE]
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
1-3 4. Autocannon/10
5. Autocannon/10
6. Autocannon/10
1. Autocannon/10
2. @AC/10 (10)
4-6 3. @AC/10 (10)
4. Jump Jet
5. Roll Again
6. Roll Again

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser [C]
5. Sensors
6. Life Support

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

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Large Laser
5. [Large Laser
6. Roll Again
4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso [CASE]
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
1-3 4. Autocannon/10
5. Autocannon/10
6. Autocannon/10
1. Autocannon/10
2. @AC/10 (10)
4-6 3. @AC/10 (10)
4. Jump Jet
5. Jump Jet
6. Jump Jet

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

ARMOR DIAGRAM

Armor Pts: 307

Head [9]
Right Torso [32]
Left Torso [32]
Right Arm [34]
Left Arm [34]
Center Torso [47]
Center Torso Rear [15]
Right Torso Rear [10]
Left Torso Rear [10]
Right Leg [42]
Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

Head
Right Torso [21]
Left Torso [21]
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA

Heat Scale

Heat Sinks: 11 [22] Double

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

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 48

- Head [8]
- Left Torso [6]
- Right Torso [6]
- Right Arm [4]
- Left Arm [4]
- Center Torso [7]
- Center Torso Rear [1]
- Right Leg [5]
- Left Leg [5]
- Right Torso Rear [1]
- Left Torso Rear [1]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [10]
- Right Torso [10]
- Right Arm [6]
- Center Torso [12]
- Industrial
- Left Arm [6]
- Right Leg [10]
- Left Leg [10]

HEAT DATA

Heat Sinks: 4 Single

○○○○

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

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

'MECH DATA

Type: The Smoking 'Mech

Tonnage:	40
Tech Base:	Inner Sphere
	3132
	F/C-F-D-C

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	LT	1	5	3	6	12	18
				[DB, S]				
1	Medium Laser	RA	3	5 [DE]	–	3	6	9
1	Medium Laser	LA	3	5 [DE]	–	3	6	9

Ammunition Type	Rounds
AC/5	20

Cost: 1,488,540 C-Bills +4,500 (ammo)

BV: 418

Weapon Heat: (7)
Dissipation [4]

CRITICAL HIT TABLE

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

Left Torso [CASE]
1. Autocannon/5
2. Autocannon/5
1-3 3. Autocannon/5
4. @AC/5 [20]
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4-6 4. Roll Again
5. Roll Again
6. CASE

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

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

Center Torso
1. I.C.E. Engine
2. I.C.E. Engine
1-3 3. I.C.E. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. I.C.E. Engine
4-6 3. I.C.E. Engine
4. I.C.E. Engine
5. Roll Again
6. Roll Again

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

Damage Transfer Diagram

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

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

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

Heat Scale
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

CATALYST

BATTLETECH™
'MECH RECORD SHEET

MECH DATA

Type: Behemoth OmniMech

Movement Points:	**Tonnage:** 100
Walking: 3	**Tech Base:** Mixed
Running: 5	3147
Jumping: 0	X/XXXX

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser [C]	HD	5	7 [DE]	—	5	10	15
2	ER Medium Laser [C]	CT	5	7 [DE]	—	5	10	15
1	Ultra AC/20 [C]	RT	7/s	20 [DB, R/C/R2]	—	4	8	12
1	Ultra AC/20 [C]	LT	7/s	20 [DB, R/C/R2]	—	4	8	12
1	Plasma Rifle [S]	RA	10	10 [DE, H/AI]	—	5	10	15
1	Plasma Rifle [S]	LA	10	10 [DE, H/AI]	—	5	10	15

Ammunition Type	Rounds
Ultra AC/20	20
Plasma Rifle	40

Cost: 25,778,000 C-Bills
+120,000 (ammo)

BV: 2,738
Weapon Heat (53)
Dissipation (38)

WARRIOR DATA

Name:

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. [ ] Plasma Rifle [S5]
4. [ ] Plasma Rifle [S5]
5. @Plasma Rifle [10]
6. @Plasma Rifle [10]
1. Endo-Composite
2. Endo-Composite
4-6 3. [ ] Double Heat Sink
4. [ ] Double Heat Sink
5. [ ] Double Heat Sink
6. [ ] Double Heat Sink

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [ ] Ultra AC/20 [C]
4. [ ] Ultra AC/20 [C]
5. [ ] Ultra AC/20 [C]
6. [ ] Ultra AC/20 [C]
1. [ ] Ultra AC/20 [C]
2. [ ] Ultra AC/20 [C]
4-6 3. [ ] Ultra AC/20 [C]
4. [ ] Ultra AC/20 [C]
5. @Ultra AC/20 [5]
6. @Ultra AC/20 [5]

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser [C]
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine
1. XL Fusion Engine
2. XL Fusion Engine
4-6 3. ER Medium Laser [C]
4. ER Medium Laser [C]
5. [ ] Double Heat Sink
6. [ ] Double Heat Sink

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. [ ] Plasma Rifle [S5]
4. [ ] Plasma Rifle [S5]
5. @Plasma Rifle [10]
6. @Plasma Rifle [10]
1. Endo-Composite
2. Endo-Composite
4-6 3. [ ] Double Heat Sink
4. [ ] Double Heat Sink
5. [ ] Double Heat Sink
6. [ ] Double Heat Sink

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [ ] Ultra AC/20 [C]
4. [ ] Ultra AC/20 [C]
5. [ ] Ultra AC/20 [C]
6. [ ] Ultra AC/20 [C]
1. [ ] Ultra AC/20 [C]
2. [ ] Ultra AC/20 [C]
4-6 3. [ ] Ultra AC/20 [C]
4. [ ] Ultra AC/20 [C]
5. @Ultra AC/20 [5]
6. @Ultra AC/20 [5]

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

ARMOR DIAGRAM
Armor Pts: 307

Head [9]
Right Torso [32]
Left Torso [32]
Right Arm [34]
Left Arm [34]
Center Torso [47]
Right Leg [42]
Left Leg [42]
Right Torso Rear [10]
Center Torso Rear [15]
Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

Right Torso [21]
Left Torso [21]
Head
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA

Heat Sinks: 19 [38] Double

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

Heat Scale
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

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Behemoth OmniMech A

Movement Points:		Tonnage:	100
Walking:	3	Tech Base:	Mixed
Running:	5		3147
Jumping:	3		X/XxXxX

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lrg
1	Medium Pulse Laser	[CH]	4	7 [P]	—	4	8	12
4	Medium Pulse Laser	[CT]	4	7 [P]	—	4	8	12
1	ER Medium Laser [C]	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser [C]	LT	5	7 [DE]	—	5	10	15
1	Targeting Computer	LT	—	—	—	—	—	—
1	Rotary AC/5 [C]	RA	1/s	5 [DB, R/C/R6]	—	7	14	21
1	Rotary AC/5 [C]	LA	1/s	5 [DB, R/C/R6]	—	7	14	21

Ammunition Type	Rounds
Rotary AC/5	120

Cost: 24,810,000 C-Bills +72,000 (armor)

BV: 3,703

Weapon Heat [42]
Dissipation [30]

WARRIOR DATA

Name:

	Gunnery Skill:				Piloting Skill:	
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM   Armor Pts: 307

Head [9]
Left Torso [32]   Right Torso [32]
Left Arm [34]   Right Arm [34]
Center Torso [47]
Center Torso Rear [15]
Right Torso Rear [10]
Left Torso Rear [10]
Left Leg [42]   Right Leg [42]

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [21]   Right Torso [21]
Left Arm [17]   Right Arm [17]
Center Torso [31]
Left Leg [21]   Right Leg [21]

HEAT DATA

Heat Sinks: 15 [30] Double

Heat Scale

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 8+
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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. Rotary AC/5 [C]
6. Rotary AC/5 [C]
1. Rotary AC/5 [C]
2. Rotary AC/5 [C]
3. Rotary AC/5 [C]
4. Rotary AC/5 [C]
5. Rotary AC/5 [C]
6. Rotary AC/5 [C]

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. ER Medium Laser [C]
5. @Rotary AC/5 [20]
6. Jump Jet

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser [C]
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser [C]
4. Medium Pulse Laser [C]
5. Medium Pulse Laser [C]
6. Medium Pulse Laser [C]

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. Rotary AC/5 [C]
6. Rotary AC/5 [C]
1. Rotary AC/5 [C]
2. Rotary AC/5 [C]
3. Rotary AC/5 [C]
4. Rotary AC/5 [C]
5. Rotary AC/5 [C]
6. Rotary AC/5 [C]

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4. [Double Heat Sink
5. ER Medium Laser [C]
6. @Rotary AC/5 [20]
1. @Rotary AC/5 [20]
2. @Rotary AC/5 [20]
3. @Rotary AC/5 [20]
4. @Rotary AC/5 [20]
5. Jump Jet
6. Jump Jet

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

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Behemoth OmniMech B

Tannage:	100
Tech Base:	Mixed
	3147
	X/X/X/X

Movement Points:

Walking:	3
Running:	5
Jumping:	3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	HD	5	7 [DE]	—	5	10	15
2	Large Pulse Laser (C)	CT	10	10 [P]	—	6	14	20
2	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
4	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	Gauss Rifle (C)	RA	1	15 [DB, X]	2	7	15	22
1	Gauss Rifle (C)	LA	1	15 [DB, X]	2	7	15	22

Ammunition Type	Rounds
Gauss Rifle	32

Cost:	25,080,000 C-Bills +80,000 (ammo)
BV:	3,305
	Weapon Heat (43)
	Dissipation (30)

WARRIOR DATA

Name:

Gunnery Skill: ___   Piloting Skill: ___

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

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Left Torso [32]
- Right Torso [32]
- Right Arm [34]
- Left Arm [34]
- Center Torso [47]
- Right Leg [42]
- Left Leg [42]
- Left Torso Rear [10]
- Center Torso Rear [15]
- Right Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [21]
- Right Torso [21]
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 15 [30] Double

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

Heat Scale: 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

CRITICAL HIT TABLE

Left Arm (CASE)
- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Endo-Composite
- 4. Endo-Composite
- 5. @Gauss Rifle (B)
- 6. @Gauss Rifle (B)
- 1. Gauss Rifle (C)
- 2. Gauss Rifle (C)
- 4-6 3. Gauss Rifle (C)
- 4. @Gauss Rifle (B)
- 5. @Gauss Rifle (B)
- 6. @Gauss Rifle (B)

Left Torso
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Jump Jet
- 4. Jump Jet
- 5. ER Small Laser (C)
- 6. ER Small Laser (C)
- 1. ER Small Laser (C)
- 2. ER Small Laser (C)
- 4-6 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

Head
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Medium Laser (C)
- 5. Sensors
- 6. Life Support

Center Torso
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. XL Fusion Engine
- 4. Compact Gyro
- 5. Compact Gyro
- 6. XL Fusion Engine
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 4-6 3. Large Pulse Laser (C)
- 4. Large Pulse Laser (C)
- 5. Large Pulse Laser (C)
- 6. Large Pulse Laser (C)

Right Arm (CASE)
- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Endo-Composite
- 4. Endo-Composite
- 5. @Gauss Rifle (C)
- 6. Gauss Rifle (C)
- 1. Gauss Rifle (C)
- 2. Gauss Rifle (C)
- 4-6 3. Gauss Rifle (C)
- 4. Gauss Rifle (C)
- 5. @Gauss Rifle (B)
- 6. @Gauss Rifle (B)

Right Torso
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 1-3 3. Jump Jet
- 4. ER Small Laser (C)
- 5. ER Small Laser (C)
- 6. ER Small Laser (C)
- 1. ER Small Laser (C)
- 2. Double Heat Sink
- 4-6 3. Double Heat Sink
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM
Armor Pts: 307

- Head [9]
- Right Torso [32]
- Right Arm [34]
- Right Leg [42]
- Right Torso Rear [10]
- Left Torso [32]
- Center Torso [47]
- Center Torso Rear [15]
- Left Arm [34]
- Left Leg [42]
- Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

- Head
- Right Torso [21]
- Left Torso [21]
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 15 [30] Double

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

WARRIOR DATA

Name:

Gunnery Skill:
Piloting Skill:

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

MECH DATA

Type: Behemoth OmniMech BB

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 100
Tech Base: Mixed
3147
X/X-X-X-X

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser [C]	HD	5	7 [DE]	—	5	10	15
2	Large Pulse Laser [C]	CT	10	10 [P]	—	8	14	20
1	Gauss Rifle [C]	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle [C]	LT	1	15 [DB,X]	2	7	15	22
4	ER Small Laser [C]	RA	2	5 [DE]	—	2	4	6
4	ER Small Laser [C]	LA	2	5 [DE]	—	2	4	6

Ammunition Type	Rounds
Gauss Rifle	32

Cost: 25,080,000 C-Bills +80,000 (ammo)
BV: 3,305
Weapon Heat [43]
Dissipation [30]

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. ER Small Laser [C]
6. ER Small Laser [C]
1-3
1. ER Small Laser [C]
2. ER Small Laser [C]
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. @Gauss Rifle [C]
6. @Gauss Rifle [C]
1-3
1. Gauss Rifle [C]
2. Gauss Rifle [C]
3. Gauss Rifle [C]
4. @Gauss Rifle [B]
5. @Gauss Rifle [B]
6. Roll Again
4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser [C]
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. [Large Pulse Laser [C]
4. [Large Pulse Laser [C]
5. [Large Pulse Laser [C]
6. [Large Pulse Laser [C]
4-6

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. ER Small Laser [C]
6. ER Small Laser [C]
1-3
1. ER Small Laser [C]
2. ER Small Laser [C]
3. [Double Heat Sink
4. [Double Heat Sink
5. Roll Again
6. Roll Again
4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. @Gauss Rifle [C]
5. Gauss Rifle [C]
6. Gauss Rifle [C]
1-3
1. Gauss Rifle [C]
2. Gauss Rifle [C]
3. Gauss Rifle [C]
4. @Gauss Rifle [B]
5. @Gauss Rifle [B]
6. Roll Again
4-6

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Behemoth OmniMech BM

Movement Points:
Walking: 3
Running: 5 (6)
Jumping: 3

Tonnage: 100
Tech Base: Mixed
3147
X/XXXX

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	HD	5	7 [DE]	—	5	10	15
2	Large Pulse Laser (C)	CT	10	10 [P]	—	8	14	20
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	MASC	RT	—	—	—	—	—	—
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22

Ammunition Type	Rounds
Gauss Rifle	32

Cost: 27,343,000 C-Bills
+80,000 (ammo)

BV: 3,378
Weapon Heat: [31]
Dissipation: [28]

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 307

- Head [9]
- Left Torso [32]
- Right Torso [32]
- Center Torso [47]
- Right Arm [34]
- Left Arm [34]
- Right Leg [42]
- Left Leg [42]
- Center Torso Rear [15]
- Left Torso Rear [10]
- Right Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [21]
- Right Torso [21]
- Center Torso [31]
- Right Arm [17]
- Left Arm [17]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 14 [28] Double

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

Heat Scale
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
Overflow

CRITICAL HIT TABLE

Left Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. Gauss Rifle (C)
6. Gauss Rifle (C)
4-6
1. Gauss Rifle (C)
2. Gauss Rifle (C)
3. Gauss Rifle (C)
4. Gauss Rifle (C)
5. @Gauss Rifle [B]
6. @Gauss Rifle [B]

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Small Laser (C)
6. Roll Again
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser (C)
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine
4-6
1. XL Fusion Engine
2. XL Fusion Engine
3. [Large Pulse Laser (C)
4. [Large Pulse Laser (C)
5. [Large Pulse Laser (C)
6. [Large Pulse Laser (C)

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

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. Gauss Rifle (C)
6. Gauss Rifle (C)
4-6
1. Gauss Rifle (C)
2. Gauss Rifle (C)
3. Gauss Rifle (C)
4. Gauss Rifle (C)
5. @Gauss Rifle [B]
6. @Gauss Rifle [B]

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. MASC
5. MASC
6. MASC
4-6
1. MASC
2. ER Small Laser (C)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Damage Transfer Diagram

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Behemoth OmniMech C

Movement Points:	**Tonnage:** 100
Walking: 3	**Tech Base:** Mixed
Running: 5	3147
Jumping: 3	X/XXXX

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lrg
2	LRM-15 [C]	RT	5	1/m	6	7	14	21
2	LRM-15 [C]	LT	5	1/m	6	7	14	21
1	Large Pulse Laser [C]	RA	10	10 [P]	—	8	14	20
1	Plasma Cannon [C]	RA	7	0	—	8	12	18
				(DE, H/A!)				
1	Large Pulse Laser [C]	LA	10	10 [P]	—	8	14	20
1	Plasma Cannon [C]	LA	7	0	—	8	12	18
				(DE, H/A!)				

Ammunition Type	Rounds
LRM-15	48
Plasma Cannon	20

Cost: 26,080,000 C-Bills	BV: 3,098
+204,000 (ammo)	Weapon Heat (54)
	Dissipation (40)

WARRIOR DATA

Name:

Gunnery Skill: _____   Piloting Skill: _____

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

ARMOR DIAGRAM
Armor Pts: 307

Head [9]

Left Torso [32]   Right Torso [32]

Right Arm [34]

Right Leg [42]

Left Arm [34]

Center Torso [47]

Right Torso Rear [10]

Left Leg [42]   Center Torso Rear [15]

Right Leg [42]

Left Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

Left Torso [21]   Right Torso [21]

Head

Left Arm [17]   Center Torso [31]   Right Arm [17]

Left Leg [21]   Right Leg [21]

HEAT DATA

Heat Scale

| 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 Sinks: 20 [40] Double

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
1-3 4. [ ] Large Pulse Laser [C]
5. [ ] Large Pulse Laser [C]
6. Plasma Cannon [C]
1. @Plasma Cannon [10]
2. Roll Again
4-6 3. [ ] Double Heat Sink
4. [ ] Double Heat Sink
5. [ ] Double Heat Sink
6. [ ] Double Heat Sink

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [ ] LRM-15 [C]
4. [ ] LRM-15 [C]
5. [ ] LRM-15 [C]
6. [ ] LRM-15 [C]
1. @LRM 15 [8]
2. @LRM 15 [8]
4-6 3. @LRM 15 [8]
4. [ ] Double Heat Sink
5. [ ] Double Heat Sink
6. Jump Jet

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

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine
1. XL Fusion Engine
2. XL Fusion Engine
4-6 3. Jump Jet
4. [ ] Double Heat Sink
5. [ ] Double Heat Sink
6. Roll Again

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
1-3 6. [ ] Large Pulse Laser [C]
1. [ ] Large Pulse Laser [C]
2. Plasma Cannon [C]
4-6 3. [ ] Double Heat Sink
4. [ ] Double Heat Sink
5. @Plasma Cannon [10]
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. [ ] LRM-15 [C]
4. [ ] LRM-15 [C]
5. [ ] LRM-15 [C]
6. [ ] LRM-15 [C]
1. @LRM 15 [8]
2. @LRM 15 [8]
4-6 3. @LRM 15 [8]
4. [ ] Double Heat Sink
5. [ ] Double Heat Sink
6. Jump Jet

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

Damage Transfer Diagram

BATTLETECH™
'MECH RECORD SHEET

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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

'MECH DATA

Type: MWO Behemoth 1

Tonnage: 100
Tech Base: Clan
3132
F/X-X-E-D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Mod	Lng
1	Plasma Cannon	HD	7	0 [DE, H/AI]	–	8	12	18
1	ER Large Pulse Laser	RT	13	10 [P]	–	7	15	23
1	Anti-Missile System	RT	1	[PD]	–	–	–	–
1	ER Large Pulse Laser	LT	13	10 [P]	–	7	15	23
1	ER Large Pulse Laser	RA	13	10 [P]	–	7	15	23
3	ER Medium Laser	LA	5	7 [DE]	–	8	10	15

Ammunition Type	Rounds
Anti-Missile System	24
Plasma Cannon	20

Cost: 11,906,000 C-Bills
+26,000 [ammo]

BV: 2,771

Weapon Heat: [82]
Dissipation: [56]

ARMOR DIAGRAM

Armor Pts: 307

- Head [9]
- Left Torso [32]
- Right Torso [32]
- Center Torso [47]
- Left Arm [34]
- Right Arm [34]
- Left Leg [42]
- Right Leg [42]
- Left Torso Rear [10]
- Center Torso Rear [15]
- Right Torso Rear [10]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [21]
- Right Torso [21]
- Center Torso [31]
- Left Arm [17]
- Right Arm [17]
- Left Leg [21]
- Right Leg [21]

Heat Sinks: 28 [56] Double

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Roll Again

Left Torso [CASE]
1. ER Large Pulse Laser
1-3 2. ER Large Pulse Laser
3. ER Large Pulse Laser
4. @Anti-Missile System [24]
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Plasma Cannon
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. @Plasma Cannon [10]
6. @Plasma Cannon [10]

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. ER Large Pulse Laser
4. ER Large Pulse Laser
5. ER Large Pulse Laser
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Roll Again

Right Torso
1. ER Large Pulse Laser
2. ER Large Pulse Laser
1-3 3. ER Large Pulse Laser
4. Anti-Missile System
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: MWO 2 Dakka

Tonnage:	100
Tech Base:	Mixed

Movement Points:
Walking: 3
Running: 5
Jumping: 0

3132
X/XxxX

Weapons & Equipment Inventory   (Hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10 (C)	RT	3/s	10 [DB, R/C/R2]	—	8	12	18
1	Ultra AC/10 (C)	LT	3/s	10 [DB, R/C/R2]	—	8	12	18
1	Ultra AC/10 (C)	RA	3/s	10 [DB, R/C/R2]	—	8	12	18
1	Ultra AC/10 (C)	LA	3/s	10 [DB, R/C/R2]	—	8	12	18

Ammunition Type	Rounds
Ultra AC/10	130

Cost: 11,676,000 C-Bills
+158,000 (ammo)

BV: 2,406

Weapon Heat: (24)
Dissipation: (26)

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM
Armor Pts: 307

Head [9]
Left Torso [32]
Right Torso [32]
Right Arm [34]
Left Arm [34]
Center Torso [47]
Ferro Fibrous
Center Torso Rear [15]
Left Torso Rear [10]
Right Torso Rear [10]
Right Leg [42]
Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [21]
Right Torso [21]
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA

Heat Sinks: 13 [26]
Double

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

Heat Scale
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

CRITICAL HIT TABLE

Left Arm [CASE]
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Ultra AC/10 (C)
5. Ultra AC/10 (C)
6. Ultra AC/10 (C)
1. Ultra AC/10 (C)
2. Endo-Steel
3. Endo-Steel
4-6 4. @Ultra AC/10 (10)
5. Ferro-Fibrous
6. Roll Again

Left Torso [CASE]
1. Ultra AC/10 (C)
2. Ultra AC/10 (C)
3. Ultra AC/10 (C)
1-3 4. Ultra AC/10 (C)
5. Endo-Steel
6. Endo-Steel
1. @Ultra AC/10 (10)
2. @Ultra AC/10 (10)
3. @Ultra AC/10 (10)
4-6 4. @Ultra AC/10 (10)
5. @Ultra AC/10 (10)
6. @Ultra AC/10 (10)

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

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

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

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Ultra AC/10 (C)
5. Ultra AC/10 (C)
6. Ultra AC/10 (C)
1. Ultra AC/10 (C)
2. Endo-Steel
3. Double Heat Sink
4-6 4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso [CASE]
1. Ultra AC/10 (C)
2. Ultra AC/10 (C)
3. Ultra AC/10 (C)
1-3 4. Ultra AC/10 (C)
5. Endo-Steel
6. Endo-Steel
1. @Ultra AC/10 (10)
2. @Ultra AC/10 (10)
3. @Ultra AC/10 (10)
4-6 4. @Ultra AC/10 (10)
5. @Ultra AC/10 (10)
6. @Ultra AC/10 (10)

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

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: MWO Behemoth 3 Jester

Tonnage: 100

Tech Base: Mixed

Movement Points:
- Walking: 4 (5)
- Running: 6 (8)
- Jumping: 0

| | | | X/X-X-X |

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Micro Laser (C)	HD	1	2 [DE]	—	1	2	4
4	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	8
1	Extended LRM-10 (IS)	RT	6	1/m [M, C/C3/F/C5/20]	10	12	22	38
1	HAG-20 (C)	LT	4	20 [DB, X/FC/F/C5/20]	2	8	16	24
1	Plasma Cannon (C)	LT	7	— [DE, H/AI]	—	6	12	18
1	TSEMP (IS)	RA	10	0 [DE, X]	—	5	10	15
1	Plasma Cannon (C)	RA	7	— [DE, H/AI]	—	6	12	18
1	MG Array [4 HMG]	LA	0	3 [T]	—	1	2	0

Ammunition Type | **Rounds**
- Plasma Cannon | 20
- HMG | 100
- ELRM-10 | 18
- HAG-20 | 18

Cost: 120,989,167 C-Bills
+185,000 (ammo)

BV: 3,253

Weapon Heat: (43)
Dissipation (30)

WARRIOR DATA

Name: _____

Gunnery Skill:						Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 256

- Head [9]
- Left Torso [33]
- Right Torso [33]
- Right Arm [25]
- Left Arm [25]
- Center Torso [38]
- Center Torso Rear [10]
- Right Torso Rear [9]
- Left Torso Rear [9]
- Right Leg [32]
- Left Leg [32]

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [21]
- Right Torso [21]
- Right Arm [17]
- Left Arm [17]
- Center Torso [31]
- Right Leg [21]
- Left Leg [21]

HEAT DATA

Heat Sinks: 15 [30] Double

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

Heat Scale (30 Overflow down to 0)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3. 3. Lower Arm Actuator
4. TSM
5. TSM
6. TSM
4-6. 1. MG Array [4 HMG]
2. Heavy Machine Gun (C)
3. Heavy Machine Gun (C)
4. Heavy Machine Gun (C)
5. Heavy Machine Gun (C)
6. TSM

Left Torso (CASE)
1-3. 1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Plasma Cannon (C)
6. @Plasma Cannon [10]
4-6. 1. HAG-20 (C)
2. HAG-20 (C)
3. HAG-20 (C)
4. HAG-20 (C)
5. HAG-20 (C)
6. HAG-20 (C)

Left Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @HAG 2D [6]
6. @HAG 2D [6]

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Micro Laser (C)
5. Sensors
6. Life Support

Center Torso
1-3. 1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XXL Fusion Engine
4-6. 1. XXL Fusion Engine
2. XXL Fusion Engine
3. ER Small Laser (C)
4. ER Small Laser (C)
5. ER Small Laser (C)
6. ER Small Laser (C)

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

Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3. 3. Lower Arm Actuator
4. TSM
5. Plasma Cannon (C)
6. @Plasma Cannon [10]
4-6. 1. TSEMP (IS)
2. TSEMP (IS)
3. TSEMP (IS)
4. TSEMP (IS)
5. TSEMP (IS)
6. Roll Again

Right Torso (CASE)
1-3. 1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. TSM
6. TSM
4-6. 1. @ELRM 1D (8)
2. @ELRM 1D (9)
3. Extended LRM-1D (IS)
4. Extended LRM-1D (IS)
5. Extended LRM-1D (IS)
6. Extended LRM-1D (IS)

Right Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @HAG 2D [6]
6. @HAG 1 [10]

CATALYST

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Stone Rhino (Behemoth) 2

Tonnage:	100
Tech Base:	Clan
	3061
	F/X-X-D-D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	[PD]	—	—	—	—
1	Gauss Rifle	RT	1	15	2	7	15	22
				[DB, X]				
1	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22
				[DB, X]				
1	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3

Ammunition Type	Rounds
Gauss Rifle	40
Anti-Missile System	24

Cost:	23,872,000 C-Bills
	+102,000 (ammo)
BV:	3,202
	Weapon Heat: (73)
	Dissipation [32]

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM
Armor Pts: 304

Head [9]
Right Torso [32]
Left Torso [32]
Right Arm [34]
Left Arm [34]
Center Torso [44]
Center Torso Rear [15]
Right Torso Rear [10]
Left Torso Rear [10]
Right Leg [42]
Left Leg [42]

INTERNAL STRUCTURE DIAGRAM

Head
Right Torso [21]
Left Torso [21]
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA

Heat Sinks: 16 [32] Double

Heat Scale

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3. 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Heavy Large Laser
2. Heavy Large Laser
4-6. 3. Heavy Large Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Small Laser

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3. 3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
4-6. 3. Gauss Rifle
4. Heavy Medium Laser
5. Heavy Medium Laser
6. @Gauss Rifle [8]

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. @Gauss Rifle [8]

Head
1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3. 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6. 3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. @Anti-Missile System [24]

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3. 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Heavy Large Laser
2. Heavy Large Laser
4-6. 3. Heavy Large Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Small Laser

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3. 3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
4-6. 3. Gauss Rifle
4. Heavy Medium Laser
5. Heavy Medium Laser
6. @Gauss Rifle [8]

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

Damage Transfer Diagram

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: MWO Stone Rhino Koloss SR - Koloss

Tonnage:	100
Tech Base:	Clan

Movement Points:

Walking: 3
Running: 5 (6)
Jumping: 3

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht.	Dmg	Min	Sht.	Med	Lng
1	ER Medium Laser	HD	5	7 (DE)	—	3	5	15
2	SRM-6	CT	4	2/m	—	3	6	9
1	ER Medium Laser	RT	5	7 (DE)	—	3	5	15
1	SRM-6	RT	4	2/m	—	3	6	9
1	ER Medium Laser	LT	5	7 (DE)	—	3	5	15
1	SRM-6	LT	4	2/m	—	3	6	9
1	MASC	LT	—	—	—	—	—	—
1	LB 10-X AC	RA	2	10 (DB, C/S/F)	6	12	18
1	ER Medium Laser	RA	5	7 (DE)	—	3	5	15
1	SRM-6	RA	4	2/m	—	3	6	9
1	LB 10-X AC	LA	2	10 (DB, C/S/F)	6	12	18
1	ER Medium Laser	LA	5	7 (DE)	—	3	5	15

Ammunition Type	Rounds
LB 10-X (Slug)	30
SRM-6	75

Cost: 28,300,000 C-Bills
+171,000 (ammo)

BV: 2,828
Weapon Heat (49)
Dissipation (30)

CRITICAL HIT TABLE

Left Arm [CASE]

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

4-6:
1. LB 10-X AC
2. LB 10-X AC
3. ER Medium Laser
4. @LB 10-X Slug [10]
5. @SRM 6 [15]
6. @SRM 6 [15]

Left Torso [CASE]

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. MASC
4. MASC
5. MASC
6. MASC

4-6:
1. SRM-6
2. ER Medium Laser
3. @SRM 6 [15]
4. Double Heat Sink
5. Double Heat Sink
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM-6
6. SRM-6

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

Right Arm [CASE]

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

4-6:
1. LB 10-X AC
2. LB 10-X AC
3. ER Medium Laser
4. @LB 10-X Slug [10]
5. @SRM 6 [15]
6. SRM-6

Right Torso [CASE]

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM-6
5. @SRM 6 [15]
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. @LB 10-X Slug [10]
5. Roll Again
6. Roll Again

Right Leg

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

Damage Transfer Diagram

ARMOR DIAGRAM

Armor Pts: 304

Head [9]
Left Torso [31]
Right Torso [31]
Right Arm [30]
Left Arm [30]
Center Torso [48]
Right Leg [42]
Left Leg [42]
Left Torso Rear [11]
Center Torso Rear [13]
Right Torso Rear [11]

INTERNAL STRUCTURE DIAGRAM

Head [3]
Left Torso [21]
Right Torso [21]
Right Arm [17]
Left Arm [17]
Center Torso [31]
Right Leg [21]
Left Leg [21]

HEAT DATA

Heat Sinks: 15 [30]
Double

○○○○○
○○○○○○○○○○

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

Heat Scale

CATALYST

ART GALLERY

BATTLETECH

HPG Delivered Notification of Invasion

The Jade Falcons claim this Facebook Group

To support our noble invasion, Reply with images of your Jade Falcon forces or simply "I am Jade Falcon"
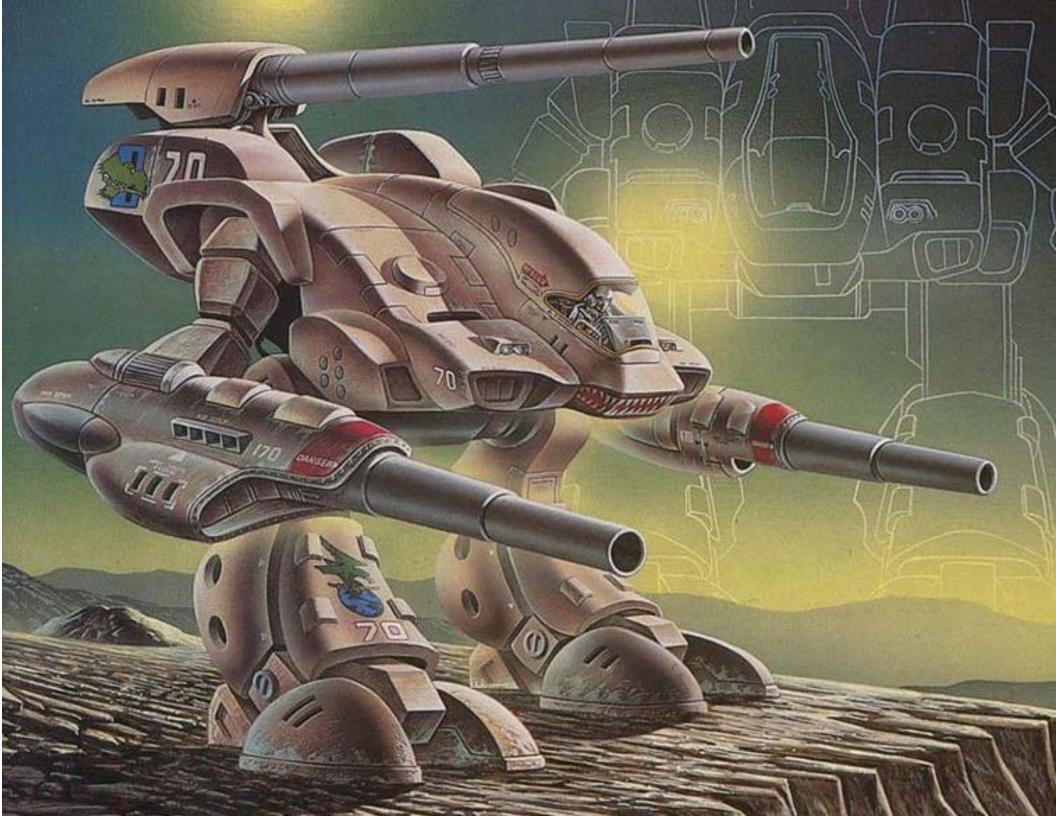
Or reply with images of your affiliation and defending forces - and Prepare for battle!

地 ひこむ.
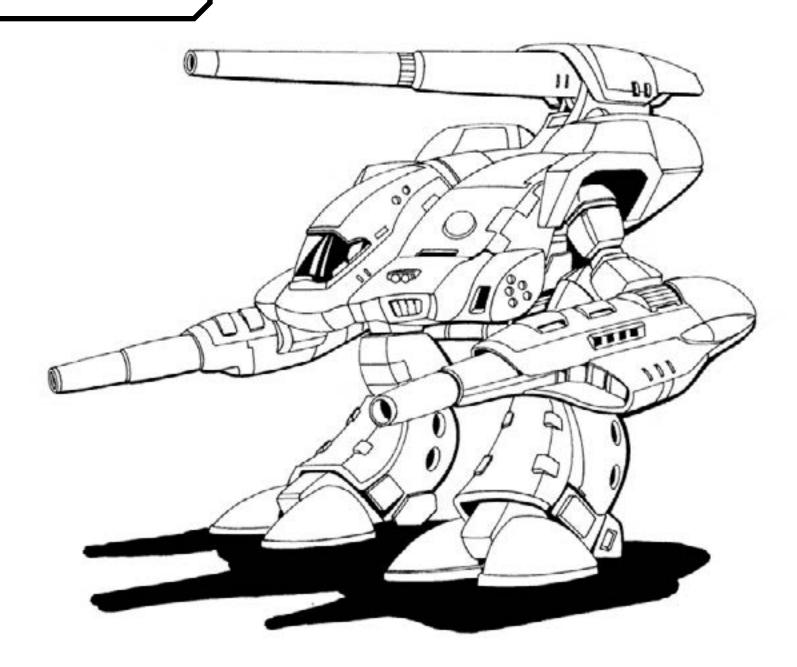
Who Created the *Behemoth*?
There is some minor debate as to who came up with the *Behemoth*, either Blaine Lee Pardoe, who admits he is not sure he designed and wrote the original background for, or author Ashley Watkins has made the same claim.

BEHEMOTH J
This is the original image that inspired
the Behemoth J by IAMCLANWOLF

BATTLETECH
'MECH RECORD SHEET

Heat Scale: 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 — Overflow

Heat Sinks: 10 (20) Double ○○○○○○○○○○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Rifle [S]
5. Plasma Rifle [S]
6. @Plasma Rifle (10)
1-3.
1. @Plasma Rifle (10)
2. @Plasma Rifle (10)
3. Double Heat Sink
4-6.
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Torso [CASE]
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20 [C]
4. Ultra AC/20 [C]
5. Ultra AC/20 [C]
6. Ultra AC/20 [C]
1-3.
1. Ultra AC/20 [C]
2. Ultra AC/20 [C]
3. Ultra AC/20 [C]
4-6.
4. Ultra AC/20 [C]
5. @Ultra AC/20 (5)
6. @Ultra AC/20 (5)

Head [CASE]
1. Life Support
2. Sensors
3. Cockpit
4. @Ultra AC/20 (5)
5. Sensors
6. Life Support

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Plasma Rifle [S]
5. Plasma Rifle [S]
6. @Plasma Rifle (10)
1-3.
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4-6.
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso [CASE]
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20 [C]
4. Ultra AC/20 [C]
5. Ultra AC/20 [C]
6. Ultra AC/20 [C]
1-3.
1. Ultra AC/20 [C]
2. Ultra AC/20 [C]
3. Ultra AC/20 [C]
4-6.
4. Ultra AC/20 [C]
5. @Ultra AC/20 (5)
6. @Ultra AC/20 (5)

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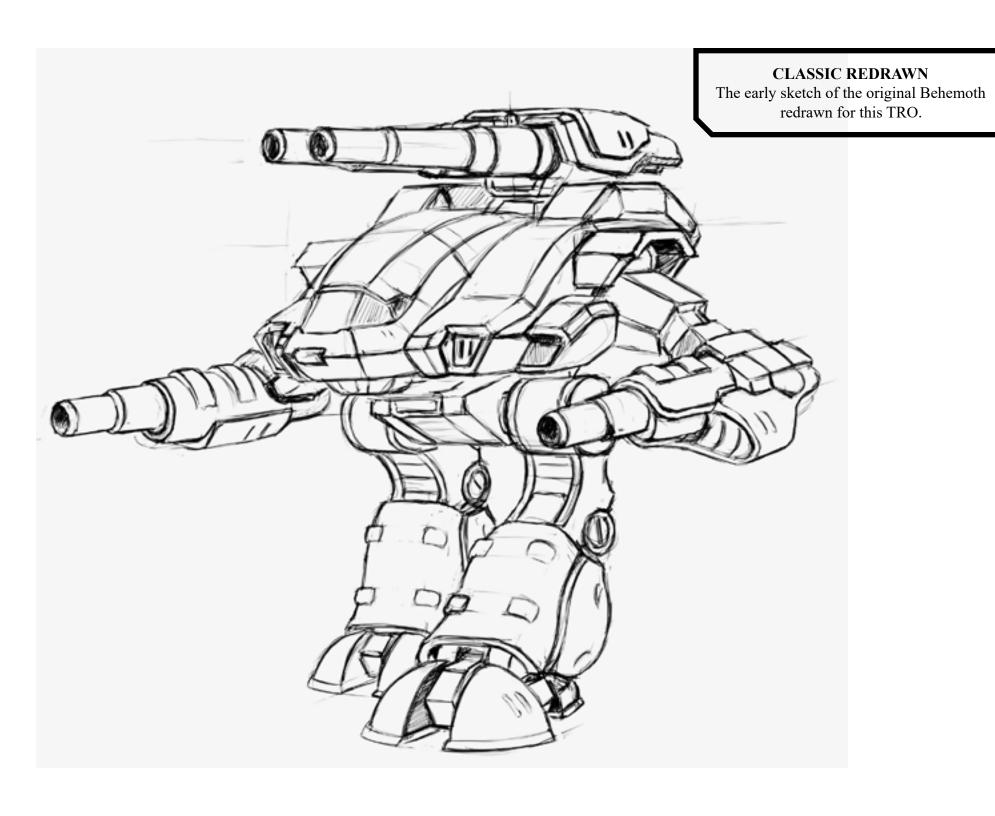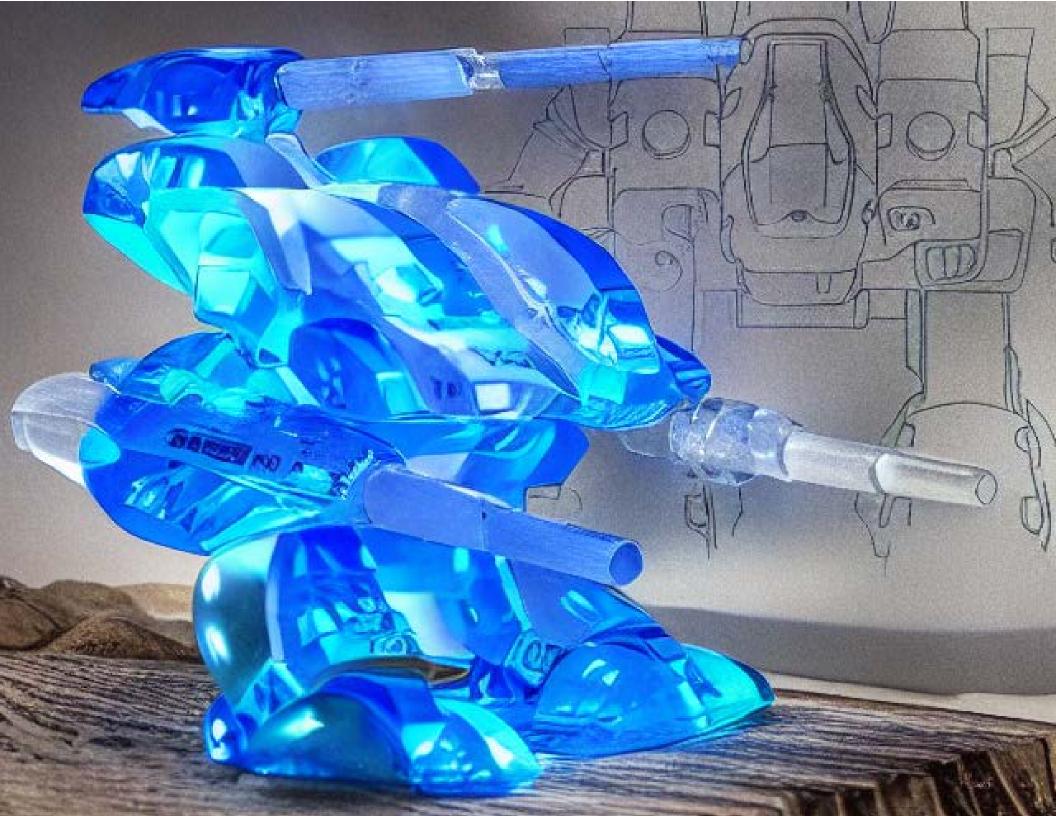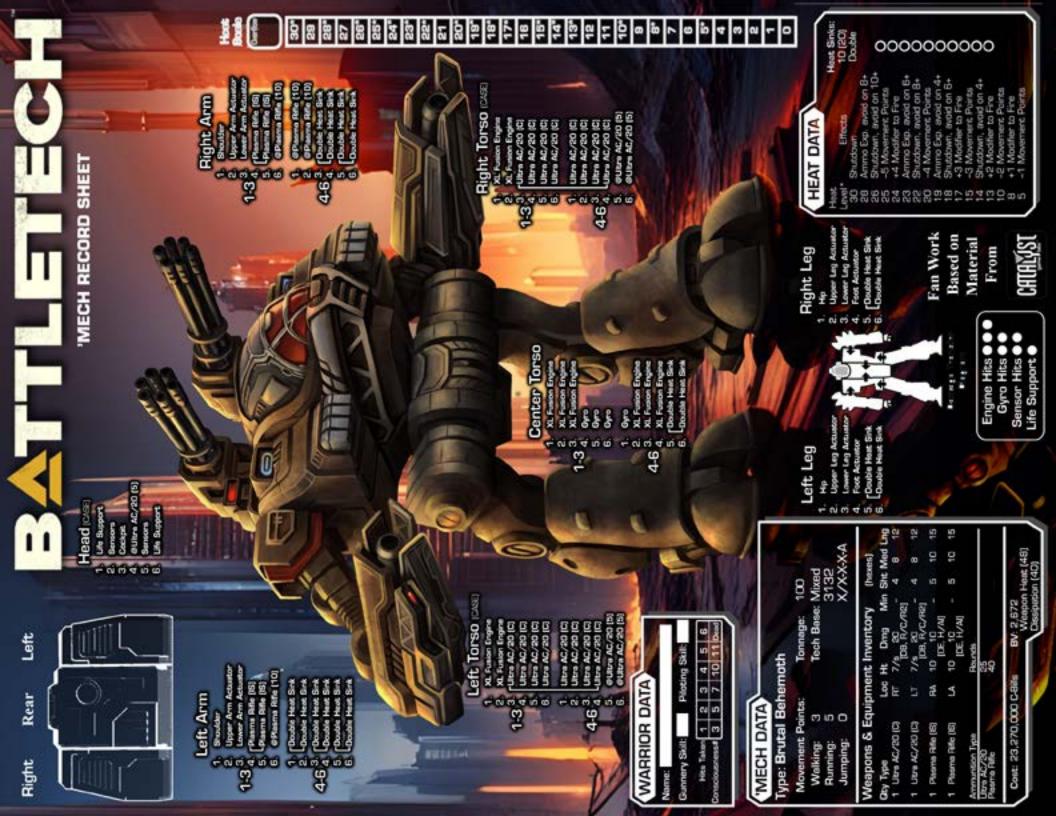3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1-3.
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4-6.
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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

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

Right Rear Left

HEAT DATA

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

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

Fan Work
Based on
Material
From
CATALYST

WARRIOR DATA

Name: _____
Gunnery Skill: ____ Piloting Skill: ____

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

'MECH DATA

Type: Brutal Behemoth

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Mixed
Running: 5 3132
Jumping: 0 X/X-X-X-A

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	(hexes)
1	Ultra AC/20 [C]	RT	7/9	20	—	4	8	12	[DB, R/C/R2]
1	Ultra AC/20 [C]	LT	7/9	20	—	4	8	12	[DB, R/C/R2]
1	Plasma Rifle [S]	RA	10	10	—	5	10	15	[DE, H/AI]
1	Plasma Rifle [S]	LA	10	10	—	5	10	15	[DE, H/AI]

Ammunition Type	Rounds
Ultra AC/20	25
Plasma Rifle	40

BV: 2,672
Cost: 23,270,000 C-Bills
Weapon Heat (48)
Dissipation (40)
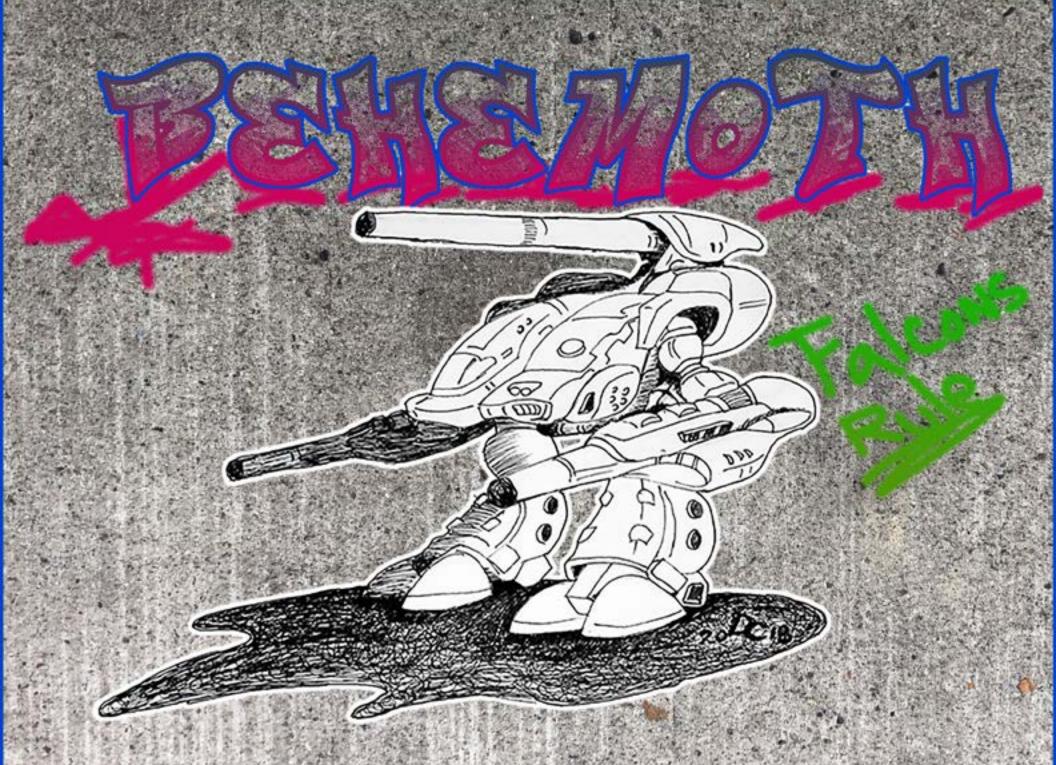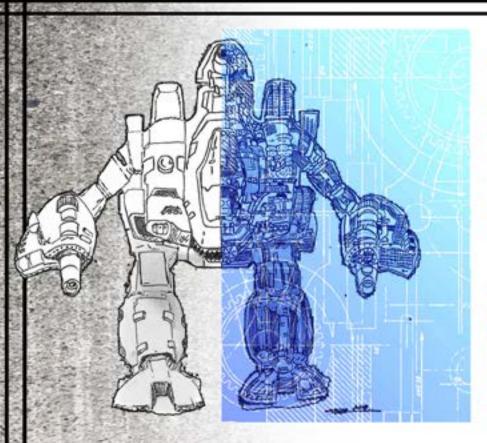
THE IMPOSSIBLE MECH
BROUGHT BACK FROM THE DEAD

It walked off the assembly lines before Kerensky left and became obsolete before his children returned. It was the greatest surprise the Clans sprung on us. It weathered the Invasion, the Civil War, the Jihad and the Reaving but, ancient before it's return, the Dark Age is watching the last Behemoths vanish, until one man, twice out of time, becomes obsessed with doing something about it.

Technical Readout: BEHEMOTH is the story of Project Behemoth, a 'Mech garage that sets out to refurbish, repair and rebuild these ancient classics for the Wolf's Dragons until the Jade Falcons claim Arc Royal, and their factory and the completely unexpected happens.

FOR USE WITH BATTLETECH

A Dark Age to IlClan Era Sourcebook