

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Wiccan CW  
**Tech:** Clan / 3060  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 20 tons  
**Chassis:** Endo Steel  
**Power Plant:** 200 XL Fusion  
**Walking Speed:** 108.0 km/h  
**Maximum Speed:** 162.0 km/h  
**Jump Jets:** 8 Standard Jump Jets  
**Jump Capacity:** 240 meters  
**Armor:** Ferro-Fibrous

**Armament:**

2 ER Medium Lasers

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The need for an even faster scout mech by Raider units resulted in production of the Wiccan. With high speed, a long jump, a lot of armor, and a decent weapons array; the Wiccan performs its Raider Trinary duties admirably.

Entering production in 3004, the Wiccan looks similar to Inner Sphere's locust. This was done on purpose, to confuse Inner Sphere pilots during raids in order to keep them from realizing it is an unknown mech. In numerous raids on the Inner Sphere during the succession wars that were attributed to pirates, the Wiccan performed exceptionally well.

### **Capabilities**

Mounting a pair of extended range medium lasers coupled with the large engine allows the Wiccan to rush in at top speed, disable other light mechs that try and intercept, and escape if there is anything it can't handle.

### **Deployment**

This is a Clan Wolverine unique mech and is deployed only with their units, including those serving with the new SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Wiccan CW**  
 Mass: **20 tons**  
 Tech & Era: **Clan / 3060**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 10 Run: 15 Jump: 8**

Design Status: **VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	20 tons	20.00	
Internal Structure:	Endo Steel (33 pts)	7	32,000
Engine:	200 XL Fusion	10	1,066,667
Total Heat Sinks:	10 Double	4	60,000
Gyro:	Standard	4	600,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	290,000
Myomer:	Standard Strength	0	40,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	23,200
Armor: Ferro-Fibrous ( 67 total armor pts )	7	3.50	70,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	6	8 (2)
Left/Right Torso F(R):	5 / 5	8 (2) / 8 (2)
Left/Right Arm:	3 / 3	6 / 6
Left/Right Leg:	4 / 4	8 / 8

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
2	ER Medium Lasers	CT	10		2	2.00	160,000
8	Standard Jump Jets	( 0.5 Ton each )			8	4.00	256,000
'Mech Size Cost Multiplier (Total Cost x .20):					0	0	519,573
TOTALS: Combat Heat: 18 ( 20 Heat Avail )					63	20.00 T	3,117,440

( 15 Left ) ( .00 Left ) C-Bills

Battle Value: 1,011 (3,083.52 C-Bills per BV)

Weapon Value: 384 / 384 (R = .38 / .38)

Damage Factors: SRDmg = 12, MRDmg = 8, LRDmg = 1

BattleForce2: MP = 10, Armor/Structure = 2/1, Point Value = 10

Class = ML, Damage PB/M/L = 2/1/-, Overheat = 0

Specials:

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Mongoose CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 25 tons  
**Chassis:** Kell/D Endo Steel  
**Power Plant:** 200 Nissan XL Fusion  
**Walking Speed:** 86.4 km/h  
**Maximum Speed:** 129.6 km/h  
**Jump Jets:** 8 Standard Jump Jets  
**Jump Capacity:** 240 meters  
**Armor:** Mitchell GA3 Standard

### **Armament:**

- 2 ER Medium Lasers
- 1 Active Probe
- 1 ECM Suite

**Manufacturer:** Diplan Mechyards

**Location:** Ozawa

**Communications System:** ON-5

**Targeting & Tracking System:** Beagle Active Probe

### **Overview**

Building upon the original Star League Mongoose brought with them when the Wolverines left the Clan Homeworlds, Wolverine technicians have managed to improve the mech's combat capabilities while retaining its original scouting duties.

### **Deployment**

The Mongoose CW is only deployed by Clan Wolveine. Including their units serving with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Mongoose CW**  
 Mass: **25 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 8 Run: 12 Jump: 8**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	25 tons	25.00	
Internal Structure:	Endo Steel (43 pts)	7	40,000
Engine:	200 XL Fusion	10	1,333,333
Total Heat Sinks:	10 Double	4	60,000
Gyro:	Standard	4	600,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	300,000
Myomer:	Standard Strength	0	50,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	29,000
Armor: Standard ( 89 total armor pts )	0	6.00	60,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	8	12 (4)
Left/Right Torso F(R):	6 / 6	10 (2) / 10 (2)
Left/Right Arm:	4 / 4	8 / 8
Left/Right Leg:	6 / 6	12 / 12

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Medium Laser	CT	5		1	1.00	80,000
1	ER Medium Laser	LA	5		1	1.00	80,000
1	Active Probe	RT	0		1	1.00	200,000
1	ECM Suite	LT	0		1	1.00	200,000
8	Standard Jump Jets	( 0.5 Ton each )			8	4.00	320,000
'Mech Size Cost Multiplier (Total Cost x .25):					0	0	838,083
<b>TOTALS:</b> Combat Heat: 18 ( 20 Heat Avail )					<b>58</b>	<b>25.00 T</b>	<b>4,190,416</b>

( 20 Left ) ( .00 Left ) C-Bills

Battle Value: 1,121 (3,738.11 C-Bills per BV)

Weapon Value: 508 / 508 (R = .45 / .45)

Damage Factors: SRDmg = 12, MRDmg = 8, LRDmg = 1

BattleForce2: MP = 8J, Armor/Structure = 2/2, Point Value = 11

Class = ML, Damage PB/M/L = 2/1/-, Overheat = 0

Specials: ecm, prb

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Winchester A  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 30 tons  
**Chassis:** Endo Steel  
**Power Plant:** 240 XL Fusion  
**Walking Speed:** 86.4 km/h  
**Maximum Speed:** 129.6 km/h  
**Jump Jets:** 8 Standard Jump Jets  
**Jump Capacity:** 240 meters  
**Armor:** Standard

**Armament:**

1 ER PPC

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Winchester was the first completely unique OmniMech built by Clan Wolverine after OmniMech data was supplied to the Wolverine Scientist & Technician castes via their back channel contacts in clans Smoke Jaguar and Jade Falcon.

Built as a heavier Omni version of the Mongoose, the Winchester retains the look of the Mongoose as well as its speed. It mounts essentially full armor, and a whopping 1/3rd of its weight in Pod space.

### **Capabilities**

The Primary configuration of the Winchester mounts the weapons & electronics array of the Mongoose CW, but adds 4 Machine Guns with a ton of ammunition to that base package. Excellent at scouting, fighting infantry, and even other light mechs. It also looks enough like a Mongoose to pass as one to Inner Sphere pilots.

The alternate A loadout opts for a single large weapons system and maximum jump capability. With the heat sinks to handle frequent jumping and firing of the ER PPC, the A is a very fast and deadly sniper.

Alternate configuration B replaces the jump capability and ERPPC of the A with a pair of extended range large lasers and more heat sinks. This allows it to remain an effective sniper; just spreading damage more and with a bit less mobility.

### **Deployment**

The Winchester is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Winchester A**  
 Mass: **30 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 8 Run: 12 Jump: 8**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 30 tons		30.00	
Internal Structure: Endo Steel (51 pts)	7	1.50	48,000
Engine: 240 XL Fusion	10	6.00	1,920,000
Total Heat Sinks: 10 Double	2	.00	60,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	310,000
Myomer: Standard Strength	0	.00	60,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	30,900
Armor: Standard ( 104 total armor pts )	0	6.50	65,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	10	15 (4)
Left/Right Torso F(R):	7 / 7	10 (4) / 10 (4)
Left/Right Arm:	5 / 5	10 / 10
Left/Right Leg:	7 / 7	14 / 14

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
8	Standard Jump Jets	( 0.5 Ton each )			8	4.00	384,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	1,019,475
	'Mech Size Cost Multiplier (Total Cost x .30):				0	0	1,529,213
<b>TOTALS:</b>	<b>Combat Heat: 23 ( 20 Heat Avail )</b>				<b>52</b>	<b>30.00 T</b>	<b>6,626,588</b>

( 26 Left ) ( .00 Left ) C-Bills

Battle Value: 1,548 (4,280.74 C-Bills per BV)

Weapon Value: 725 / 725 (R = .47 / .47)

Damage Factors: SRDmg = 14, MRDmg = 11, LRDmg = 6

BattleForce2: MP = 8J, Armor/Structure = 3/2, Point Value = 15

Class = ML, Damage PB/M/L = 2/2/2, Overheat = 0

Specials: omni

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# **BATTLETECH®**

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Winchester B  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 30 tons  
**Chassis:** Endo Steel  
**Power Plant:** 240 XL Fusion  
**Walking Speed:** 86.4 km/h  
**Maximum Speed:** 129.6 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

2 ER Large Lasers

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Winchester was the first completely unique OmniMech built by Clan Wolverine after OmniMech data was supplied to the Wolverine Scientist & Technician castes via their back channel contacts in clans Smoke Jaguar and Jade Falcon.

Built as a heavier Omni version of the Mongoose, the Winchester retains the look of the Mongoose as well as its speed. It mounts essentially full armor, and a whopping 1/3rd of its weight in Pod space.

### **Capabilities**

The Primary configuration of the Winchester mounts the weapons & electronics array of the Mongoose CW, but adds 4 Machine Guns with a ton of ammunition to that base package. Excellent at scouting, fighting infantry, and even other light mechs. It also looks enough like a Mongoose to pass as one to Inner Sphere pilots.

The alternate A loadout opts for a single large weapons system and maximum jump capability. With the heat sinks to handle frequent jumping and firing of the ER PPC, the A is a very fast and deadly sniper.

Alternate configuration B replaces the jump capability and ERPPC of the A with a pair of extended range large lasers and more heat sinks. This allows it to remain an effective sniper; just spreading damage more and with a bit less mobility.

### **Deployment**

The Winchester is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Winchester B**  
 Mass: **30 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 8 Run: 12 Jump: 0**

**Design Status: VALIDATED**

Description		Crits	Tons	Cost C-Bills
Mass:	30 tons		30.00	
Internal Structure:	Endo Steel (51 pts)	7	1.50	48,000
Engine:	240 XL Fusion	10	6.00	1,920,000
Total Heat Sinks:	12 Double	6	2.00	72,000
Gyro:	Standard	4	3.00	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00	310,000
Myomer:	Standard Strength	0	.00	60,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand		16	.00	34,800
Armor: Standard ( 104 total armor pts )		0	6.50	65,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	10	15 (4)
Left/Right Torso F(R):	7 / 7	10 (4) / 10 (4)
Left/Right Arm:	5 / 5	10 / 10
Left/Right Leg:	7 / 7	14 / 14

### Weapons & Equipment

#	Type	Loc	Heat	Ammo		
1	ER Large Laser	CT	12		1	4.00 200,000
1	ER Large Laser	LA	12		1	4.00 200,000
OmniMech Conversion Equipment (Cost x .25):					0	0 952,450
'Mech Size Cost Multiplier (Total Cost x .30):					0	0 1,428,675
<b>TOTALS: Combat Heat: 26 ( 24 Heat Avail )</b>					<b>50</b>	<b>30.00 T 6,190,925</b>

( 28 Left ) ( .00 Left ) C-Bills

Battle Value: 1,305 (4,744.00 C-Bills per BV)

Weapon Value: 1,062 / 1,062 (R = .81 / .81)

Damage Factors: SRDmg = 18, MRDmg = 15, LRDmg = 9

BattleForce2: MP = 8, Armor/Structure = 3/2, Point Value = 13

Class = ML, Damage PB/M/L = 3/2/2, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Winchester Prime  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 30 tons  
**Chassis:** Endo Steel  
**Power Plant:** 240 XL Fusion  
**Walking Speed:** 86.4 km/h  
**Maximum Speed:** 129.6 km/h  
**Jump Jets:** 8 Standard Jump Jets  
**Jump Capacity:** 240 meters  
**Armor:** Standard

### **Armament:**

- 2 ER Medium Lasers
- 4 Machine Guns
- 1 Active Probe
- 1 ECM Suite

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Winchester was the first completely unique OmniMech built by Clan Wolverine after OmniMech data was supplied to the Wolverine Scientist & Technician castes via their back channel contacts in clans Smoke Jaguar and Jade Falcon.

Built as a heavier Omni version of the Mongoose, the Winchester retains the look of the Mongoose as well as its speed. It mounts essentially full armor, and a whopping 1/3rd of its weight in Pod space.

### **Capabilities**

The Primary configuration of the Winchester mounts the weapons & electronics array of the Mongoose CW, but adds 4 Machine Guns with a ton of ammunition to that base package. Excellent at scouting, fighting infantry, and even other light mechs. It also looks enough like a Mongoose to pass as one to Inner Sphere pilots.

The alternate A loadout opts for a single large weapons system and maximum jump capability. With the heat sinks to handle frequent jumping and firing of the ER PPC, the A is a very fast and deadly sniper.

Alternate configuration B replaces the jump capability and ERPPC of the A with a pair of extended range large lasers and more heat sinks. This allows it to remain an effective sniper; just spreading damage more and with a bit less mobility.

## **Deployment**

The Winchester is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Winchester Prime**  
 Mass: **30 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 8 Run: 12 Jump: 8**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	30 tons	30.00	
Internal Structure:	Endo Steel (51 pts)	7	48,000
Engine:	240 XL Fusion	10	1,920,000
Total Heat Sinks:	10 Double	2	60,000
Gyro:	Standard	4	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	310,000
Myomer:	Standard Strength	0	60,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	34,800
Armor: Standard ( 104 total armor pts )	0	6.50	65,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	10	15 (4)
Left/Right Torso F(R):	7 / 7	10 (4) / 10 (4)
Left/Right Arm:	5 / 5	10 / 10
Left/Right Leg:	7 / 7	14 / 14

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Medium Laser	CT	5		1	1.00	80,000
2	Machine Guns	LA	0	200	3	1.50	11,000
1	ER Medium Laser	RT	5		1	1.00	80,000
2	Machine Guns	LT	0		2	.50	10,000
1	Active Probe	LT	0		1	1.00	200,000
1	ECM Suite	LT(R)	0		1	1.00	200,000
CASE Equipment:	2 Locations				0	.00	100,000
8	Standard Jump Jets	( 0.5 Ton each )			8	4.00	384,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,115,700
'Mech Size Cost Multiplier (Total Cost x .30):					0	0	1,673,550
<b>TOTALS:</b> Combat Heat: 18 ( 20 Heat Avail )					<b>61</b>	<b>30.00 T</b>	<b>7,252,050</b>

( 17 Left ) ( .00 Left ) C-Bills

Battle Value: 1,246 (5,820.26 C-Bills per BV)

Weapon Value: 637 / 637 (R = .51 / .51)

Damage Factors: SRDmg = 14, MRDmg = 8, LRDmg = 1

BattleForce2: MP = 8J, Armor/Structure = 3/2, Point Value = 12  
 Class = ML, Damage PB/M/L = 3/1/-, Overheat = 0

Specials: omni, ecm, prb

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Hyena A  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 35 tons  
**Chassis:** Standard  
**Power Plant:** 245 XL Fusion  
**Walking Speed:** 75.6 km/h  
**Maximum Speed:** 118.8 km/h  
**Jump Jets:** 7 Standard Jump Jets  
**Jump Capacity:** 210 meters  
**Armor:** Standard

**Armament:**

- 2 ER Medium Lasers
- 2 Streak SRM 4s
- 1 ER Small Laser

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

In 3053 Wolverine technicians were reviewing the performance of their light mechs versus those fielded by the other clans. What they discovered was an alarming discrepancy in firepower due to the fact that for the most part, Wolverine units were still using Star League era light mechs.

Determined to remedy this, a new design was laid out. By 3055 the Hyena was in full production. Field trials during the intervening two years had proven the Hyena concept beyond doubt.

### **Deployment**

The Hyena is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Hyena A**  
 Mass: **35 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 7 Run: 11 Jump: 7**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	35 tons	35.00	
Internal Structure:	Standard (58 pts)	0	14,000
Engine:	245 XL Fusion	10	2,286,667
Total Heat Sinks:	10 Double	2	60,000
Gyro:	Standard	4	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	320,000
Myomer:	Standard Strength	0	70,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	40,600
Armor: Standard ( 119 total armor pts )	0	7.50	75,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	11	16 (6)
Left/Right Torso F(R):	8 / 8	12 (4) / 12 (4)
Left/Right Arm:	6 / 6	12 / 12
Left/Right Leg:	8 / 8	16 / 16

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Medium Laser	CT	5		1	1.00	80,000
1	ER Medium Laser	LA	5		1	1.00	80,000
1	Streak SRM 4	RT	3	50	3	4.00	198,000
1	Streak SRM 4	LT	3		1	2.00	90,000
1	ER Small Laser	LT	2		1	.50	11,250
CASE Equipment:	2 Locations				0	.00	100,000
7	Standard Jump Jets	( 0.5 Ton each )			7	3.50	343,000
'Mech Size Cost Multiplier (Total Cost x .35):					0	0	1,633,981

**TOTALS:**      Combat Heat: 25 ( 20 Heat Avail )      51      35.00 T      6,302,498

( 27 Left )      ( .00 Left )      C-Bills

Battle Value: 1,563 (4,032.31 C-Bills per BV)

Weapon Value: 1,136 / 972 (R = .73 / .62)

Damage Factors: SRDmg = 28, MRDmg = 13, LRDmg = 1

BattleForce2: MP = 7J, Armor/Structure = 3/2, Point Value = 16  
 Class = ML, Damage PB/M/L = 4/3/-, Overheat = 0

Specials:

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# **BATTLETECH<sup>®</sup>**

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Hyena B  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 35 tons  
**Chassis:** Standard  
**Power Plant:** 245 XL Fusion  
**Walking Speed:** 75.6 km/h  
**Maximum Speed:** 118.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 6 ER Medium Lasers
- 1 Active Probe
- 1 ECM Suite

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

In 3053 Wolverine technicians were reviewing the performance of their light mechs versus those fielded by the other clans. What they discovered was an alarming discrepancy in firepower due to the fact that for the most part, Wolverine units were still using Star League era light mechs.

Determined to remedy this, a new design was laid out. By 3055 the Hyena was in full production. Field trials during the intervening two years had proven the Hyena concept beyond doubt.

### **Deployment**

The Hyena is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Hyena B**  
 Mass: **35 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 7 Run: 11 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 35 tons		35.00	
Internal Structure: Standard (58 pts)	0	3.50	14,000
Engine: 245 XL Fusion	10	6.00	2,286,667
Total Heat Sinks: 14 Double	10	4.00	84,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	320,000
Myomer: Standard Strength	0	.00	70,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	40,600
Armor: Standard ( 119 total armor pts )	0	7.50	75,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	11	16 (6)
Left/Right Torso F(R):	8 / 8	12 (4) / 12 (4)
Left/Right Arm:	6 / 6	12 / 12
Left/Right Leg:	8 / 8	16 / 16

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
3	ER Medium Lasers	CT	15		3	3.00	240,000
3	ER Medium Lasers	LA	15		3	3.00	240,000
1	Active Probe	RT	0		1	1.00	200,000
1	ECM Suite	LT	0		1	1.00	200,000
'Mech Size Cost Multiplier (Total Cost x .35):					0	0	1,634,593
<b>TOTALS:</b> Combat Heat: 32 ( 28 Heat Avail )					<b>53</b>	<b>35.00 T</b>	<b>6,304,860</b>

( 25 Left ) ( .00 Left ) C-Bills

Battle Value: 1,620 (3,891.89 C-Bills per BV)

Weapon Value: 1,807 / 1,807 (R = 1.12 / 1.12)

Damage Factors: SRDmg = 34, MRDmg = 21, LRDmg = 2

BattleForce2: MP = 7, Armor/Structure = 3/2, Point Value = 16

Class = ML, Damage PB/M/L = 5/4/-, Overheat = 0

Specials: ecm, prb

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Hyena Prime  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 35 tons  
**Chassis:** Standard  
**Power Plant:** 245 XL Fusion  
**Walking Speed:** 75.6 km/h  
**Maximum Speed:** 118.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 ER Large Laser
- 2 ER Medium Lasers
- 1 Streak SRM 4

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

In 3053 Wolverine technicians were reviewing the performance of their light mechs versus those fielded by the other clans. What they discovered was an alarming discrepancy in firepower due to the fact that for the most part, Wolverine units were still using Star League era light mechs.

Determined to remedy this, a new design was laid out. By 3055 the Hyena was in full production. Field trials during the intervening two years had proven the Hyena concept beyond doubt.

### **Deployment**

The Hyena is deployed only among Clan Wolverine units. Including those in service with the SLDF.



# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Hyena Prime**  
 Mass: **35 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 7 Run: 11 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	35 tons	35.00	
Internal Structure:	Standard (58 pts)	0	14,000
Engine:	245 XL Fusion	10	2,286,667
Total Heat Sinks:	13 Double	8	78,000
Gyro:	Standard	4	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	320,000
Myomer:	Standard Strength	0	70,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	40,600
Armor: Standard ( 119 total armor pts )	0	7.50	75,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	11	16 (6)
Left/Right Torso F(R):	8 / 8	12 (4) / 12 (4)
Left/Right Arm:	6 / 6	12 / 12
Left/Right Leg:	8 / 8	16 / 16

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Large Laser	CT	12		1	4.00	200,000
2	ER Medium Lasers	LA	10		2	2.00	160,000
1	Streak SRM 4	RT	3	25	2	3.00	144,000
CASE Equipment:		1 Location			0	.00	50,000
'Mech Size Cost Multiplier (Total Cost x .35):					0	0	1,518,393
<b>TOTALS:</b> Combat Heat: 27 ( 26 Heat Avail )					48	35.00 T	5,856,660

( 30 Left ) ( .00 Left ) C-Bills

Battle Value: 1,449 (4,041.86 C-Bills per BV)

Weapon Value: 1,444 / 1,356 (R = 1.00 / .94)

Damage Factors: SRDmg = 28, MRDmg = 18, LRDmg = 5

BattleForce2: MP = 7, Armor/Structure = 3/2, Point Value = 15

Class = ML, Damage PB/M/L = 4/3/1, Overheat = 0

Specials:

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Enflame A  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 40 tons  
**Chassis:** Standard  
**Power Plant:** 240 XL Fusion  
**Walking Speed:** 64.8 km/h  
**Maximum Speed:** 97.2 km/h  
**Jump Jets:** 6 Standard Jump Jets  
**Jump Capacity:** 180 meters  
**Armor:** Standard

### **Armament:**

- 1 ER Large Laser
- 2 ER Medium Lasers
- 1 Active Probe
- 1 ECM Suite

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

Wolverine technicians recognized the need for a fast medium OmniMech for their Raider units. This need was filled by the creation of the Enflame.

Though intended for the Raiders, the Enflame proved so popular with the warriors who piloted it, that it soon found acceptance among the regular units as well.

### **Deployment**

The Enflame is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Enflame A**  
 Mass: **40 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 6 Run: 9 Jump: 6**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 40 tons		40.00	
Internal Structure: Standard (67 pts)	0	4.00	16,000
Engine: 240 XL Fusion	10	6.00	2,560,000
Total Heat Sinks: 14 Double	10	4.00	84,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	330,000
Myomer: Standard Strength	0	.00	80,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	46,400
Armor: Standard ( 137 total armor pts )	0	9.00	90,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	12	18 (6)
Left/Right Torso F(R):	10 / 10	15 (5) / 15 (5)
Left/Right Arm:	6 / 6	12 / 12
Left/Right Leg:	10 / 10	20 / 20

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Large Laser	CT	12		1	4.00	200,000
2	ER Medium Lasers	LA	10		2	2.00	160,000
1	Active Probe	RT	0		1	1.00	200,000
1	ECM Suite	LT	0		1	1.00	200,000
6	Standard Jump Jets	( 0.5 Ton each )			6	3.00	288,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	1,288,600
	'Mech Size Cost Multiplier (Total Cost x .40):				0	0	2,577,200
<b>TOTALS:</b>	<b>Combat Heat: 28 ( 28 Heat Avail )</b>				<b>56</b>	<b>40.00 T</b>	<b>9,020,200</b>

( 22 Left ) ( .00 Left ) C-Bills

Battle Value: 1,683 (5,359.60 C-Bills per BV)  
 Weapon Value: 1,367 / 1,367 (R = .81 / .81)  
 Damage Factors: SRDmg = 21, MRDmg = 15, LRDmg = 5  
 BattleForce2: MP = 6J, Armor/Structure = 3/3, Point Value = 17  
 Class = MM, Damage PB/M/L = 3/2/1, Overheat = 0  
 Specials: omni, ecm, prb

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Enflame Prime  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 40 tons  
**Chassis:** Standard  
**Power Plant:** 240 XL Fusion  
**Walking Speed:** 64.8 km/h  
**Maximum Speed:** 97.2 km/h  
**Jump Jets:** 6 Standard Jump Jets  
**Jump Capacity:** 180 meters  
**Armor:** Standard

**Armament:**

6 ER Medium Lasers

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

Wolverine technicians recognized the need for a fast medium OmniMech for their Raider units. This need was filled by the creation of the Enflame.

Though intended for the Raiders, the Enflame proved so popular with the warriors who piloted it, that it soon found acceptance among the regular units as well.

### **Deployment**

The Enflame is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Enflame Prime**  
 Mass: **40 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 6 Run: 9 Jump: 6**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 40 tons		40.00	
Internal Structure: Standard (67 pts)	0	4.00	16,000
Engine: 240 XL Fusion	10	6.00	2,560,000
Total Heat Sinks: 16 Double	14	6.00	96,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	330,000
Myomer: Standard Strength	0	.00	80,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	46,400
Armor: Standard ( 137 total armor pts )	0	9.00	90,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	12	18 (6)
Left/Right Torso F(R):	10 / 10	15 (5) / 15 (5)
Left/Right Arm:	6 / 6	12 / 12
Left/Right Leg:	10 / 10	20 / 20

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
3	ER Medium Lasers	CT	15		3	3.00	240,000
3	ER Medium Lasers	LA	15		3	3.00	240,000
6	Standard Jump Jets	( 0.5 Ton each )			6	3.00	288,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	1,221,600
	'Mech Size Cost Multiplier (Total Cost x .40):				0	0	2,443,200
<b>TOTALS:</b>	<b>Combat Heat: 36 ( 32 Heat Avail )</b>				<b>61</b>	<b>40.00 T</b>	<b>8,551,200</b>

( 17 Left ) ( .00 Left ) C-Bills

Battle Value: 1,888 (4,529.24 C-Bills per BV)

Weapon Value: 2,089 / 2,089 (R = 1.11 / 1.11)

Damage Factors: SRDmg = 36, MRDmg = 23, LRDmg = 2

BattleForce2: MP = 6J, Armor/Structure = 3/3, Point Value = 19

Class = MM, Damage PB/M/L = 5/4/-, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Porthos A  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 45 tons  
**Chassis:** Standard  
**Power Plant:** 225 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 Gauss Rifle
- 4 ER Medium Lasers

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

Despite the success of the Enflame, the Wolverines knew they needed a harder hitting medium mech to hold the line in battle. The Porthos was one of the designs created to fill this niche.

Performing admirably in its trials, the Porthos was accepted. Two configurations from the trials held enough respect from the Khans as to be standardized as the Primary and alternate A. No other standard configurations exist at this time.

### **Deployment**

The Porthos is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Porthos A**  
 Mass: **45 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 45 tons		45.00	
Internal Structure: Standard (75 pts)	0	4.50	18,000
Engine: 225 XL Fusion	10	5.00	2,700,000
Total Heat Sinks: 11 Double	4	1.00	66,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	340,000
Myomer: Standard Strength	0	.00	90,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	46,350
Armor: Standard ( 152 total armor pts )	0	9.50	95,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	14	20 (7)
Left/Right Torso F(R):	11 / 11	16 (6) / 16 (6)
Left/Right Arm:	7 / 7	14 / 14
Left/Right Leg:	11 / 11	22 / 22

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Gauss Rifle	CT	1	24	9	15.00	360,000
4	ER Medium Lasers	LA	20		4	4.00	320,000
	CASE Equipment:	1 Location			0	.00	50,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	1,246,338
	'Mech Size Cost Multiplier (Total Cost x .45):				0	0	2,804,260
<b>TOTALS:</b>	<b>Combat Heat: 23 ( 22 Heat Avail )</b>				<b>50</b>	<b>45.00 T</b>	<b>9,035,948</b>

( 28 Left ) ( .00 Left ) C-Bills

Battle Value: 1,699 (5,318.39 C-Bills per BV)

Weapon Value: 2,005 / 2,005 (R = 1.18 / 1.18)

Damage Factors: SRDmg = 37, MRDmg = 26, LRDmg = 9

BattleForce2: MP = 5, Armor/Structure = 4/3, Point Value = 17

Class = MM, Damage PB/M/L = 5/4/2, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Porthos Prime  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 45 tons  
**Chassis:** Standard  
**Power Plant:** 225 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 LB 10-X AC
- 2 Medium Pulse Lasers
- 1 Small Pulse Laser

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

Despite the success of the Enflame, the Wolverines knew they needed a harder hitting medium mech to hold the line in battle. The Porthos was one of the designs created to fill this niche.

Performing admirably in its trials, the Porthos was accepted. Two configurations from the trials held enough respect from the Khans as to be standardized as the Primary and alternate A. No other standard configurations exist at this time.

### **Deployment**

The Porthos is deployed only among Clan Wolverine units. Including those in service with the SLDF.



# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Porthos Prime**  
 Mass: **45 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	45 tons	45.00	
Internal Structure:	Standard (75 pts)	0	18,000
Engine:	225 XL Fusion	10	2,700,000
Total Heat Sinks:	10 Double	2	60,000
Gyro:	Standard	4	900,000
Cockpit, Life Support:	Standard Cockpit	5	250,000
Myomer:	Standard Strength	0	90,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	46,350
Armor: Standard ( 152 total armor pts )	0	9.50	95,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	14	20 (7)
Left/Right Torso F(R):	11 / 11	16 (6) / 16 (6)
Left/Right Arm:	7 / 7	14 / 14
Left/Right Leg:	11 / 11	22 / 22

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 10-X AC	CT	2	20	7	12.00	424,000
2	Medium Pulse Lasers	LA	8		2	4.00	120,000
1	Small Pulse Laser	RT	2		1	1.00	16,000
1	Targeting Computer				3	3.00	120,000
CASE Equipment:		1 Location			0	.00	50,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,222,338
'Mech Size Cost Multiplier (Total Cost x .45):					0	0	2,750,260
<b>TOTALS: Combat Heat: 14 ( 20 Heat Avail )</b>					<b>48</b>	<b>45.00 T</b>	<b>8,861,948</b>

( 30 Left ) ( .00 Left ) C-Bills

Battle Value: 1,263 (7,016.59 C-Bills per BV)  
 Weapon Value: 1,520 / 1,520 (R = 1.20 / 1.20)  
 Damage Factors: SRDmg = 26, MRDmg = 16, LRDmg = 3  
 BattleForce2: MP = 5, Armor/Structure = 4/3, Point Value = 13  
 Class = MM, Damage PB/M/L = 4/3/1, Overheat = 0  
 Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Wolf Trap CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 45 tons  
**Chassis:** Alshain Class 580 Endo Steel  
**Power Plant:** 270 Hermes XL Fusion  
**Walking Speed:** 64.8 km/h  
**Maximum Speed:** 97.2 km/h  
**Jump Jets:** 6 Standard Jump Jets  
**Jump Capacity:** 180 meters  
**Armor:** Durallex Super Medium with CASE Standard  
**Armament:**

- 1 Imperator Code Red LB 10-X AC
- 2 Victory 23R ER Medium Lasers
- 1 Shigunga LRM 10

**Manufacturer:** Luthien Armor Works  
**Location:** Luthien  
**Communications System:** Sipher Security Plus  
**Targeting & Tracking System:** Eagle Eye 410 XX

### **Overview**

Having many contacts inside the Combine Industrial Complex through relatives of the Combine prisoners rescued during their escape from the Clan Homeworlds, the Wolverines have been uniquely well informed about Combine military advances. In point of fact, many such advances have via information "leaked" the other way.

Interestingly enough however, when the Combine designed a new mech that would later be dubbed the Wolf Trap by the AFFS when they faced it, the plans were intriguing enough to Wolverine technicians that a CW version of this mech was built. Using the AFFS designation of Wolf Trap because of our hated enemy Clan Wolf, it has proven to be an excellent second line mech.

### **Deployment**

The Wolf Trap CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Wolf Trap CW**  
 Mass: **45 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 6 Run: 9 Jump: 6**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 45 tons		45.00	
Internal Structure: Endo Steel (75 pts)	7	2.50	72,000
Engine: 270 XL Fusion	10	7.50	3,240,000
Total Heat Sinks: 11 Double	2	1.00	66,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	340,000
Myomer: Standard Strength	0	.00	90,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	46,350
Armor: Standard ( 120 total armor pts )	0	7.50	75,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	14	17 (6)
Left/Right Torso F(R):	11 / 11	13 (5) / 13 (5)
Left/Right Arm:	7 / 7	11 / 11
Left/Right Leg:	11 / 11	15 / 15

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 10-X AC	CT	2	20	7	12.00	424,000
2	ER Medium Lasers	LA	10		2	2.00	160,000
1	LRM 10	RT	4	12	2	3.50	130,000
CASE Equipment:		1 Location			0	.00	50,000
6	Standard Jump Jets	( 0.5 Ton each )			6	3.00	324,000
'Mech Size Cost Multiplier (Total Cost x .45):					0	0	2,662,808
<b>TOTALS:</b> Combat Heat: 22 ( 22 Heat Avail )					59	45.00 T	8,580,158

( 19 Left ) ( .00 Left ) C-Bills

Battle Value: 1,688 (5,083.03 C-Bills per BV)

Weapon Value: 1,392 / 1,392 (R = .82 / .82)

Damage Factors: SRDmg = 27, MRDmg = 19, LRDmg = 6

BattleForce2: MP = 6J, Armor/Structure = 3/3, Point Value = 17

Class = MM, Damage PB/M/L = 4/3/2, Overheat = 0

Specials:

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Wyvern CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 45 tons  
**Chassis:** OST Endo Steel  
**Power Plant:** 180 GM Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** 4 Northrup 750 Standard Jump Jets  
**Jump Capacity:** 120 meters  
**Armor:** Kilosh 1000 Standard  
**Armament:**

- 1 ER Large Laser
- 2 ER Medium Lasers
- 2 Streak SRM 4s
- 1 LRM 10

**Manufacturer:** Maltex Corporation  
**Location:** (Unknown)  
**Communications System:** Ostmann AMB  
**Targeting & Tracking System:** Scrambler-7 Series

### **Overview**

Another Wolverine upgrade to a Star League design, the Wyvern CW retains its original mission, however it can now perform it even better. Many Wolverine secondline clusters deploy this mech around their most important holdings in rough terrain or urban areas.

### **Capabilities**

Retaining the original mission of the Wyvern, Wolverine technicians chose a primarily short ranged array of weapons. A pair of extended range medium lasers complemented by a pair of four tube streak SRM systems, it packs a strong close in punch. With an LRM-10 and extended range large laser providing long ranged firepower, it isn't at much of a disadvantage at range either.

Another design quality worthy of note here is the use of a standard engine. Many would ask, why not mount an XL engine so you can mount more weaponry? The answer to that is quite simple. The Wyvern CW is able to be nearly completely destroyed and continue fighting, because it isn't as easy to damage or destroy the engine. With the type of brutal close in fighting that happens in the terrain the Wyvern is designed for, this was a primary concern.

### **Deployment**

The Wyvern CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Wyvern CW**  
 Mass: **45 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 4**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	45 tons	45.00	
Internal Structure:	Endo Steel (75 pts)	7	72,000
Engine:	180 Fusion	6	540,000
Total Heat Sinks:	15 Double	16	90,000
Gyro:	Standard	4	600,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	340,000
Myomer:	Standard Strength	0	90,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	52,200
Armor: Standard ( 144 total armor pts )	0	9.00	90,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	14	21 (6)
Left/Right Torso F(R):	11 / 11	16 (4) / 16 (4)
Left/Right Arm:	7 / 7	14 / 14
Left/Right Leg:	11 / 11	20 / 20

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Large Laser	CT	12		1	4.00	200,000
2	ER Medium Lasers	LA	10		2	2.00	160,000
1	Streak SRM 4	RT	3	25	2	3.00	144,000
1	Streak SRM 4	LT	3		1	2.00	90,000
1	LRM 10	LT	4	12	2	3.50	130,000
CASE Equipment:	2 Locations				0	.00	100,000
4	Standard Jump Jets	( 0.5 Ton each )			4	2.00	144,000
'Mech Size Cost Multiplier (Total Cost x .45):					0	0	1,278,990

**TOTALS:**      Combat Heat: 36 ( 30 Heat Avail )      66      45.00 T      4,121,190

( 12 Left )      ( .00 Left )      C-Bills

Battle Value: 1,693 (2,434.25 C-Bills per BV)

Weapon Value: 1,967 / 1,794 (R = 1.16 / 1.06)

Damage Factors: SRDmg = 39, MRDmg = 24, LRDmg = 8

BattleForce2: MP = 4J, Armor/Structure = 4/4, Point Value = 17

Class = MM, Damage PB/M/L = 5/4/2, Overheat = 1

Specials:

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Reaver A  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 50 tons  
**Chassis:** Standard  
**Power Plant:** 200 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** 4 Standard Jump Jets  
**Jump Capacity:** 120 meters  
**Armor:** Standard

**Armament:**

- 1 Large Pulse Laser
- 2 Streak SRM 4s
- 1 LRM 20

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

Despite the success of the Enflame, the Wolverines knew they needed a harder hitting medium mech to hold the line in battle. The Porthos was one of the designs created to fill this niche.

Performing admirably in its trials, the Porthos was accepted. Two configurations from the trials held enough respect from the Khans as to be standardized as the Primary and alternate A. No other standard configurations exist at this time.

### **Capabilities**

The Primary configuration of the Reaver is designed to be combat effective in almost any situation. An ER PPC and LB 10-X AC with 2 tons of ammunition is backed up by a pair of extend range medium lasers. Traditionally fielded with a ton each of slug and cluster ammunition for the large bore AC, it can punch holes in any mech, and also sandblast them for additional chances at exploiting a weakness.

Designed for close in fighting, the A has only an LRM 20 rack for long range firepower. Though the large pulse laser has a decent amount of range as well, it and the pair of 4 pack streak SRM racks provide a nasty close in punch that many a warrior is wary of.

The B variant of the Reaver replaces the Primary's ER PPC and large bore AC with a Gauss Rifle and 4 tons of ammunition. The single laser of the Primary is replaced by 3 medium pulse lasers. A very effective combination as the Gauss Rifle can be used to open holes in an opponents armor while closing, then the medium pulse lasers can be used to try and exploit those holes for critical damage.

## **Deployment**

The Reaver is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Reaver A**  
 Mass: **50 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 4**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 50 tons		50.00	
Internal Structure: Standard (83 pts)	0	5.00	20,000
Engine: 200 XL Fusion	10	4.50	2,666,667
Total Heat Sinks: 13 Double	10	3.00	78,000
Gyro: Standard	4	2.00	600,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	350,000
Myomer: Standard Strength	0	.00	100,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	58,000
Armor: Standard ( 168 total armor pts )	0	10.50	105,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	16	24 (7)
Left/Right Torso F(R):	12 / 12	18 (6) / 18 (6)
Left/Right Arm:	8 / 8	16 / 16
Left/Right Leg:	12 / 12	24 / 24

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Large Pulse Laser	CT	10		2	6.00	175,000
2	Streak SRM 4s	LA	6	50	4	6.00	288,000
1	LRM 20	RT	6	18	7	8.00	340,000
CASE Equipment:		2 Locations			0	.00	100,000
4	Standard Jump Jets	( 0.5 Ton each )			4	2.00	160,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,260,167
'Mech Size Cost Multiplier (Total Cost x .50):					0	0	3,150,417
<b>TOTALS: Combat Heat: 26 ( 26 Heat Avail )</b>					<b>62</b>	<b>50.00 T</b>	<b>9,451,251</b>

( 16 Left ) ( .00 Left ) C-Bills

Battle Value: 1,788 (5,285.93 C-Bills per BV)  
 Weapon Value: 2,032 / 1,818 (R = 1.14 / 1.02)  
 Damage Factors: SRDmg = 35, MRDmg = 24, LRDmg = 11  
 BattleForce2: MP = 4J, Armor/Structure = 4/3, Point Value = 18  
 Class = MM, Damage PB/M/L = 5/4/2, Overheat = 0  
 Specials: omni, if



# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Reaver B  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 50 tons  
**Chassis:** Standard  
**Power Plant:** 200 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** 4 Standard Jump Jets  
**Jump Capacity:** 120 meters  
**Armor:** Standard

**Armament:**

- 1 Gauss Rifle
- 3 Medium Pulse Lasers
- 1 ECM Suite

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

Despite the success of the Enflame, the Wolverines knew they needed a harder hitting medium mech to hold the line in battle. The Porthos was one of the designs created to fill this niche.

Performing admirably in its trials, the Porthos was accepted. Two configurations from the trials held enough respect from the Khans as to be standardized as the Primary and alternate A. No other standard configurations exist at this time.

### **Capabilities**

The Primary configuration of the Reaver is designed to be combat effective in almost any situation. An ER PPC and LB 10-X AC with 2 tons of ammunition is backed up by a pair of extend range medium lasers. Traditionally fielded with a ton each of slug and cluster ammunition for the large bore AC, it can punch holes in any mech, and also sandblast them for additional chances at exploiting a weakness.

Designed for close in fighting, the A has only an LRM 20 rack for long range firepower. Though the large pulse laser has a decent amount of range as well, it and the pair of 4 pack streak SRM racks provide a nasty close in punch that many a warrior is wary of.

The B variant of the Reaver replaces the Primary's ER PPC and large bore AC with a Gauss Rifle and 4 tons of ammunition. The single laser of the Primary is replaced by 3 medium pulse lasers. A very effective combination as the Gauss Rifle can be used to open holes in an opponents armor while closing, then the medium pulse lasers can be used to try and exploit those holes for critical damage.

## **Deployment**

The Reaver is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Reaver B**  
 Mass: **50 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 4**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 50 tons		50.00	
Internal Structure: Standard (83 pts)	0	5.00	20,000
Engine: 200 XL Fusion	10	4.50	2,666,667
Total Heat Sinks: 10 Double	4	.00	60,000
Gyro: Standard	4	2.00	600,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	350,000
Myomer: Standard Strength	0	.00	100,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	51,500
Armor: Standard ( 168 total armor pts )	0	10.50	105,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	16	24 (7)
Left/Right Torso F(R):	12 / 12	18 (6) / 18 (6)
Left/Right Arm:	8 / 8	16 / 16
Left/Right Leg:	12 / 12	24 / 24

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Gauss Rifle	CT	1	32	10	16.00	380,000
3	Medium Pulse Lasers	LA	12		3	6.00	180,000
1	ECM Suite	RT	0		1	1.00	200,000
CASE Equipment:		1 Location			0	.00	50,000
4	Standard Jump Jets	( 0.5 Ton each )			4	2.00	160,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,230,792
'Mech Size Cost Multiplier (Total Cost x .50):					0	0	3,076,979
<b>TOTALS: Combat Heat: 17 ( 20 Heat Avail )</b>					<b>55</b>	<b>50.00 T</b>	<b>9,230,938</b>

( 23 Left ) ( .00 Left ) C-Bills

Battle Value: 1,930 (4,782.87 C-Bills per BV)  
 Weapon Value: 1,906 / 1,906 (R = .99 / .99)  
 Damage Factors: SRDmg = 33, MRDmg = 22, LRDmg = 7  
 BattleForce2: MP = 4J, Armor/Structure = 4/3, Point Value = 19  
 Class = MM, Damage PB/M/L = 4/4/2, Overheat = 0  
 Specials: omni, ecm

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Reaver Prime  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 50 tons  
**Chassis:** Standard  
**Power Plant:** 200 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** 4 Standard Jump Jets  
**Jump Capacity:** 120 meters  
**Armor:** Standard

### **Armament:**

- 1 ER PPC
- 1 LB 10-X AC
- 2 ER Medium Lasers

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

Despite the success of the Enflame, the Wolverines knew they needed a harder hitting medium mech to hold the line in battle. The Porthos was one of the designs created to fill this niche.

Performing admirably in its trials, the Porthos was accepted. Two configurations from the trials held enough respect from the Khans as to be standardized as the Primary and alternate A. No other standard configurations exist at this time.

### **Capabilities**

The Primary configuration of the Reaver is designed to be combat effective in almost any situation. An ER PPC and LB 10-X AC with 2 tons of ammunition is backed up by a pair of extend range medium lasers. Traditionally fielded with a ton each of slug and cluster ammunition for the large bore AC, it can punch holes in any mech, and also sandblast them for additional chances at exploiting a weakness.

Designed for close in fighting, the A has only an LRM 20 rack for long range firepower. Though the large pulse laser has a decent amount of range as well, it and the pair of 4 pack streak SRM racks provide a nasty close in punch that many a warrior is wary of.

The B variant of the Reaver replaces the Primary's ER PPC and large bore AC with a Gauss Rifle and 4 tons of ammunition. The single laser of the Primary is replaced by 3 medium pulse lasers. A very effective combination as the Gauss Rifle can be used to open holes in an opponents armor while closing, then the medium pulse lasers can be used to try and exploit those holes for critical damage.

## **Deployment**

The Reaver is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Reaver Prime**  
 Mass: **50 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 4**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 50 tons		50.00	
Internal Structure: Standard (83 pts)	0	5.00	20,000
Engine: 200 XL Fusion	10	4.50	2,666,667
Total Heat Sinks: 13 Double	10	3.00	78,000
Gyro: Standard	4	2.00	600,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	350,000
Myomer: Standard Strength	0	.00	100,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	45,000
Armor: Standard ( 168 total armor pts )	0	10.50	105,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	16	24 (7)
Left/Right Torso F(R):	12 / 12	18 (6) / 18 (6)
Left/Right Arm:	8 / 8	16 / 16
Left/Right Leg:	12 / 12	24 / 24

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
1	LB 10-X AC	LA	2	20	7	12.00	424,000
2	ER Medium Lasers	RT	10		2	2.00	160,000
CASE Equipment:		1 Location			0	.00	50,000
4	Standard Jump Jets	( 0.5 Ton each )			4	2.00	160,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,264,667
'Mech Size Cost Multiplier (Total Cost x .50):					0	0	3,161,667
<b>TOTALS: Combat Heat: 31 ( 26 Heat Avail )</b>					<b>56</b>	<b>50.00 T</b>	<b>9,485,001</b>

( 22 Left ) ( .00 Left ) C-Bills

Battle Value: 1,765 (5,373.94 C-Bills per BV)

Weapon Value: 2,077 / 2,077 (R = 1.18 / 1.18)

Damage Factors: SRDmg = 34, MRDmg = 24, LRDmg = 9

BattleForce2: MP = 4J, Armor/Structure = 4/3, Point Value = 18

Class = MM, Damage PB/M/L = 5/4/2, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Rook CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 50 tons  
**Chassis:** Standard  
**Power Plant:** 250 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** 5 Standard Jump Jets  
**Jump Capacity:** 150 meters  
**Armor:** Standard

**Armament:**

- 2 ER Medium Lasers
- 1 Ultra AC/10
- 1 LRM 10

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

Based upon a Centurion CN9-D captured during a raid on the Inner Sphere for supplies during the early part of our tenure at our new homes, the Rook is an excellent line mech that is used by both frontline and secondline units.

Designed primarily for defensive roles where ammunition is in easy supply; it does carry enough ammunition to operate in an attack role.

### **Deployment**

The Rook CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Rook CW**  
 Mass: **50 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 5**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 50 tons		50.00	
Internal Structure: Standard (83 pts)	0	5.00	20,000
Engine: 250 XL Fusion	10	6.50	3,333,333
Total Heat Sinks: 12 Double	4	2.00	72,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	350,000
Myomer: Standard Strength	0	.00	100,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	58,000
Armor: Standard ( 168 total armor pts )	0	10.50	105,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	16	24 (7)
Left/Right Torso F(R):	12 / 12	18 (6) / 18 (6)
Left/Right Arm:	8 / 8	16 / 16
Left/Right Leg:	12 / 12	24 / 24

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Medium Laser	CT	5		1	1.00	80,000
1	ER Medium Laser	LA	5		1	1.00	80,000
1	Ultra AC/10	RT	3	20	6	12.00	344,000
1	LRM 10	LT	4	12	2	3.50	130,000
CASE Equipment:		2 Locations			0	.00	100,000
5	Standard Jump Jets	( 0.5 Ton each )			5	2.50	250,000
'Mech Size Cost Multiplier (Total Cost x .50):					0	0	2,961,167

**TOTALS:**      Combat Heat: 25 ( 24 Heat Avail )      54      50.00 T      8,883,500

( 24 Left )      ( .00 Left )      C-Bills

Battle Value: 1,808 (4,913.44 C-Bills per BV)

Weapon Value: 1,680 / 1,680 (R = .93 / .93)

Damage Factors: SRDmg = 30, MRDmg = 21, LRDmg = 7

BattleForce2: MP = 5J, Armor/Structure = 4/3, Point Value = 18

Class = MM, Damage PB/M/L = 5/4/2, Overheat = 0

Specials:

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Tar Weasel A  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 55 tons  
**Chassis:** Standard  
**Power Plant:** 220 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** 4 Standard Jump Jets  
**Jump Capacity:** 120 meters  
**Armor:** Standard

### **Armament:**

- 1 Large Pulse Laser
- 4 Machine Guns
- 3 Medium Pulse Lasers
- 1 LRM 15

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Tar Weasel is an unusually vicious creature similar to Terran weasels. It makes its habitat in the swamps of Alamo's southern continent.

The Tar Weasel carries an inordinant amount of firepower, but in exchange it depends on an XL engine at a fairly slow speed. The design also makes use of Endo Steel, one of few Wolverine 'mechs to do so.

### **Capabilities**

The Primary configuration of the Tar Weasel presents an impressive array of firepower at all ranges, with little heat problems. The high number of energy weapons also allows it to remain in battle for an extended period.

The A variant is designed for deployment in limited range terrain conditions. Its array of pulse lasers and machine guns also makes it an ideal anti-infantry platform.

The Tar Weasel Alternate B is fielded as a long range sniper. It does however have a large heat deficit that can affect it if not used properly.

The C config is intended to be an infighter. With a large number of extended range medium lasers backed up by a 6 tube streak SRM system; its only long range weapon is the Gauss Rifle that is there for its big punch.

**Deployment**

The Tar Weasel is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Tar Weasel A**  
 Mass: **55 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 4**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 55 tons		55.00	
Internal Structure: Standard (91 pts)	0	5.50	22,000
Engine: 220 XL Fusion	10	5.00	3,226,667
Total Heat Sinks: 15 Double	14	5.00	90,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	360,000
Myomer: Standard Strength	0	.00	110,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	63,800
Armor: Standard ( 184 total armor pts )	0	11.50	115,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	18	27 (8)
Left/Right Torso F(R):	13 / 13	20 (6) / 20 (6)
Left/Right Arm:	9 / 9	18 / 18
Left/Right Leg:	13 / 13	26 / 26

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Large Pulse Laser	CT	10		2	6.00	175,000
1	Machine Gun	LA	0	100	2	.75	5,500
3	Medium Pulse Lasers	RT	12		3	6.00	180,000
1	Machine Gun	LT	0		1	.25	5,000
1	Machine Gun	LT	0		1	.25	5,000
1	LRM 15	LT(R)	5	24	5	6.50	265,000
1	Machine Gun	CT	0		1	.25	5,000
CASE Equipment:		2 Locations			0	.00	100,000
4	Standard Jump Jets	( 0.5 Ton each )			4	2.00	176,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,450,992
'Mech Size Cost Multiplier (Total Cost x .55):					0	0	3,990,227
<b>TOTALS: Combat Heat: 31 ( 30 Heat Avail )</b>					<b>68</b>	<b>55.00 T</b>	<b>11,245,186</b>

( 10 Left ) ( .00 Left ) C-Bills

Battle Value: 1,980 (5,679.39 C-Bills per BV)  
 Weapon Value: 2,809 / 2,809 (R = 1.42 / 1.42)  
 Damage Factors: SRDmg = 41, MRDmg = 27, LRDmg = 10  
 BattleForce2: MP = 4J, Armor/Structure = 5/3, Point Value = 20  
 Class = MM, Damage PB/M/L = 6/4/2, Overheat = 0  
 Specials: omni

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Tar Weasel B  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 55 tons  
**Chassis:** Standard  
**Power Plant:** 220 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

- 2 ER PPCs
- 1 Gauss Rifle

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

The Tar Weasel is an unusually vicious creature similar to Terran weasels. It makes its habitat in the swamps of Alamo's southern continent.

The Tar Weasel carries an inordinant amount of firepower, but in exchange it depends on an XL engine at a fairly slow speed. The design also makes use of Endo Steel, one of few Wolverine 'mechs to do so.

### **Capabilities**

The Primary configuration of the Tar Weasel presents an impressive array of firepower at all ranges, with little heat problems. The high number of energy weapons also allows it to remain in battle for an extended period.

The A variant is designed for deployment in limited range terrain conditions. Its array of pulse lasers and machine guns also makes it an ideal anti-infantry platform.

The Tar Weasel Alternate B is fielded as a long range sniper. It does however have a large heat deficit that can affect it if not used properly.

The C config is intended to be an infighter. With a large number of extended range medium lasers backed up by a 6 tube streak SRM system; its only long range weapon is the Gauss Rifle that is there for its big punch.

### **Deployment**

The Tar Weasel is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Tar Weasel B**  
 Mass: **55 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 55 tons		55.00	
Internal Structure: Standard (91 pts)	0	5.50	22,000
Engine: 220 XL Fusion	10	5.00	3,226,667
Total Heat Sinks: 11 Double	6	1.00	66,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	360,000
Myomer: Standard Strength	0	.00	110,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	49,500
Armor: Standard ( 184 total armor pts )	0	11.50	115,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	18	27 (8)
Left/Right Torso F(R):	13 / 13	20 (6) / 20 (6)
Left/Right Arm:	9 / 9	18 / 18
Left/Right Leg:	13 / 13	26 / 26

### Weapons & Equipment

# Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
2 ER PPCs	CT	30		4	12.00	600,000
1 Gauss Rifle	LA	1	16	8	14.00	340,000
CASE Equipment:	1 Location			0	.00	50,000
OmniMech Conversion Equipment (Cost x .25):				0	0	1,459,792
'Mech Size Cost Multiplier (Total Cost x .55):				0	0	4,014,427
<b>TOTALS:</b>	Combat Heat: 33 ( 22 Heat Avail )			49	55.00 T	11,313,386

( 29 Left ) ( .00 Left ) C-Bills

Battle Value: 1,695 (6,674.56 C-Bills per BV)

Weapon Value: 2,152 / 2,152 (R = 1.27 / 1.27)

Damage Factors: SRDmg = 30, MRDmg = 23, LRDmg = 14

BattleForce2: MP = 4, Armor/Structure = 5/3, Point Value = 17

Class = MM, Damage PB/M/L = 4/3/3, Overheat = 1

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Tar Weasel C  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 55 tons  
**Chassis:** Standard  
**Power Plant:** 220 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 Gauss Rifle
- 4 ER Medium Lasers
- 1 Streak SRM 6

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Tar Weasel is an unusually vicious creature similar to Terran weasels. It makes its habitat in the swamps of Alamo's southern continent.

The Tar Weasel carries an inordinant amount of firepower, but in exchange it depends on an XL engine at a fairly slow speed. The design also makes use of Endo Steel, one of few Wolverine 'mechs to do so.

### **Capabilities**

The Primary configuration of the Tar Weasel presents an impressive array of firepower at all ranges, with little heat problems. The high number of energy weapons also allows it to remain in battle for an extended period.

The A variant is designed for deployment in limited range terrain conditions. Its array of pulse lasers and machine guns also makes it an ideal anti-infantry platform.

The Tar Weasel Alternate B is fielded as a long range sniper. It does however have a large heat deficit that can affect it if not used properly.

The C config is intended to be an infighter. With a large number of extended range medium lasers backed up by a 6 tube streak SRM system; its only long range weapon is the Gauss Rifle that is there for its big punch.

### **Deployment**

The Tar Weasel is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Tar Weasel C**

Mass: **55 tons**

Tech & Era: **Clan / 3062**

Config & Rules: **Biped OmniMech / Level 2**

Movement: **Walk: 4 Run: 6 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 55 tons		55.00	
Internal Structure: Standard (91 pts)	0	5.50	22,000
Engine: 220 XL Fusion	10	5.00	3,226,667
Total Heat Sinks: 14 Double	12	4.00	84,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	360,000
Myomer: Standard Strength	0	.00	110,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	56,650
Armor: Standard ( 184 total armor pts )	0	11.50	115,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	18	27 (8)
Left/Right Torso F(R):	13 / 13	20 (6) / 20 (6)
Left/Right Arm:	9 / 9	18 / 18
Left/Right Leg:	13 / 13	26 / 26

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Gauss Rifle	CT	1	24	9	15.00	360,000
4	ER Medium Lasers	LA	20		4	4.00	320,000
1	Streak SRM 6	RT	4	15	3	4.00	174,000
CASE Equipment:		2 Locations			0	.00	100,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,457,079
'Mech Size Cost Multiplier (Total Cost x .55):					0	0	4,006,968
<b>TOTALS: Combat Heat: 27 ( 28 Heat Avail )</b>					<b>61</b>	<b>55.00 T</b>	<b>11,292,364</b>

( 17 Left ) ( .00 Left ) C-Bills

Battle Value: 1,735 (6,508.57 C-Bills per BV)

Weapon Value: 2,942 / 2,772 (R = 1.70 / 1.60)

Damage Factors: SRDmg = 47, MRDmg = 30, LRDmg = 9

BattleForce2: MP = 4, Armor/Structure = 5/3, Point Value = 17

Class = MM, Damage PB/M/L = 6/6/2, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Tar Weasel Prime  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 55 tons  
**Chassis:** Standard  
**Power Plant:** 220 XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 ER PPC
- 3 ER Medium Lasers
- 1 LB 10-X AC

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Tar Weasel is an unusually vicious creature similar to Terran weasels. It makes its habitat in the swamps of Alamo's southern continent.

The Tar Weasel carries an inordinant amount of firepower, but in exchange it depends on an XL engine at a fairly slow speed. The design also makes use of Endo Steel, one of few Wolverine 'mechs to do so.

### **Capabilities**

The Primary configuration of the Tar Weasel presents an impressive array of firepower at all ranges, with little heat problems. The high number of energy weapons also allows it to remain in battle for an extended period.

The A variant is designed for deployment in limited range terrain conditions. Its array of pulse lasers and machine guns also makes it an ideal anti-infantry platform.

The Tar Weasel Alternate B is fielded as a long range sniper. It does however have a large heat deficit that can affect it if not used properly.

The C config is intended to be an infighter. With a large number of extended range medium lasers backed up by a 6 tube streak SRM system; its only long range weapon is the Gauss Rifle that is there for its big punch.

### **Deployment**

The Tar Weasel is deployed only among Clan Wolverine units. Including those in service with the SLDF.



# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Tar Weasel Prime**  
 Mass: **55 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 55 tons		55.00	
Internal Structure: Standard (91 pts)	0	5.50	22,000
Engine: 220 XL Fusion	10	5.00	3,226,667
Total Heat Sinks: 16 Double	16	6.00	96,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	360,000
Myomer: Standard Strength	0	.00	110,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	49,500
Armor: Standard ( 184 total armor pts )	0	11.50	115,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	18	27 (8)
Left/Right Torso F(R):	13 / 13	20 (6) / 20 (6)
Left/Right Arm:	9 / 9	18 / 18
Left/Right Leg:	13 / 13	26 / 26

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
3	ER Medium Lasers	LA	15		3	3.00	240,000
1	LB 10-X AC	RT	2	20	7	12.00	424,000
CASE Equipment:		1 Location			0	.00	50,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,473,292
'Mech Size Cost Multiplier (Total Cost x .55):					0	0	4,051,552
<b>TOTALS: Combat Heat: 34 ( 32 Heat Avail )</b>					<b>59</b>	<b>55.00 T</b>	<b>11,418,011</b>

( 19 Left ) ( .00 Left ) C-Bills

Battle Value: 1,621 (7,043.81 C-Bills per BV)

Weapon Value: 2,855 / 2,855 (R = 1.76 / 1.76)

Damage Factors: SRDmg = 41, MRDmg = 29, LRDmg = 10

BattleForce2: MP = 4, Armor/Structure = 5/3, Point Value = 16

Class = MM, Damage PB/M/L = 6/5/3, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Wolverine CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 55 tons  
**Chassis:** Crucis-A Endo Steel  
**Power Plant:** 275 Core Tek Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** 5 Northrup 12000 Standard Jump Jets  
**Jump Capacity:** 150 meters  
**Armor:** Maximillian 60 Standard  
**Armament:**

- 1 LB 5-X AC
- 3 ER Medium Lasers
- 1 Streak SRM 4
- 1 ER Small Laser

**Manufacturer:** Kallon Industries  
**Location:** (Unknown)  
**Communications System:** Tek BattleCom  
**Targeting & Tracking System:** Garret T11b

### **Overview**

The CW variant of the Star League Wolverine is a simple upgrade of the technology to more modern clan weaponry. It keeps the same basic loadout, and improves the armor. It also improves the heat dissipation, allowing for a more effective rate of fire.

### **Deployment**

The Wolverine CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Wolverine CW**

Mass: **55 tons**

Tech & Era: **Clan / 3062**

Config & Rules: **Biped 'Mech / Level 2**

Movement: **Walk: 5 Run: 8 Jump: 5**

**Design Status: VALIDATED**

Description		Crits	Tons	Cost C-Bills
Mass:	55 tons		55.00	
Internal Structure:	Endo Steel (91 pts)	7	3.00	88,000
Engine:	275 Fusion	6	15.50	1,008,333
Total Heat Sinks:	11 Double	0	1.00	66,000
Gyro:	Standard	4	3.00	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00	360,000
Myomer:	Standard Strength	0	.00	110,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand		16	.00	63,800
Armor: Standard ( 184 total armor pts )		0	11.50	115,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	18	27 (8)
Left/Right Torso F(R):	13 / 13	20 (6) / 20 (6)
Left/Right Arm:	9 / 9	18 / 18
Left/Right Leg:	13 / 13	26 / 26

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 5-X AC	CT	1	40	6	9.00	268,000
3	ER Medium Lasers	LA	15		3	3.00	240,000
1	Streak SRM 4	RT	3	25	2	3.00	144,000
1	ER Small Laser	LT	2		1	.50	11,250
CASE Equipment:		2 Locations			0	.00	100,000
5	Standard Jump Jets	( 0.5 Ton each )			5	2.50	275,000
'Mech Size Cost Multiplier (Total Cost x .55):					0	0	2,062,161

TOTALS:	Combat Heat: 26 ( 22 Heat Avail )	55	55.00 T	5,811,544
		( 23 Left )	( .00 Left )	C-Bills

Battle Value: 1,787 (3,252.12 C-Bills per BV)

Weapon Value: 1,946 / 1,832 (R = 1.09 / 1.03)

Damage Factors: SRDmg = 32, MRDmg = 18, LRDmg = 4

BattleForce2: MP = 5J, Armor/Structure = 5/5, Point Value = 18

Class = MM, Damage PB/M/L = 5/4/1, Overheat = 0

Specials:

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Caprica A  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 60 tons  
**Chassis:** Standard  
**Power Plant:** 300 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

- 1 Ultra AC/10
- 2 LRM 15s

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

The Caprica is the brainchild of Khan Ulyseus McEvedy. At his orders, it was produced without much in the way of field trials in 2994 as a standard mech. It was a total failure. Recreated in 3007 as an OmniMech, again at Khan McEvedy's urging, it finally became a success.

### **Capabilities**

With an LB 20-X AC for a primary weapon, the Primary configuration of the Caprica is a deadly in fighter. Backed by an array of lasers that includes only a single extended range large laser for long ranged fire, it is however deficient at ranged combat. Once closed with an enemy however, the death of raining metal from that large bore AC quickly wear down most opponents.

The A variant is more of a line unit, exchanging the 120mm large bore AC for an Ultra class 90mm; it also features a pair of LRM racks. This configuration is often used in a fire support role as well.

Another popular configuration, the Caprica B has a Gauss rifle replacing its right hand, and an array of shorter ranged backup weaponry. It is popular with those Warriors who like to rush their opponents and devastate them with repeated alpha strikes.

### **Deployment**

The Caprica is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Caprica A**  
 Mass: **60 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description		Crits	Tons	Cost C-Bills
Mass:	60 tons		60.00	
Internal Structure:	Standard (99 pts)	0	6.00	24,000
Engine:	300 XL Fusion	10	9.50	4,800,000
Total Heat Sinks:	12 Double	0	2.00	72,000
Gyro:	Standard	4	3.00	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00	370,000
Myomer:	Standard Strength	0	.00	120,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA		14	.00	61,800
Armor: Standard ( 200 total armor pts )		0	12.50	125,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	20	30 (9)
Left/Right Torso F(R):	14 / 14	21 (7) / 21 (7)
Left/Right Arm:	10 / 10	20 / 20
Left/Right Leg:	14 / 14	28 / 28

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Ultra AC/10	CT	3	30	7	13.00	356,000
1	LRM 15	LA	5	32	6	7.50	295,000
1	LRM 15	RT	5		2	3.50	175,000
CASE Equipment:		3 Locations			0	.00	150,000
OmniMech Conversion Equipment (Cost x .25):					0	0	1,862,200
'Mech Size Cost Multiplier (Total Cost x .60):					0	0	5,586,600
<b>TOTALS:</b>		Combat Heat: 18 ( 24 Heat Avail )			48	60.00 T	14,897,600

( 30 Left ) ( .00 Left ) C-Bills

Battle Value: 1,703 (8,747.86 C-Bills per BV)

Weapon Value: 1,866 / 1,866 (R = 1.10 / 1.10)

Damage Factors: SRDmg = 31, MRDmg = 23, LRDmg = 11

BattleForce2: MP = 5, Armor/Structure = 5/4, Point Value = 17

Class = MH, Damage PB/M/L = 5/3/3, Overheat = 0

Specials: omni, if

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Caprica B  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 60 tons  
**Chassis:** Standard  
**Power Plant:** 300 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 Gauss Rifle
- 3 Medium Pulse Lasers
- 1 Streak SRM 4

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Caprica is the brainchild of Khan Ulyseus McEvedy. At his orders, it was produced without much in the way of field trials in 2994 as a standard mech. It was a total failure. Recreated in 3007 as an OmniMech, again at Khan McEvedy's urging, it finally became a success.

### **Capabilities**

With an LB 20-X AC for a primary weapon, the Primary configuration of the Caprica is a deadly in fighter. Backed by an array of lasers that includes only a single extended range large laser for long ranged fire, it is however deficient at ranged combat. Once closed with an enemy however, the death of raining metal from that large bore AC quickly wear down most opponents.

The A variant is more of a line unit, exchanging the 120mm large bore AC for an Ultra class 90mm; it also features a pair of LRM racks. This configuration is often used in a fire support role as well.

Another popular configuration, the Caprica B has a Gauss rifle replacing its right hand, and an array of shorter ranged backup weaponry. It is popular with those Warriors who like to rush their opponents and devastate them with repeated alpha strikes.

### **Deployment**

The Caprica is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Caprica B**  
 Mass: **60 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 60 tons		60.00	
Internal Structure: Standard (99 pts)	0	6.00	24,000
Engine: 300 XL Fusion	10	9.50	4,800,000
Total Heat Sinks: 12 Double	0	2.00	72,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	370,000
Myomer: Standard Strength	0	.00	120,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	61,800
Armor: Standard ( 200 total armor pts )	0	12.50	125,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	20	30 (9)
Left/Right Torso F(R):	14 / 14	21 (7) / 21 (7)
Left/Right Arm:	10 / 10	20 / 20
Left/Right Leg:	14 / 14	28 / 28

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Gauss Rifle	CT	1	24	9	15.00	360,000
3	Medium Pulse Lasers	LA	12		3	6.00	180,000
1	Streak SRM 4	RT	3	25	2	3.00	144,000
	CASE Equipment:	2 Locations			0	.00	100,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	1,814,200
	'Mech Size Cost Multiplier (Total Cost x .60):				0	0	5,442,600
<b>TOTALS:</b> Combat Heat: 18 ( 24 Heat Avail )					<b>47</b>	<b>60.00 T</b>	<b>14,513,600</b>

( 31 Left ) ( .00 Left ) C-Bills

Battle Value: 1,896 (7,654.85 C-Bills per BV)

Weapon Value: 2,645 / 2,515 (R = 1.40 / 1.33)

Damage Factors: SRDmg = 40, MRDmg = 25, LRDmg = 7

BattleForce2: MP = 5, Armor/Structure = 5/4, Point Value = 19

Class = MH, Damage PB/M/L = 5/5/2, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Caprica Prime  
**Tech:** Clan / 3062  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 60 tons  
**Chassis:** Standard  
**Power Plant:** 300 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

- 1 LB 20-X AC
- 1 ER Large Laser
- 2 ER Medium Lasers

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

The Caprica is the brainchild of Khan Ulyseus McEvedy. At his orders, it was produced without much in the way of field trials in 2994 as a standard mech. It was a total failure. Recreated in 3007 as an OmniMech, again at Khan McEvedy's urging, it finally became a success.

### **Capabilities**

With an LB 20-X AC for a primary weapon, the Primary configuration of the Caprica is a deadly in fighter. Backed by an array of lasers that includes only a single extended range large laser for long ranged fire, it is however deficient at ranged combat. Once closed with an enemy however, the death of raining metal from that large bore AC quickly wear down most opponents.

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Another popular configuration, the Caprica B has a Gauss rifle replacing its right hand, and an array of shorter ranged backup weaponry. It is popular with those Warriors who like to rush their opponents and devastate them with repeated alpha strikes.

### **Deployment**

The Caprica is deployed only among Clan Wolverine units. Including those in service with the SLDF.



# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Caprica Prime**  
 Mass: **60 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 60 tons		60.00	
Internal Structure: Standard (99 pts)	0	6.00	24,000
Engine: 300 XL Fusion	10	9.50	4,800,000
Total Heat Sinks: 14 Double	4	4.00	84,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	370,000
Myomer: Standard Strength	0	.00	120,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA	14	.00	61,800
Armor: Standard ( 200 total armor pts )	0	12.50	125,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	20	30 (9)
Left/Right Torso F(R):	14 / 14	21 (7) / 21 (7)
Left/Right Arm:	10 / 10	20 / 20
Left/Right Leg:	14 / 14	28 / 28

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost
1	LB 20-X AC	CT	6	20	13	16.00	680,000
1	ER Large Laser	LA	12		1	4.00	200,000
2	ER Medium Lasers	RT	10		2	2.00	160,000
	CASE Equipment:	1 Location			0	.00	50,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	1,893,700
	'Mech Size Cost Multiplier (Total Cost x .60):				0	0	5,681,100
<b>TOTALS:</b> Combat Heat: 30 ( 28 Heat Avail )					<b>53</b>	<b>60.00 T</b>	<b>15,149,600</b>

( 25 Left ) ( .00 Left ) C-Bills

Battle Value: 1,834 (8,260.41 C-Bills per BV)

Weapon Value: 2,545 / 2,545 (R = 1.39 / 1.39)

Damage Factors: SRDmg = 38, MRDmg = 22, LRDmg = 5

BattleForce2: MP = 5, Armor/Structure = 5/4, Point Value = 18

Class = MH, Damage PB/M/L = 6/4/1, Overheat = 0

Specials: omni

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:**           **Bombardier CW**  
**Tech:**                    Clan / 3062  
**Config:**                Biped BattleMech  
**Rules:**                 Level 2, Standard design

**Mass:**                  65 tons  
**Chassis:**              KetoBond Endo Steel  
**Power Plant:**         325 VOX XL Fusion  
**Walking Speed:**     54.0 km/h  
**Maximum Speed:**    86.4 km/h  
**Jump Jets:**           None  
    **Jump Capacity:** 0 meters  
**Armor:**                Choutaka Armorscale, Limited Standard  
**Armament:**  
    2 ER Medium Lasers  
    4 LRM 15s  
    2 Anti-Missile Systems  
**Manufacturer:**      Wakazashi Enterprises  
**Location:**            (Unknown)  
**Communications System:**   Neil 9000  
**Targeting & Tracking System:** DLK Type Phased Array Sensors

### **Overview**

A redesign of the venerable Star League fire support mech, the Wolverines kept it in its original role. As a matter of course, the original redesign simply upgraded the Star League era weapons layout and improved it.

### **Variants**

The only known variant in use by the Wolverines is the CW 2. This replaces all the weaponry with 4 20 tube long range missile racks. As a fire support mech, it can really dish it out.

### **Deployment**

The Bombardier CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Bombardier CW**  
 Mass: **65 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description		Crits	Tons	Cost C-Bills
Mass:	65 tons		65.00	
Internal Structure:	Endo Steel (104 pts)	7	3.50	104,000
Engine:	325 XL Fusion	10	12.00	5,633,333
Total Heat Sinks:	12 Double	0	2.00	72,000
Gyro:	Standard	4	4.00	1,200,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00	380,000
Myomer:	Standard Strength	0	.00	130,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand		16	.00	75,400
Armor: Standard ( 211 total armor pts )		0	13.50	135,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	21	32 (10)
Left/Right Torso F(R):	15 / 15	22 (8) / 22 (8)
Left/Right Arm:	10 / 10	20 / 20
Left/Right Leg:	15 / 15	30 / 30

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Medium Laser	CT	5		1	1.00	80,000
2	LRM 15s	LA	10	64	12	15.00	590,000
1	ER Medium Laser	RT	5		1	1.00	80,000
2	LRM 15s	LT	10		4	7.00	350,000
2	Anti-Missile Systems	LT	2	48	4	3.00	204,000
CASE Equipment:		2 Locations			0	.00	100,000
'Mech Size Cost Multiplier (Total Cost x .65):					0	0	5,936,926
TOTALS:		Combat Heat: 34 ( 24 Heat Avail )			64	65.00 T	15,070,659

( 14 Left ) ( .00 Left ) C-Bills

Battle Value: 2,154 (6,996.59 C-Bills per BV)  
 Weapon Value: 2,815 / 2,815 (R = 1.31 / 1.31)  
 Damage Factors: SRDmg = 39, MRDmg = 28, LRDmg = 16  
 BattleForce2: MP = 5, Armor/Structure = 5/4, Point Value = 22  
 Class = MH, Damage PB/M/L = 6/4/3, Overheat = 2  
 Specials: if

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:**           **Bombardier CW 2**  
**Tech:**                    Clan / 3062  
**Config:**                Biped BattleMech  
**Rules:**                 Level 2, Standard design

**Mass:**                 65 tons  
**Chassis:**             KetoBond Endo Steel  
**Power Plant:**        325 VOX XL Fusion  
**Walking Speed:**     54.0 km/h  
**Maximum Speed:**    86.4 km/h  
**Jump Jets:**          None  
    **Jump Capacity:**  0 meters  
**Armor:**              Choutaka Armorscale, Limited Standard  
**Armament:**  
    4 LRM 20s  
**Manufacturer:**     Wakazashi Enterprises  
    **Location:**        (Unknown)  
**Communications System:**   Neil 9000  
**Targeting & Tracking System:** DLK Type Phased Array Sensors

### **Overview**

A redesign of the venerable Star League fire support mech, the Wolverines kept it in its original role. As a matter of course, the original redesign simply upgraded the Star League era weapons layout and improved it.

### **Variants**

The only known variant in use by the Wolverines is the CW 2. This replaces all the weaponry with 4 20 tube long range missile racks. As a fire support mech, it can really dish it out.

### **Deployment**

The Bombardier CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Bombardier CW 2**  
 Mass: **65 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description		Crits	Tons	Cost C-Bills
Mass:	65 tons		65.00	
Internal Structure:	Endo Steel (104 pts)	7	3.50	104,000
Engine:	325 XL Fusion	10	12.00	5,633,333
Total Heat Sinks:	12 Double	0	2.00	72,000
Gyro:	Standard	4	4.00	1,200,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00	380,000
Myomer:	Standard Strength	0	.00	130,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand		16	.00	75,400
Armor: Standard ( 211 total armor pts )		0	13.50	135,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	21	32 (10)
Left/Right Torso F(R):	15 / 15	22 (8) / 22 (8)
Left/Right Arm:	10 / 10	20 / 20
Left/Right Leg:	15 / 15	30 / 30

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LRM 20	CT	6	42	11	12.00	460,000
1	LRM 20	LA	6		4	5.00	250,000
1	LRM 20	RT	6		4	5.00	250,000
1	LRM 20	LT	6		4	5.00	250,000
	CASE Equipment:	4 Locations			0	.00	200,000
	'Mech Size Cost Multiplier (Total Cost x .65):				0	0	5,940,826
<b>TOTALS:</b>	<b>Combat Heat: 26 ( 24 Heat Avail )</b>				<b>65</b>	<b>65.00 T</b>	<b>15,080,559</b>

( 13 Left ) ( .00 Left ) C-Bills

Battle Value: 2,180 (6,917.69 C-Bills per BV)

Weapon Value: 3,177 / 3,177 (R = 1.46 / 1.46)

Damage Factors: SRDmg = 47, MRDmg = 37, LRDmg = 21

BattleForce2: MP = 5, Armor/Structure = 5/4, Point Value = 22

Class = MH, Damage PB/M/L = 6/5/5, Overheat = 0

Specials: if

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# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Cauldron-Born W  
**Tech:** Clan / 3058  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 65 tons  
**Chassis:** Endo Steel  
**Power Plant:** 325 XL Fusion  
**Walking Speed:** 54.0 km/h  
**Maximum Speed:** 86.4 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Ferro-Fibrous

### **Armament:**

- 1 LB 10-X AC
- 1 ER PPC
- 2 Medium Pulse Lasers
- 2 Streak SRM 4s

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

Liking the Cauldron-Born chassis a lot, but rather disappointed with most of the configurations fielded by the other clans, the Wolverines took matters into their own hands. This configuration is a Wolverine exclusive, and espouses their penchant for ER PPCs and LB 10-X ACs.

### **Capabilities**

With a primary weapons load of an ER PPC and LB 10-X AC backed by a secondary array of pulse lasers and streak SRM launchers, the W variant of the Cauldron-Born is a deadly hunter. Coupled with the fact that it has an excellent heat curve, many warriors love to pilot this machine.

### **Deployment**

So far, only the First Jaguar Guard Cluster appears to use the Cauldron Born. Because only three machines have been engaged by Inner Sphere warriors, most believe the design is so new that the other Clans have not yet deployed this 'Mech. Clan warriors taken prisoner in the Kado-guchi Valley provided the information on the B and C variants.

The W variant is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Cauldron-Born W**  
 Mass: **65 tons**  
 Tech & Era: **Clan / 3058**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 5 Run: 8 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	65 tons	65.00	
Internal Structure:	Endo Steel (104 pts)	7	104,000
Engine:	325 XL Fusion	10	5,633,333
Total Heat Sinks:	16 Double	6	96,000
Gyro:	Standard	4	1,200,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	380,000
Myomer:	Standard Strength	0	130,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	58,500
Armor: Ferro-Fibrous ( 182 total armor pts )	7	9.50	190,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	21	32 (9)
Left/Right Torso F(R):	15 / 15	22 (8) / 22 (8)
Left/Right Arm:	10 / 10	17 / 17
Left/Right Leg:	15 / 15	19 / 19

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 10-X AC	CT	2	20	7	12.00	424,000
1	ER PPC	LA	15		2	6.00	300,000
1	Medium Pulse Laser	RT	4		1	2.00	60,000
1	Streak SRM 4	LT	3	25	2	3.00	144,000
1	Medium Pulse Laser	LT	4		1	2.00	60,000
1	Streak SRM 4	LT(R)	3		1	2.00	90,000
	CASE Equipment:	2 Locations			0	.00	100,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	2,242,458
	'Mech Size Cost Multiplier (Total Cost x .65):				0	0	7,287,989
<b>TOTALS:</b>	<b>Combat Heat: 33 ( 32 Heat Avail )</b>				<b>65</b>	<b>65.00 T</b>	<b>18,500,280</b>

( 13 Left ) ( .00 Left ) C-Bills

Battle Value: 2,063 (8,967.66 C-Bills per BV)  
 Weapon Value: 3,239 / 2,995 (R = 1.57 / 1.45)  
 Damage Factors: SRDmg = 49, MRDmg = 30, LRDmg = 9  
 BattleForce2: MP = 5, Armor/Structure = 5/4, Point Value = 21  
 Class = MH, Damage PB/M/L = 7/6/3, Overheat = 0  
 Specials: omni

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Guillotine CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 70 tons  
**Chassis:** Crucis-I Endo Steel  
**Power Plant:** 280 VOX Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** 4 Anderson 398 Standard Jump Jets  
**Jump Capacity:** 120 meters  
**Armor:** Ulston Prime Standard  
**Armament:**

- 4 ER Medium Lasers
- 1 ER Large Laser
- 1 Streak SRM 6

**Manufacturer:** Newhart Industries  
**Location:** (Unknown)  
**Communications System:** StarLink 955G  
**Targeting & Tracking System:** Pulsar Tri-X

### **Overview**

The upgrades to this venerable Star League era combatant are simple. Exchange each weapon system for its more potent Clan equivalent, then use the free tonnage thus gained for more armor. To any observer the CW version of the Guillotine looks exactly like the original. This leaves them in for a nasty surprise when the it starts flaying them open with the more potent clan weaponry.

### **Deployment**

The Guillotine CW was deployed only among Clan Wolverine units. Including those in service with the SLDF. Though a few have been given into service with other SLDF units.



# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Guillotine CW**  
 Mass: **70 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 4**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 70 tons		70.00	
Internal Structure: Endo Steel (107 pts)	7	3.50	112,000
Engine: 280 Fusion	6	16.00	1,306,667
Total Heat Sinks: 25 Double	28	15.00	150,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	390,000
Myomer: Standard Strength	0	.00	140,000
Actuators: L: Sh+UA R: Sh+UA+LA	13	.00	66,500
Armor: Standard ( 216 total armor pts )	0	13.50	135,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	22	32 (11)
Left/Right Torso F(R):	15 / 15	22 (8) / 22 (8)
Left/Right Arm:	11 / 11	22 / 22
Left/Right Leg:	15 / 15	30 / 30

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
2	ER Medium Lasers	CT	10		2	2.00	160,000
1	ER Large Laser	LA	12		1	4.00	200,000
1	ER Medium Laser	RT	5		1	1.00	80,000
1	ER Medium Laser	LT	5		1	1.00	80,000
1	Streak SRM 6	LT	4	15	3	4.00	174,000
	CASE Equipment:	1 Location			0	.00	50,000
4	Standard Jump Jets	( 1 Ton each )			4	4.00	224,000
	'Mech Size Cost Multiplier (Total Cost x .70):				0	0	2,917,717

**TOTALS:**      Combat Heat: 40 ( 50 Heat Avail )      75      70.00 T      7,085,884

( 3 Left )      ( .00 Left )      C-Bills

Battle Value: 2,123 (3,337.67 C-Bills per BV)

Weapon Value: 3,504 / 3,304 (R = 1.65 / 1.56)

Damage Factors: SRDmg = 43, MRDmg = 27, LRDmg = 6

BattleForce2: MP = 4J, Armor/Structure = 5/5, Point Value = 21

Class = MH, Damage PB/M/L = 6/5/1, Overheat = 0

Specials:

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Black Knight CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 75 tons  
**Chassis:** Technicron 1L Endo Steel  
**Power Plant:** 300 Vlar XL Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Numall DuraBond Standard

### **Armament:**

- 2 ER PPCs
- 4 ER Medium Lasers
- 2 Large Pulse Lasers

**Manufacturer:** Kong Interstellar Corporation

**Location:** (Unknown)

**Communications System:** TransComm Alpha

**Targeting & Tracking System:** Beagle Active Probe

### **Overview**

As usual, the Wolverine upgrade to the Star League Black Knight involves replacing each weapon system with the Clan equivalent. As with the Guillotine, the Black Knight looks exactly like the original, leading many opponents astray.

### **Deployment**

The Black Knight CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Black Knight CW**  
 Mass: **75 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 0**

**Design Status: VALIDATED**

Description		Crits	Tons	Cost C-Bills
Mass:	75 tons		75.00	
Internal Structure:	Endo Steel (114 pts)	7	4.00	120,000
Engine:	300 XL Fusion	10	9.50	6,000,000
Total Heat Sinks:	24 Double	24	14.00	144,000
Gyro:	Standard	4	3.00	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00	400,000
Myomer:	Standard Strength	0	.00	150,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand		16	.00	87,000
Armor: Standard (216 total armor pts)		0	13.50	135,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	23	32 (11)
Left/Right Torso F(R):	16 / 16	22 (8) / 22 (8)
Left/Right Arm:	12 / 12	22 / 22
Left/Right Leg:	16 / 16	30 / 30

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
1	ER Medium Laser	LA	5		1	1.00	80,000
1	ER PPC	RT	15		2	6.00	300,000
1	ER Medium Laser	LT	5		1	1.00	80,000
1	Large Pulse Laser	LT	10		2	6.00	175,000
1	ER Medium Laser	LT(R)	5		1	1.00	80,000
1	Large Pulse Laser	CT	10		2	6.00	175,000
1	ER Medium Laser	LT	5		1	1.00	80,000
'Mech Size Cost Multiplier (Total Cost x .75):					0	0	6,904,500

**TOTALS:** Combat Heat: 72 (48 Heat Avail) 78 75.00 T 16,110,500

(0 Left) (.00 Left) C-Bills

Battle Value: 2,285 (7,050.55 C-Bills per BV)

Weapon Value: 4,618 / 4,618 (R = 2.02 / 2.02)

Damage Factors: SRDmg = 52, MRDmg = 38, LRDmg = 24

BattleForce2: MP = 4, Armor/Structure = 5/4, Point Value = 23

Class = MH, Damage PB/M/L = 7/6/4, Overheat = 3

Specials:

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# **BATTLETECH®**

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Havoc CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 80 tons  
**Chassis:** Endo Steel  
**Power Plant:** 320 Fusion  
**Walking Speed:** 43.2 km/h  
**Maximum Speed:** 64.8 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 Large Pulse Laser
- 3 Medium Pulse Lasers
- 1 LRM 20
- 1 Streak SRM 6
- 1 ECM Suite

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

Wolverine technicians created the Havoc for one reason. As an assault unit for their secondline troops. Wanting the more potent assault mechs such as the Highlander and the Gulo available for front line combat, it was necessary. However, the Havoc is so reliable that it sees some use in front line units as well.

### **Deployment**

The Havoc CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Havoc CW**  
 Mass: **80 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 4 Run: 6 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 80 tons		80.00	
Internal Structure: Endo Steel (122 pts)	7	4.00	128,000
Engine: 320 Fusion	6	22.50	1,706,667
Total Heat Sinks: 16 Double	8	6.00	96,000
Gyro: Standard	4	4.00	1,200,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	410,000
Myomer: Standard Strength	0	.00	160,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA+Hand	16	.00	92,800
Armor: Standard ( 247 total armor pts )	0	15.50	155,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	25	40 (10)
Left/Right Torso F(R):	17 / 17	27 (7) / 27 (7)
Left/Right Arm:	13 / 13	26 / 26
Left/Right Leg:	17 / 17	34 / 34

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Large Pulse Laser	CT	10		2	6.00	175,000
3	Medium Pulse Lasers	LA	12		3	6.00	180,000
1	LRM 20	RT	6	18	7	8.00	340,000
1	Streak SRM 6	LT	4	15	3	4.00	174,000
1	ECM Suite	LT	0		1	1.00	200,000
CASE Equipment:		2 Locations			0	.00	100,000
'Mech Size Cost Multiplier (Total Cost x .80):					0	0	4,093,974

**TOTALS:**      Combat Heat: 34 ( 32 Heat Avail )      62      80.00 T      9,211,441

( 16 Left )      ( .00 Left )      C-Bills

Battle Value: 2,139 (4,306.42 C-Bills per BV)  
 Weapon Value: 4,565 / 4,337 (R = 2.13 / 2.03)  
 Damage Factors: SRDmg = 52, MRDmg = 34, LRDmg = 11  
 BattleForce2: MP = 4, Armor/Structure = 6/6, Point Value = 21  
 Class = MA, Damage PB/M/L = 7/6/2, Overheat = 0  
 Specials: if, ecm

# **BATTLETECH®**

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Crockett CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 85 tons  
**Chassis:** Geometric 530 Hard Core Standard  
**Power Plant:** 255 Strand Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** 3 Geotec 300 Standard Jump Jets  
**Jump Capacity:** 90 meters  
**Armor:** CarbonStrand 30 Weight AS Standard  
**Armament:**  
    2 ER Large Lasers  
    2 Streak SRM 6s  
    1 LB 10-X AC

**Manufacturer:** Blankenburg Technologies  
**Location:** Soul  
**Communications System:** GRPNTR Groundpainter 5  
**Targeting & Tracking System:** Scope 30 RNDST

### **Deployment**

The Crockett CW is deployed only among Clan Wolverine and other SLDF units from the Federated Commonwealth, Comstar, and the Draconis Combine. No other realm has been allowed access to the design, even among their units serving in the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Crockett CW**  
 Mass: **85 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 3**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 85 tons		85.00	
Internal Structure: Standard (130 pts)	0	8.50	34,000
Engine: 255 Fusion	6	13.00	1,445,000
Total Heat Sinks: 19 Double	18	9.00	114,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	420,000
Myomer: Standard Strength	0	.00	170,000
Actuators: L: Sh+UA+LA R: Sh+UA+LA	14	.00	85,000
Armor: Standard ( 263 total armor pts )	0	16.50	165,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	27	35 (19)
Left/Right Torso F(R):	18 / 18	25 (11) / 25 (11)
Left/Right Arm:	14 / 14	28 / 28
Left/Right Leg:	18 / 18	36 / 36

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER Large Laser	CT	12		1	4.00	200,000
1	ER Large Laser	LA	12		1	4.00	200,000
2	Streak SRM 6s	RT	8	30	6	8.00	348,000
1	LB 10-X AC	LT	2	30	8	13.00	436,000
CASE Equipment:		2 Locations			0	.00	100,000
3	Standard Jump Jets	( 1 Ton each )			3	3.00	153,000
'Mech Size Cost Multiplier (Total Cost x .85):					0	0	4,054,500
<b>TOTALS: Combat Heat: 37 ( 38 Heat Avail )</b>					<b>66</b>	<b>85.00 T</b>	<b>8,824,500</b>

( 12 Left ) ( .00 Left ) C-Bills

Battle Value: 2,297 (3,841.75 C-Bills per BV)  
 Weapon Value: 3,779 / 3,372 (R = 1.65 / 1.47)  
 Damage Factors: SRDmg = 47, MRDmg = 30, LRDmg = 12  
 BattleForce2: MP = 3J, Armor/Structure = 7/7, Point Value = 23  
 Class = MA, Damage PB/M/L = 7/5/3, Overheat = 0  
 Specials:

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Highlander CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 90 tons  
**Chassis:** Star League XT Standard  
**Power Plant:** 270 GM Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** 3 HildCo Model 10 Standard Jump Jets  
**Jump Capacity:** 90 meters  
**Armor:** Grumman-3 Ferro-Fibrous  
**Armament:**

- 1 Gauss Rifle
- 2 Streak SRM 6s
- 2 ER Medium Lasers
- 1 LRM 20
- 1 ECM Suite

**Manufacturer:** StarCorps Industries  
**Location:** (Unknown)  
**Communications System:** Hector VII  
**Targeting & Tracking System:** Starlight LX-1

### **Overview**

When upgrading the Highlander with Clan Technology, an extra ton was saved that seemed pointless to put into another heat sink as the mech was already heat efficient. It also did not seem wise to throw off the balance of weaponry and heat efficiency by adding another weapon either. So the design team working on the project opted to include an ECM Suite to help protect the mech from sensors and specialized tracking ammunition.

### **Deployment**

The Highlander CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.



# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Highlander CW**  
 Mass: **90 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 3**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 90 tons		90.00	
Internal Structure: Standard (138 pts)	0	9.00	36,000
Engine: 270 Fusion	6	14.50	1,620,000
Total Heat Sinks: 15 Double	10	5.00	90,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	430,000
Myomer: Standard Strength	0	.00	180,000
Actuators: L: Sh+UA+LA+Hand R: Sh+UA+LA	15	.00	97,200
Armor: Ferro-Fibrous ( 278 total armor pts )	7	14.50	290,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	29	40 (17)
Left/Right Torso F(R):	19 / 19	28 (10) / 28 (10)
Left/Right Arm:	15 / 15	30 / 30
Left/Right Leg:	19 / 19	38 / 38

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	Gauss Rifle	CT	1	24	9	15.00	360,000
2	Streak SRM 6s	LA	8	30	6	8.00	348,000
2	ER Medium Lasers	RT	10		2	2.00	160,000
1	LRM 20	LT	6	24	8	9.00	370,000
1	ECM Suite	LT	0		1	1.00	200,000
CASE Equipment:		3 Locations			0	.00	150,000
3	Standard Jump Jets	( 2 Ton each )			3	6.00	162,000
'Mech Size Cost Multiplier (Total Cost x .90):					0	0	4,853,880

**TOTALS:**      Combat Heat: 28 ( 30 Heat Avail )      76      90.00 T      10,247,080

( 2 Left )      ( .00 Left )      C-Bills

Battle Value: 2,785 (3,679.38 C-Bills per BV)

Weapon Value: 4,192 / 3,761 (R = 1.51 / 1.35)

Damage Factors: SRDmg = 57, MRDmg = 36, LRDmg = 13

BattleForce2: MP = 3J, Armor/Structure = 7/7, Point Value = 28

Class = MA, Damage PB/M/L = 8/7/3, Overheat = 0

Specials: ecm

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Gulo A  
**Tech:** Clan / 3063  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Endo Steel  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

4 LB 10-X ACs  
2 ER Large Lasers

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Gulo is the Wolverine answer to the Dire Wolf fielded by the other clans. While the Wolverines produce a few variants of the Dire Wolf as well, the Gulo is the flagship mech of their clan. In fact, Gulo is another name for the Terran Wolverine. Considering the excellent performance statistics of the design, many believe it was a wise choice.

### **Capabilities**

The Primary variant of the Gulo is another mech that espouses the Wolverine penchant for ERPPCs and Gauss Rifles. No large bore AC appears on this variant, but to be sure it does on another. With 3 long ranged high damage weapons, the rest of the loadout for the Prime consists of pulse lasers and streak short ranged missile to help find chinks in an opponents protection.

Since the Prime config didn't field the 3rd favored weapon of Wolverine warriors, the A variant does. Four of them in fact. In 90mm caliber. With only 2 tons each of slugs and cluster munitions, it does have some supply issues, however if used smartly, such as using the extended range lasers as the primary weapons while closing, this variant can dish out a lot of punishment.

The B variant combines a 120mm large bore AC with the favored ER PPC and a Gauss rifle, finally bringing all 3 of the most desired weapons into a single configuration. And packing a heck of a whallop doing it. Effective at all ranges, the B is one of the most commonly seen variants deployed with front line units.

Alternate C is a more ammunition friendly take on the theme of the A variant. Dropping two of the large bore ACs and the two lasers in favor of a quad set of large pulse lasers allows it to remain combat effective in arenas where resupply may be a problem.

## **Deployment**

The Gulo is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Gulo A**  
 Mass: **95 tons**  
 Tech & Era: **Clan / 3063**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 95 tons		95.00	
Internal Structure: Endo Steel (145 pts)	7	5.00	152,000
Engine: 285 XL Fusion	10	8.50	7,220,000
Total Heat Sinks: 15 Double	8	5.00	90,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	440,000
Myomer: Standard Strength	0	.00	190,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard ( 293 total armor pts )	0	18.50	185,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	45 (15)
Left/Right Torso F(R):	20 / 20	30 (10) / 30 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	40 / 40

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 10-X AC	CT	2	40	9	14.00	448,000
1	LB 10-X AC	LA	2		5	10.00	400,000
1	LB 10-X AC	RT	2		5	10.00	400,000
1	LB 10-X AC	LT	2		5	10.00	400,000
2	ER Large Lasers	LT	24		2	8.00	400,000
	CASE Equipment:	2 Locations			0	.00	100,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	2,852,625
	'Mech Size Cost Multiplier (Total Cost x .95):				0	0	13,549,969

**TOTALS:**      Combat Heat: 34 ( 30 Heat Avail )      72      95.00 T      27,813,094

( 6 Left )      ( .00 Left )      C-Bills

Battle Value: 2,086 (13,333.22 C-Bills per BV)

Weapon Value: 4,853 / 4,853 (R = 2.33 / 2.33)

Damage Factors: SRDmg = 51, MRDmg = 38, LRDmg = 18

BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 21

Class = MA, Damage PB/M/L = 8/6/6, Overheat = 0

Specials: omni

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Gulo B  
**Tech:** Clan / 3063  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Endo Steel  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 1 ER PPC
- 2 Medium Pulse Lasers
- 5 Streak SRM 4s
- 1 LB 20-X AC
- 1 Gauss Rifle

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

The Gulo is the Wolverine answer to the Dire Wolf fielded by the other clans. While the Wolverines produce a few variants of the Dire Wolf as well, the Gulo is the flagship mech of their clan. In fact, Gulo is another name for the Terran Wolverine. Considering the excellent performance statistics of the design, many believe it was a wise choice.

### **Capabilities**

The Primary variant of the Gulo is another mech that espouses the Wolverine penchant for ERPPCs and Gauss Rifles. No large bore AC appears on this variant, but to be sure it does on another. With 3 long ranged high damage weapons, the rest of the loadout for the Prime consists of pulse lasers and streak short ranged missile to help find chinks in an opponents protection.

Since the Prime config didn't field the 3rd favored weapon of Wolverine warriors, the A variant does. Four of them in fact. In 90mm caliber. With only 2 tons each of slugs and cluster munitions, it does have some supply issues, however if used smartly, such as using the extended range lasers as the primary weapons while closing, this variant can dish out a lot of punishment.

The B variant combines a 120mm large bore AC with the favored ER PPC and a Gauss rifle, finally bringing all 3 of the most desired weapons into a single configuration. And packing a heck of a whallop doing it. Effective at all ranges, the B is one of the most commonly seen variants deployed with front line units.

Alternate C is a more ammunition friendly take on the theme of the A variant. Dropping two of the

large bore ACs and the two lasers in favor of a quad set of large pulse lasers allows it to remain combat effective in arenas where resupply may be a problem.

### **Deployment**

The Gulo is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Gulo B**  
 Mass: **95 tons**  
 Tech & Era: **Clan / 3063**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	95 tons	95.00	
Internal Structure:	Endo Steel (145 pts)	7	152,000
Engine:	285 XL Fusion	10	7,220,000
Total Heat Sinks:	15 Double	8	90,000
Gyro:	Standard	4	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	440,000
Myomer:	Standard Strength	0	190,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard (293 total armor pts)	0	18.50	185,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	45 (15)
Left/Right Torso F(R):	20 / 20	30 (10) / 30 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	40 / 40

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
2	Medium Pulse Lasers	LA	8		2	4.00	120,000
5	Streak SRM 4s	RT	15	75	8	13.00	612,000
1	LB 20-X AC	LT	6	15	12	15.00	660,000
1	Gauss Rifle	LT	1	16	8	14.00	340,000
CASE Equipment:		4 Locations			0	.00	200,000
OmniMech Conversion Equipment (Cost x .25):					0	0	2,873,625
'Mech Size Cost Multiplier (Total Cost x .95):					0	0	13,649,719

**TOTALS:**      Combat Heat: 47 (30 Heat Avail)      78      95.00 T      28,017,844

( 0 Left )      ( .00 Left )      C-Bills

Battle Value: 2,452 (11,426.53 C-Bills per BV)

Weapon Value: 4,861 / 4,322 (R = 1.98 / 1.76)

Damage Factors: SRDmg = 65, MRDmg = 35, LRDmg = 13

BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 25

Class = MA, Damage PB/M/L = 8/7/2, Overheat = 4

Specials: omni

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Gulo C  
**Tech:** Clan / 3063  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Endo Steel  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

- 2 LB 10-X ACs
- 4 Large Pulse Lasers

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

The Gulo is the Wolverine answer to the Dire Wolf fielded by the other clans. While the Wolverines produce a few variants of the Dire Wolf as well, the Gulo is the flagship mech of their clan. In fact, Gulo is another name for the Terran Wolverine. Considering the excellent performance statistics of the design, many believe it was a wise choice.

### **Capabilities**

The Primary variant of the Gulo is another mech that espouses the Wolverine penchant for ERPPCs and Gauss Rifles. No large bore AC appears on this variant, but to be sure it does on another. With 3 long ranged high damage weapons, the rest of the loadout for the Prime consists of pulse lasers and streak short ranged missile to help find chinks in an opponents protection.

Since the Prime config didn't field the 3rd favored weapon of Wolverine warriors, the A variant does. Four of them in fact. In 90mm caliber. With only 2 tons each of slugs and cluster munitions, it does have some supply issues, however if used smartly, such as using the extended range lasers as the primary weapons while closing, this variant can dish out a lot of punishment.

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## **Deployment**

The Gulo is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Gulo C  
**Tech:** Clan / 3063  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Endo Steel  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

- 2 LB 10-X ACs
- 4 Large Pulse Lasers

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

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## **Deployment**

The Gulo is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Gulo C**

Mass: **95 tons**

Tech & Era: **Clan / 3063**

Config & Rules: **Biped OmniMech / Level 2**

Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	95 tons	95.00	
Internal Structure:	Endo Steel (145 pts)	7	5.00
Engine:	285 XL Fusion	10	8.50
Total Heat Sinks:	19 Double	16	9.00
Gyro:	Standard	4	3.00
Cockpit, Life Support, Sensors:	Standard Cockpit	5	3.00
Myomer:	Standard Strength	0	.00
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard ( 293 total armor pts )	0	18.50	185,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	45 (15)
Left/Right Torso F(R):	20 / 20	30 (10) / 30 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	40 / 40

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 10-X AC	CT	2	40	9	14.00	448,000
1	LB 10-X AC	LA	2		5	10.00	400,000
2	Large Pulse Lasers	RT	20		4	12.00	350,000
2	Large Pulse Lasers	LT	20		4	12.00	350,000
	CASE Equipment:	2 Locations			0	.00	100,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	2,733,625
	'Mech Size Cost Multiplier (Total Cost x .95):				0	0	12,984,719
<b>TOTALS:</b>	<b>Combat Heat: 46 ( 38 Heat Avail )</b>				<b>76</b>	<b>95.00 T</b>	<b>26,652,844</b>

( 2 Left ) ( .00 Left ) C-Bills

Battle Value: 2,272 (11,731.01 C-Bills per BV)

Weapon Value: 5,681 / 5,681 (R = 2.50 / 2.50)

Damage Factors: SRDmg = 50, MRDmg = 43, LRDmg = 26

BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 23

Class = MA, Damage PB/M/L = 8/6/6, Overheat = 0

Specials: omni

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**Type/Model:** **Gulo C**  
**Tech:** Clan / 3063  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Endo Steel  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

2 LB 10-X ACs  
 4 Large Pulse Lasers

**Manufacturer:** (Unknown)**Location:** (Unknown)**Communications System:** (Unknown)**Targeting & Tracking System:** (Unknown)**Overview**

The Gulo is the Wolverine answer to the Dire Wolf fielded by the other clans. While the Wolverines produce a few variants of the Dire Wolf as well, the Gulo is the flagship mech of their clan. In fact, Gulo is another name for the Terran Wolverine. Considering the excellent performance statistics of the design, many believe it was a wise choice.

**Capabilities**

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**Deployment**

The Gulo is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Gulo C**  
 Mass: **95 tons**  
 Tech & Era: **Clan / 3063**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 95 tons		95.00	
Internal Structure: Endo Steel (145 pts)	7	5.00	152,000
Engine: 285 XL Fusion	10	8.50	7,220,000
Total Heat Sinks: 19 Double	16	9.00	114,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	440,000
Myomer: Standard Strength	0	.00	190,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard ( 293 total armor pts )	0	18.50	185,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	45 (15)
Left/Right Torso F(R):	20 / 20	30 (10) / 30 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	40 / 40

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 10-X AC	CT	2	40	9	14.00	448,000
1	LB 10-X AC	LA	2		5	10.00	400,000
2	Large Pulse Lasers	RT	20		4	12.00	350,000
2	Large Pulse Lasers	LT	20		4	12.00	350,000
	CASE Equipment:	2 Locations			0	.00	100,000
	OmniMech Conversion Equipment (Cost x .25):				0	0	2,733,625
	'Mech Size Cost Multiplier (Total Cost x .95):				0	0	12,984,719
<b>TOTALS:</b>	<b>Combat Heat: 46 ( 38 Heat Avail )</b>				<b>76</b>	<b>95.00 T</b>	<b>26,652,844</b>

( 2 Left ) ( .00 Left ) C-Bills

Battle Value: 2,272 (11,731.01 C-Bills per BV)  
 Weapon Value: 5,681 / 5,681 (R = 2.50 / 2.50)  
 Damage Factors: SRDmg = 50, MRDmg = 43, LRDmg = 26  
 BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 23  
 Class = MA, Damage PB/M/L = 8/6/6, Overheat = 0  
 Specials: omni

Type: **Gulo C**  
 Mass: **95 tons**  
 Tech & Era: **Clan / 3063**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

# BATTLEMECH TECHNICAL READOUT

Design Status: **VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass:	95 tons	95.00	
Internal Structure:	Endo Steel (145 pts)	7	152,000
Engine:	285 XL Fusion	10	7,220,000
Total Heat Sinks:	19 Double	16	114,000
Gyro:	Standard	4	900,000
Cockpit, Life Support, Sensors:	Standard Cockpit	5	440,000
Myomer:	Standard Strength	0	190,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard ( 293 total armor pts )	0	18.50	185,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	45 (15)
Left/Right Torso F(R):	20 / 20	30 (10) / 30 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	40 / 40

Weapons & Equipment				#	Type	Loc	Heat	Ammo			
				1	LB 10-X AC	CT	2	40	9	14.00	448,000
				1	LB 10-X AC	LA	2		5	10.00	400,000
				2	Large Pulse Lasers	RT	20		4	12.00	350,000
				2	Large Pulse Lasers	LT	20		4	12.00	350,000
					CASE Equipment:	2 Locations			0	.00	100,000
					OmniMech Conversion Equipment (Cost x .25):				0	0	2,733,625
					'Mech Size Cost Multiplier (Total Cost x .95):				0	0	12,984,719
<b>TOTALS:</b>		Combat Heat: 46 ( 38 Heat Avail )							76	95.00 T	26,652,844

( 2 Left ) ( .00 Left ) C-Bills

Battle Value: 2,272 (11,731.01 C-Bills per BV)  
 Weapon Value: 5,681 / 5,681 (R = 2.50 / 2.50)  
 Damage Factors: SRDmg = 50, MRDmg = 43, LRDmg = 26  
 BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 23  
 Class = MA, Damage PB/M/L = 8/6/6, Overheat = 0  
 Specials: omni

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Gulo Prime  
**Tech:** Clan / 3063  
**Config:** Biped OmniMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Endo Steel  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

### **Armament:**

- 2 ER PPCs
- 2 Medium Pulse Lasers
- 1 Gauss Rifle
- 4 Streak SRM 4s
- 1 Large Pulse Laser

**Manufacturer:** (Unknown)

**Location:** (Unknown)

**Communications System:** (Unknown)

**Targeting & Tracking System:** (Unknown)

### **Overview**

The Gulo is the Wolverine answer to the Dire Wolf fielded by the other clans. While the Wolverines produce a few variants of the Dire Wolf as well, the Gulo is the flagship mech of their clan. In fact, Gulo is another name for the Terran Wolverine. Considering the excellent performance statistics of the design, many believe it was a wise choice.

### **Capabilities**

The Primary variant of the Gulo is another mech that espouses the Wolverine penchant for ERPPCs and Gauss Rifles. No large bore AC appears on this variant, but to be sure it does on another. With 3 long ranged high damage weapons, the rest of the loadout for the Prime consists of pulse lasers and streak short ranged missile to help find chinks in an opponents protection.

Since the Prime config didn't field the 3rd favored weapon of Wolverine warriors, the A variant does. Four of them in fact. In 90mm caliber. With only 2 tons each of slugs and cluster munitions, it does have some supply issues, however if used smartly, such as using the extended range lasers as the primary weapons while closing, this variant can dish out a lot of punishment.

The B variant combines a 120mm large bore AC with the favored ER PPC and a Gauss rifle, finally bringing all 3 of the most desired weapons into a single configuration. And packing a heck of a whallop doing it. Effective at all ranges, the B is one of the most commonly seen variants deployed with front line units.

Alternate C is a more ammunition friendly take on the theme of the A variant. Dropping two of the



large bore ACs and the two lasers in favor of a quad set of large pulse lasers allows it to remain combat effective in arenas where resupply may be a problem.

### **Deployment**

The Gulo is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Gulo Prime**  
 Mass: **95 tons**  
 Tech & Era: **Clan / 3063**  
 Config & Rules: **Biped OmniMech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 95 tons		95.00	
Internal Structure: Endo Steel (145 pts)	7	5.00	152,000
Engine: 285 XL Fusion	10	8.50	7,220,000
Total Heat Sinks: 18 Double	14	8.00	108,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	440,000
Myomer: Standard Strength	0	.00	190,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard ( 293 total armor pts )	0	18.50	185,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	45 (15)
Left/Right Torso F(R):	20 / 20	30 (10) / 30 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	40 / 40

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
1	ER PPC	LA	15		2	6.00	300,000
2	Medium Pulse Lasers	RT	8		2	4.00	120,000
1	Gauss Rifle	LT	1	24	9	15.00	360,000
4	Streak SRM 4s	LT	12	100	8	12.00	576,000
1	Large Pulse Laser	LT(R)	10		2	6.00	175,000
CASE Equipment:		2 Locations			0	.00	100,000
OmniMech Conversion Equipment (Cost x .25):					0	0	2,802,875
'Mech Size Cost Multiplier (Total Cost x .95):					0	0	13,313,656
<b>TOTALS: Combat Heat: 63 ( 36 Heat Avail )</b>					<b>77</b>	<b>95.00 T</b>	<b>27,328,031</b>

( 1 Left ) ( .00 Left ) C-Bills

Battle Value: 2,590 (10,551.36 C-Bills per BV)  
 Weapon Value: 5,064 / 4,684 (R = 1.96 / 1.81)  
 Damage Factors: SRDmg = 59, MRDmg = 39, LRDmg = 23  
 BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 26  
 Class = MA, Damage PB/M/L = 7/6/3, Overheat = 4  
 Specials: omni

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** Hawkeye CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 95 tons  
**Chassis:** Standard  
**Power Plant:** 285 XL Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Standard

**Armament:**

- 2 ER PPCs
- 4 Streak SRM 6s
- 2 Streak SRM 4s
- 2 ER Large Lasers

**Manufacturer:** (Unknown)  
**Location:** (Unknown)  
**Communications System:** (Unknown)  
**Targeting & Tracking System:** (Unknown)

### **Overview**

The D variant of the Timber Wolf proved so popular with Wolverine warriors that the technician caste created the Hawkeye.

### **Capabilities**

Essentially a supersized Timber Wolf D without the Omni technology; the Hawkeye has an impressive array of energy weapons and streak short ranged missiles. As with the Timber Wolf D, it is capable of fighting multiple enemies at once effectively and dishing out a lot of firepower in multiple directions.

### **Deployment**

The Hawkeye CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **Hawkeye CW**  
 Mass: **95 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 95 tons		95.00	
Internal Structure: Standard (145 pts)	0	9.50	38,000
Engine: 285 XL Fusion	10	8.50	7,220,000
Total Heat Sinks: 24 Double	26	14.00	144,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	440,000
Myomer: Standard Strength	0	.00	190,000
Actuators: L: Sh+UA R: Sh+UA	12	.00	85,500
Armor: Standard ( 288 total armor pts )	0	18.00	180,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	30	44 (15)
Left/Right Torso F(R):	20 / 20	29 (10) / 29 (10)
Left/Right Arm:	16 / 16	32 / 32
Left/Right Leg:	20 / 20	39 / 39

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	ER PPC	CT	15		2	6.00	300,000
1	ER PPC	LA	15		2	6.00	300,000
2	Streak SRM 6s	RT	8	30	6	8.00	348,000
1	Streak SRM 4	LT	3	25	2	3.00	144,000
2	Streak SRM 6s	LT	8		4	6.00	240,000
1	Streak SRM 4	LT(R)	3		1	2.00	90,000
2	ER Large Lasers	CT	24		2	8.00	400,000
CASE Equipment:		2 Locations			0	.00	100,000
'Mech Size Cost Multiplier (Total Cost x .95):					0	0	10,563,525
TOTALS: Combat Heat: 78 ( 48 Heat Avail )					76	95.00 T	21,683,025

( 2 Left ) ( .00 Left ) C-Bills

Battle Value: 2,582 (8,397.76 C-Bills per BV)  
 Weapon Value: 5,544 / 4,761 (R = 2.15 / 1.84)  
 Damage Factors: SRDmg = 68, MRDmg = 40, LRDmg = 19  
 BattleForce2: MP = 3, Armor/Structure = 7/5, Point Value = 26  
 Class = MA, Damage PB/M/L = 7/6/4, Overheat = 4  
 Specials:

# **BATTLETECH**<sup>®</sup>

## **BATTLEMECH TECHNICAL READOUT**

**Type/Model:** King Crab CW  
**Tech:** Clan / 3062  
**Config:** Biped BattleMech  
**Rules:** Level 2, Standard design

**Mass:** 100 tons  
**Chassis:** Hollis Mark II Endo Steel  
**Power Plant:** 300 Vlar Fusion  
**Walking Speed:** 32.4 km/h  
**Maximum Speed:** 54.0 km/h  
**Jump Jets:** None  
**Jump Capacity:** 0 meters  
**Armor:** Aldis X Standard

### **Armament:**

- 2 LB 20-X ACs
- 1 ER PPC
- 1 LRM 15

**Manufacturer:** Cosara Weaponries  
**Location:** Northwind  
**Communications System:** Dalban Commline  
**Targeting & Tracking System:** Dalban HiRez-B

### **Overview**

Needing to both upgrade the Star League era King Crabs and retain such a potent city fighter for defensive engagements, the choice was made to use large bore 120mm ACs to replace the standard ACs mounted originally. Combined with an upgrade to double heat sink technology and Endo Steel, this allowed the addition of an ER PPC in place of the original laser, while retaining the long range missile rack. It also allowed the Wolverine technicians to mount full armor and a standard engine so that the King would remain King even when heavily damaged, as so often happens in the brutal infighting that takes place in cities.

### **Deployment**

The King Crab CW is deployed only among Clan Wolverine units. Including those in service with the SLDF.

# BATTLETECH®

## BATTLEMECH TECHNICAL READOUT

Type: **King Crab CW**  
 Mass: **100 tons**  
 Tech & Era: **Clan / 3062**  
 Config & Rules: **Biped 'Mech / Level 2**  
 Movement: **Walk: 3 Run: 5 Jump: 0**

**Design Status: VALIDATED**

Description	Crits	Tons	Cost C-Bills
Mass: 100 tons		100.00	
Internal Structure: Endo Steel (152 pts)	7	5.00	160,000
Engine: 300 Fusion	6	19.00	2,000,000
Total Heat Sinks: 17 Double	10	7.00	102,000
Gyro: Standard	4	3.00	900,000
Cockpit, Life Support, Sensors: Standard Cockpit	5	3.00	450,000
Myomer: Standard Strength	0	.00	200,000
Actuators: L: Sh+UA+LA R: Sh+UA+LA	14	.00	100,000
Armor: Standard ( 307 total armor pts )	0	19.50	195,000

Location:	Internal Points	Armor Points L / R
Head:	3	9
Center Torso F(R):	31	46 (16)
Left/Right Torso F(R):	21 / 21	32 (10) / 32 (10)
Left/Right Arm:	17 / 17	34 / 34
Left/Right Leg:	21 / 21	42 / 42

### Weapons & Equipment

#	Type	Loc	Heat	Ammo	Crits	Tons	Cost C-Bills
1	LB 20-X AC	CT	6	40	17	20.00	760,000
1	LB 20-X AC	LA	6		9	12.00	600,000
1	ER PPC	RT	15		2	6.00	300,000
1	LRM 15	LT	5	16	4	5.50	235,000
	CASE Equipment:	2 Locations			0	.00	100,000
	'Mech Size Cost Multiplier (Total Cost x 1.00):				0	0	6,102,000
<b>TOTALS:</b>	<b>Combat Heat: 34 ( 34 Heat Avail )</b>				<b>78</b>	<b>100.00 T</b>	<b>12,204,000</b>

( 0 Left ) ( .00 Left ) C-Bills

Battle Value: 2,486 (4,909.09 C-Bills per BV)

Weapon Value: 4,259 / 4,259 (R = 1.71 / 1.71)

Damage Factors: SRDmg = 56, MRDmg = 31, LRDmg = 10

BattleForce2: MP = 3, Armor/Structure = 8/8, Point Value = 25

Class = MA, Damage PB/M/L = 8/6/2, Overheat = 0

Specials:

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