Welcome to the *BattleTech Master Unit List: Battle Values* (version 1.0). Since even before *Total Warfare* was first published, it has been our goal to provide *BattleTech* fans with a comprehensive list of game units and their corresponding Battle Value.

This product is the first Battle Value list for units using the *Total Warfare* rules set. It offers over 3,500 variants for well over 900 individual combat vehicles. *BMBV* 1.0 focuses on ground combat and lists all 'Mechs (BattleMechs, OmniMechs, and IndustrialMechs), aerospace units (aerospace fighters, conventional fighters, small craft, and DropShips), Combat and Support Vehicles (including tracked, wheeled, hover, VTOL, and WiGE vehicle types), Infantry (conventional and battle armored), and ProtoMechs that have a published Battle Value. This also means that you can purchase a record sheet for every unit in the *BMBV*, via a Catalyst Game Labs published *BattleTech* product.

We have also provided faction availability for the Jihad era and Early Dark Age (Republic) era. This release of the product only list Dark Age availability for units that were introduced or updated in *Technical Readout 3085* and *Technical Readout 3085 Supplimental*.

Future releases on this free version of the *BMBV* (numbered by revision) will be updated with new information as well as units from upcoming product releases. Also planned for upcoming releases include complete Dark Age faction availability and faction information for the Homeworld Clans. This release is focused on the Jihad and Early Dark age era and does not cover Homeworld Clans.

We hope you find this tool useful and welcome your feedback to make it a better resource, in the future.

—The Catalyst Game Labs staff

HOW TO USE THIS BOOK

The *BattleTech Master Unit List: Battle Values* (BMBV) list is provides players an easily printed PDF reference with all *BattleTech* combat units that have published record sheets with Battle Value. The list allows players to check the Battle Value of combat units and look for specific units by their unit name. Each unit's rules level is also listed, to easily allow players to choose units that fit the rules level of the game they will be playing.

The rules for using combat units in BattleTech game play can be found in Total Warfare, while the rules for their construction can be found in TechManual.

LEGEND

Unit Name
Name of the base design *(Warhammer, Archer*, and so forth)

Model Number
The model number (WHM-6R, ARC-2R, and so forth) of the specific unit variant. If the design is unique, then the unique name will appear in parentheses after the model number.

Type
A shorthand abbreviation for the unit type. Consult the table below for a full list of official unit type abbreviations.

Rules Levels
A descriptor for the minimum rules level that applies to the specific unit and model.

Standard (STND): Refers to the Tournament-Legal rules as found in *Total Warfare* and *TechManual.*

Advanced (ADV): Refers to the advanced game play or construction rules found in *Tactical Operations, Strategic Operations,* and *Interstellar Operations*.

Experimental (EXP): Refers to the Experimental construction rules and advanced game play rules found in *Tactical Operations, Strategic Operations,* and *Interstellar Operations*.

Introductory (EXP): Refers to the Introductory construction rules and Introductory game play rules found in the *Introductory Box Set*.

Primitive (PRIM): Refers to the Primitive construction rules found in *Interstellar Operations*.

Source
A shorthand description of the sourcebook in which the unit may be found.

TRO: Indicates the *Technical Readout* in which the unit was referenced.

RS: Indicates the *Record Sheets* book where the unit's official game play sheet can be found. (Note that some *Record Sheets* books may exist as PDF-exclusive products only.)

Era Introduced
The *BMBV* lists the era each unit was originally introduced. This only refers to the broad era of play when the unit was introduced and does not reflect if the unit was available in any given future eras (such information will be made available in future products). The *BMBV* breaks down several of the standard BattleTech eras into sub-eras for greater precision. For standard-rules play, availability is based on standard era.

Faction Abbreviations
Consult the table on page 2 for a list of faction abbreviations.

UNIT TYPE ABBREVIATIONS

Code	Unit Type	Code	Unit Type	Code	Unit Type
ART	Combat Vehicle – Artillery	DS	DropShip	OF	OmniFighter
ASF	Aerospace Fighter	IBE	Conventional Infantry – Beast	OM	OmniMech
BA	Battle Armor	IFT	Conventional Infantry – Foot	PM	ProtoMech
BM	BattleMech	IHV	Conventional Infantry – Hover	SAR	Support Vehicle – Airship
CF	Conventional Fighter	IJP	Conventional Infantry – Jump	SCR	Small Craft
CHV	Combat Vehicle – Hovercraft	IM	IndustrialMech	SFW	Support Vehicle – Fixed Wing
CSH	Combat Vehicle – Super Heavy Vehicle	IME	Conventional Infantry – Mechanized	SHV	Support Vehicle – Hovercraft
		IMO	Conventional Infantry – Motorized	STK	Support Vehicle – Tracked
CTK	Combat Vehicle – Tracked	ITK	Conventional Infantry – Tracked	SUB	Naval Vessel – Submarine
CVT	Combat Vehicle – VTOL	IVT	Conventional Infantry – VTOL	SVT	Support Vehicle – VTOL
CWH	Combat Vehicle – Wheeled	IWH	Conventional Infantry – Wheeled	SWH	Support Vehicle – Wheeled
CWI	Combat Vehicle – WiGE	NVS	Naval Vessel – Surface	SWI	Support Vehicle – WiGE

CREDITS

ERA LEGEND

Code	Standard Era	Sub Era	Start	End
AoW	Star League	Age of War	2005	2570
SL	Star League	Star League	2571	2780
SW- E	Succession Wars	Early SW	2781	2900
SW-L	Succession Wars	Late SW	2901	3049*
Clan	Clan Invasion	Clan Invasion	3050	3061
CW	Civil War	Civil War	3062	3067
Jihad	Jihad	Jihad	3068	3080
Rep	Dark Age	Republic	3081	3130
DA	Dark Age	Dark Age	3131	Beyond

*3049 was a watershed year that saw the Clans' arrival in the near Periphery. Designs fielded in 3049 are for the most part either Clan units built for Operation REVIVAL or the Inner Sphere's first "modern" designs. As a result, design first introduced in 3049 are considered part of the Clan Invasion Era and will reflect this in their Era of introduction.

FACTION ABBREVIATIONS

Code	Faction
Extinct	Not available in current Era (Jihad, Dark Age)
Unique	Only one exists
CBR	Clan Burrock
CBS	Clan Blood Spirit
CC	Capellan Confederation
CCC	Clan Cloud Cobra
CCY	Clan Coyote
CDS	Clan Diamond Shark/Sea fox
CF	Circinius Federation
CFM	Clan Fire Mandrill
CGB	Clan Ghost Bear
CGS	Clan Goliath Scorpion
CHH	Clan Hell's Horses
CIH	Clan Ice Hellion
CJF	Clan Jade Falcon
CMN	Clan Mongoose

Code	Faction
CNC	Clan Nova Cat
CS	Comstar
CSA	Clan Star Adder
CSJ	Clan Smoke Jaguar
CSR	Clan Snow Raven
CSV	Clan Steel Viper
CWE	Clan Wolf (in Exile)
CWF	Clan Wolf
CWM	Clan Widowmaker
CWV	Clan Wolverine
DC	Draconis Combine
FR	Free Rasalhague Republic
FS	Federated Suns
FW	Free Worlds League
KH	Kell Hounds
LA	Lyran Alliance
MC	Magistry of Canopus

Code	Faction
ME	Mercenary, non-specific
MH	Marian Hegemony
OA	Outworlds Alliance
PE	Periphery, non-specific
PX	Pirates
RA	Raven Alliance
RD	Rasalhague Dominion
RS	Republic of the Sphere
RW	Rim Worlds Republic
RYL	Star League Royal
S7	Solaris 7
SL1	Star League (Original)
SL2	Star League (Second)
TC	Taurian Concordant
WB	Word of Blake
WD	Wolf Dragoons

Sample file

STAR LEAGUE ERA   CLAN INVASION ERA   JIHAD ERA

SUCCESSION WARS ERA   CIVIL WAR ERA   DARK AGE ERA

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BATTLE ARMOR

Name	Model	Type	TON	BV	Tech Base	Rules	Source TRO	RS	Era	Jihad Era Faction Availability	Dark Age (Republic) Era Faction Availability
Achileus Light Battle Armor	(WoB)	BA	0.75	259	IS	STND	TR3058U	RS3058Uu	CW	WB	
Achileus Light Battle Armor	[David]	BA	0.75	189	IS	STND	TR3058U	RS3058Uu	CW	FW, WB	FW, RS
Achileus Light Battle Armor	[Flamer]	BA	0.75	173	IS	STND	TR3058U	RS3058Uu	Clan	FW, WB	FW, RS
Achileus Light Battle Armor	[Laser]	BA	0.75	205	IS	STND	TR3058U	RS3058Uu	Clan	FW, WB	FW, RS
Achileus Light Battle Armor	[MG]	BA	0.75	173	IS	STND	TR3058U	RS3058Uu	Clan	FW, WB	FW, RS
Achileus Light Battle Armor	[TAG]	BA	0.75	133	IS	STND	TR3058U	RS3058Uu	Clan	FW, WB	FW, RS
Afreet Medium Battle Armor	(Interdictor)	BA	1	264	Clan	STND	TR3085	RS3085u	Jihad	CHH, CJF	CHH, CJF
Angerona Scout Suit	(Recon)	BA	1	170	IS	STND	TR3085	RS3085u	Rep	Not Availble	RS
Angerona Scout Suit	(Standard)	BA	1	238	IS	STND	TR3085	RS3085u	Rep	Not Availble	RS
Cavalier Battle Armor	[Flamer]	BA	1	199	IS	STND	TR3058U	RS3058Uu	Clan	FS, LA	FS, LA, RS
Cavalier Battle Armor	[Laser]	BA	1	231	IS	STND	TR3058U	RS3058Uu	Clan	FS, LA	FS, LA, RS
Cavalier Battle Armor	[MG]	BA	1	199	IS	STND	TR3058U	RS3058Uu	Clan	FS, LA	FS, LA, RS
Cavalier Battle Armor	[SRM]	BA	1	219	IS	STND	TR3058U	RS3058Uu	Clan	FS, LA	FS, LA, RS
Clan Medium Battle Armor	"Rache"	BA	1	372	Clan	STND	TR3085	RS3085u	Jihad	CBS, CCC, CCY, CFM, CGS, CIH, CSA, CSV	Clan General
Elemental Battle Armor	(Fire) [AP Gauss]	BA	1	576	Clan	STND	TR3085	RS3085u	Jihad	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Elemental Battle Armor	(Fire) [Flamer]	BA	1	403	Clan	STND	TR3085	RS3085u	Jihad	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Elemental Battle Armor	(Fire) [MicroPL]	BA	1	479	Clan	STND	TR3085	RS3085u	Jihad	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Elemental Battle Armor	(Headhunter)	BA	1	300	Clan	STND	TR3058U	RS3058Uu	Clan	CWF, CWX	RS, CWF, CWX
Elemental Battle Armor	(Space) [Flamer]	BA	1	291	Clan	STND	TR3085	RS3085u	SW-L	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Elemental Battle Armor	(Space) [MG]	BA	1	291	Clan	STND	TR3085	RS3085u	SW-L	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General

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Name	Model	Type	TON	BV	Tech Base	Rules	Source TRO	RS	Era	Jihad Era Faction Availability	Dark Age (Republic) Era Faction Availability
Elemental Battle Armor	(Space) [MicroPL]	BA	1	366	Clan	STND	TR3085	RS3085u	CW	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Elemental Battle Armor	[AP Gauss]	BA	1	577	Clan	STND	TR3058U	RS3058Uu	Jihad	Clan General	RS, Clan General
Elemental Battle Armor	[ERMicroL]	BA	1	426	Clan	STND	TR3058U	RS3058Uu	Clan	Clan General	RS, Clan General
Elemental Battle Armor	[Flamer]	BA	1	404	Clan	STND	TR3058U	RS3058Uu	SW-E	WD, Clan General	RS, WD, Clan General
Elemental Battle Armor	[HMG]	BA	1	415	Clan	STND	TR3058U	RS3058Uu	Clan	Clan General	RS, Clan General
Elemental Battle Armor	[Laser]	BA	1	447	Clan	STND	TR3058U	RS3058Uu	SW-E	WD, Clan General	RS, WD, Clan General
Elemental Battle Armor	[MG]	BA	1	404	Clan	STND	TR3058U	RS3058Uu	SW-E	WD, Clan General	RS, WD, Clan General
Elemental Battle Armor	[MicroPL]	BA	1	480	Clan	STND	TR3058U	RS3058Uu	Clan	Clan General	RS, Clan General
Fa Shih Battle Armor	(Support) [King David]	BA	1	181	IS	STND	TR3085	RS3085u	Jihad	CC	CC, ME
Fa Shih Battle Armor	(Support) [Plasma]	BA	1	221	IS	STND	TR3085	RS3085u	Jihad	CC	CC, ME
Fa Shih Battle Armor	[Flamer]	BA	1	197	IS	ADVD	TR3058U	RS3058Uu	CW	CC	CC
Fa Shih Battle Armor	[Laser]	BA	1	229	IS	ADVD	TR3058U	RS3058Uu	CW	CC	CC
Fa Shih Battle Armor	[LRR]	BA	1	253	IS	ADVD	TR3058U	RS3058Uu	CW	CC	CC
Fa Shih Battle Armor	[MG]	BA	1	197	IS	ADVD	TR3058U	RS3058Uu	CW	CC	CC
Fa Shih Battle Armor	[TAG]	BA	1	157	IS	ADVD	TR3058U	RS3058Uu	CW	CC	CC
Fa Shih Battle Armor	2 [MG]	BA	1	146	IS	EXP	XTRLiao	XTRLiao	Jihad	Not Availble	
Fenrir Battle Armor	[ERML]	BA	2	368	IS	STND	TR3058U	RS3058Uu	CW	LA	LA, RS
Fenrir Battle Armor	[MG]	BA	2	153	IS	STND	TR3058U	RS3058Uu	Clan	LA	LA, RS
Fenrir Battle Armor	[Mortar]	BA	2	185	IS	STND	TR3058U	RS3058Uu	CW	LA	LA, RS
Fenrir Battle Armor	[MPL]	BA	2	304	IS	STND	TR3058U	RS3058Uu	Clan	LA	LA, RS
Fenrir Battle Armor	[SL]	BA	2	208	IS	STND	TR3058U	RS3058Uu	Clan	LA	LA, RS
Fenrir Battle Armor	[SPL]	BA	2	194	IS	STND	TR3058U	RS3058Uu	Clan	LA	LA, RS
Fenrir Battle Armor	[SRM]	BA	2	266	IS	STND	TR3058U	RS3058Uu	Clan	LA	LA, RS
Fenrir Battle Armor	[VSP]	BA	2	328	IS	STND	TR3058U	RS3058Uu	Jihad	LA	LA, RS

Name	Model	Type	TON	BV	Tech Base	Tech Rules	Source TRO	Source RS	Era	Jihad Era Faction Availability	Dark Age (Republic) Era Faction Availability
Gladiator Exoskeleton	"The Spider"	BA	0.4	8	IS	EXP	XTRGld	XTRGld	Jihad	UNIQUE	UNIQUE
Gnome Battle Armor	(LRM)	BA	1.5	611	Clan	STND	TR3085	RS3085u	Jihad	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Gnome Battle Armor	(Standard)	BA	1.5	581	Clan	STND	TR3058U	RS3058Uu	Clan	Clan General	RS, Clan General
Gnome Battle Armor	(Upgrade) [Bearhunter]	BA	1.5	476	Clan	STND	TR3058U	RS3058Uu	Jihad	CHH	CHH
Gnome Battle Armor	(Upgrade) [MRR]	BA	1.5	549	Clan	STND	TR3058U	RS3058Uu	Jihad	CHH	CHH
Gnome Battle Armor	(Upgrade) [Pulse Laser]	BA	1.5	549	Clan	STND	TR3058U	RS3058Uu	Jihad	CHH	CHH
Golem Assault Armor	(Support)	BA	2	922	Clan	STND	TR3085	RS3085u	Jihad	CDS, CGB, CHH, CJF, CNC, CSR, CWF, CWX	Clan General
Gray Death Heavy Suit	(Standard)	BA	1.5	256	IS	STND	TR3085	RS3085u	Rep	Not Availble	DC, FS, FW, LA, RS, Merc General
Gray Death Scout Suit	"The Willow Wisps"	BA	0.75	39	MIX	EXP	XTRGld	XTRGld	Jihad	UNIQUE	UNIQUE
Gray Death Scout Suit	(Standard)	BA	0.75	81	IS	STND	TR3058U	RS3058Uu	Clan	LA, Merc General	LA, RS, Merc General
Gray Death Standard Suit	[Flamer]	BA	1	193	IS	STND	TR3058U	RS3058Uu	Clan	LA, Merc General	LA, RS, Merc General
Gray Death Standard Suit	[Laser]	BA	1	225	IS	STND	TR3058U	RS3058Uu	Clan	LA, Merc General	LA, RS, Merc General
Gray Death Standard Suit	[LRR]	BA	1	249	IS	STND	TR3058U	RS3058Uu	Jihad	LA, Merc General	LA, RS, Merc General
Gray Death Standard Suit	[MG]	BA	1	193	IS	STND	TR3058U	RS3058Uu	Clan	LA, Merc General	LA, RS, Merc General
Gray Death Standard Suit	[SRM]	BA	1	213	IS	STND	TR3058U	RS3058Uu	Clan	LA, Merc General	LA, RS, Merc General
Hauberk Battle Armor	U15	BA	2	93	MIX	EXP	XTRDavion	XTRDavion	Jihad	UNIQUE	UNIQUE
Infiltrator Mk. I Battle Armor	Mk. I "Waddle"	BA	0.75	95	IS	STND	TR3058U	RS3058Uu	Clan	FS, LA	FS, LA, RS
Infiltrator Mk. I Battle Armor	Mk. I (Special Ops)	BA	0.75	98	IS	STND	TR3058U	RS3058Uu	CW	FS, LA	FS, LA, RS
Infiltrator Mk. II Battle Armor	(Magnetic)	BA	1	253	IS	STND	TR3085	RS3085u	Jihad	FS	FS, RS

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