

NOTES

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

INNER SPHERE

Angerona
Kopis
Ravager
Fox Armored Car
Aeron Strike VTOL
Yasha VTOL
Tufana Hovercraft
Giggins APC
Demon Medium Tank
Ranger Armored Fighting Vehicle
Maxim Mk. II Transport
Regular II Hovertank
Padilla Tube Artillery Tank
Prowler Multi-Terrain Vehicle
Bolla Stealth Tank
Po II Heavy Tank
Kinnol MBT
Winston Combat Vehicle
Moltke MBT
Trajan Assault Infantry Fighting Vehicle
JES II Strategic Missile Carrier
Marksman MBT
Gürteltier MBT
Teppō Artillery Vehicle
J-37 Ordnance Transport
Tonbo Superheavy Transport
Trireme Infantry Transport
JI-100 Transportable Field Repair Unit
Zugvogel Omni Support Aircraft
Ebony
Mjolnir
Nyx
Spider
Blade
Panther
Wolfhound
Cuirass
Raptor II

Targe
Eisenfaust
Hatchetman
Ghost
Shockwave
Fennec
Osprey
Rook
Thunder Fox
Yao Lien
Brahma
Ostwar
Shen Yi
Gallant
Mangonel
Warhammer
Penthesilea
Prefect
Orochi
Peackeeper
Trebaruna
Atlas
Sokuryou
Fwltur
Diomedea
Poignard
Sagitarii
Morgenstern
Měngqín
Ares Assault Craft

CLAN

Thunderbird
Ironhold
Warg
Balac Strike VTOL
Zephyros Infantry Support Vehicle
Joust Medium Tank
Chalchiuhtotolin Support Tank
Eldingar Hover Sled

Carnivore Assault Tank
Arbalest
Pack Hunter II
Morrigan
Parash
Arctic Wolf II
Dasher II
Goshawk II
Ursus II
Dark Crow
Kuma
Shadow Cat II
Karhu
Blood Reaper
Flamberge
Sphinx
Tundra Wolf
Bruin
Deimos
Omen
Night Wolf
Onager
Hellstar
Wusun
Ostrogoth

CONVENTIONAL INFANTRY

House Kurita
House Davion
House Liao
House Marik
House Steiner
ComStar
Word of Blake
Ghost Bear (Rasalhague)
Clan Hell's Horses
General Clan
Taurian Concordat
Magistracy of Canopus
General Periphery/Pirate
Corporations
Mercenary
RAF

LAND-AIR BATTLEMECHS

Stinger LAM
Wasp LAM
Phoenix Hawk LAM
Shadow Hawk LAM



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STANDARD RULES

These designs are considered “standard rules” (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books (whether published by Catalyst Game Labs, FanPro, or FASA). (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

Advanced and Experimental Rules: If any record sheet includes “Advanced” or “Experimental” on it—meaning it mounts equipment from *Tactical Operations*—then that record sheet is generally not appropriate for tournament play (individual tournaments will spell out the specifics of whether such designs can or cannot be used).

ERAS

The record sheets in this volume indicate which era they first appeared in; see page 4 for an explanation of BattleTech Eras.

CREDITS

Record Sheets

David L. McCulloch
Jason Tighe

Project Development

Randall N. Bills

Data Entry

Johannes Heidler
Chris Smith

Additional Data Entry

Luke Robertson

BattleTech Line Developer

Herbert A. Beas II

Production Staff

Art Direction

Brent Evans

Cover Art

Doug Chaffee

Cover Design

Ray Arrastia

Layout

Ray Arrastia

Illustrations

Doug Chaffee

Brent Evans

Joel Hardwick

Stephen Huda

Alex Iglesias

Seth Kurbound

Chris Lewis

Duane Loose

Justin Nelson

Eric Oh

Matt Plog

Chad Segesketter

Stanley VonMedvey

David White

Proofreaders

Joel Bancroft-Conner, Roland M. “Colbosh” Boshnack, Sebastian “BeeRockxs” Brocks, Rich Cencarik, Johannes Heidler, Luke “Jellico” Robertson, Chris Smith, Peter Smith, Jason Tighe, Chris Wheeler.

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BATTLETECH

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era’s title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.



SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.



CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.



CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



JIHAD

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.



DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product’s sell sheet, online products page and so on.

Note that if a Catalyst Game Labs’ *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set*, *Total Warfare* and so on.



INNER SPHERE

Sample file

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Angerona Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 238/46

BATTLE ARMOR: SQUAD/POINT 2

Type: Angerona Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 238/46

BATTLE ARMOR: SQUAD/POINT 3

Type: Angerona Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 238/46

BATTLE ARMOR: SQUAD/POINT 4

Type: Angerona Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 238/46

BATTLE ARMOR: SQUAD/POINT 5

Type: Angerona Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Light Recoilless Rifle 2 [DB,S] — 2 4 6
 Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○
 2 ●○○○○○○○
 3 ●○○○○○○○
 4 ●○○○○○○○
 Cost: BV: 238/46

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: **Angerona (Recon)** Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved Sensors [E] — — — 2
 Light Machine Gun 1 [DB,S] — 2 4 6

Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○ Cost: BV: 170/33

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

BATTLE ARMOR: SQUAD/POINT 2

Type: **Angerona (Recon)** Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved Sensors [E] — — — 2
 Light Machine Gun 1 [DB,S] — 2 4 6

Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○ Cost: BV: 170/33

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

BATTLE ARMOR: SQUAD/POINT 3

Type: **Angerona (Recon)** Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved Sensors [E] — — — 2
 Light Machine Gun 1 [DB,S] — 2 4 6

Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○ Cost: BV: 170/33

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

BATTLE ARMOR: SQUAD/POINT 4

Type: **Angerona (Recon)** Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved Sensors [E] — — — 2
 Light Machine Gun 1 [DB,S] — 2 4 6

Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○ Cost: BV: 170/33

2 ●○○○○○○○

3 ●○○○○○○○

4 ●○○○○○○○

BATTLE ARMOR: SQUAD/POINT 5

Type: **Angerona (Recon)** Era: Dark Age
 Gunnery Skill: Anti-Mech Skill:
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Improved Sensors [E] — — — 2
 Light Machine Gun 1 [DB,S] — 2 4 6

Armor: Improved Stealth (+1/+2/+3)
 Mechanized: Swarm: Leg: AP:

1 ●○○○○○○○ Cost: BV: 170/33

2 ●○○○○○○○

3 ●○○○○○○○

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5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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*Modifiers are cumulative

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10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

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6	Center Torso	Rear

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2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units