You’ve grasped the tactics involved with the additional units and weapons from *Tactical Operations* to defeat your opponents. Now you own *Technical Readout: Prototypes* and want to deploy some of those ‘Mechs, vehicles, and battle armor on your gaming table. Grab your dice and start rolling, because these sheets are for you!

*Record Sheets: Prototypes* contains 30 pre-printed ‘Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than 60 additional record sheets—from vehicles to battle armor, ProtoMechs to aerospace fighters and DropShips—bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section, including Design Quirks, provides a sneak peek of all the advanced rules options provided in *Strategic Operations*. 

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BATTLETECH
RECORD SHEETS: PROTOTYPES

• CATALYST GAME LABS •
Welcome to Record Sheets: Prototypes! As a companion volume to Tactical Operations, this book is for players who have moved beyond the standard rulebooks for BattleTech. Nevertheless, this product is designed to be quick and easy to use and will have you tossing dice in no time.

To use this product, players should have Tactical Operations.

How To Use This Book

Having graduated from Total Warfare and perhaps having picked up Technical Readout: Prototypes, you might be wondering why you need this book. While a blank ‘Mech record sheet is included in the Introductory Box Set for players who wish to design their own ‘Mechs, the Technical Readout and Record Sheets series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: Prototypes widens the options available to players, with an eye toward ease of use that is the hallmark of BattleTech products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefront.

Rules Addendum and Scenarios

A complete Rules Addendum follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as Design Quirks and construction rules for Ultra ProtoMechs, both of which allow players to use the record sheets in this volume.

Where are the other variants found in Technical Readout: Prototypes?

Players who want pre-printed record sheets for any variants mentioned in the Technical Readout can purchase the Record Sheet: Prototypes Unabridged PDF—as well as many other BattleTech products—at www.battlecorps.com/catalog.
**RULES ADDENDUM**

The following advanced rules allow players to use the units presented in *Technical Readout: Prototypes* in their games—a sneak preview of all that Strategic Operations: The Advanced Solar System Conquest Rules (SO) has to offer. These rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book (for example, any design quirks not assigned to a unit in *Technical Readout: Prototypes* are not included here).

**DESIGN QUIRKS**

*BattleTech* story and sourcebook fiction is filled with descriptions of various designs whose unique quirks affect their abilities—from the *Javelin* and its off center of gravity that makes it prone to falling at high speeds, to the *Catapult* and its faulty jump jets that can break and increase its heat during battle, to the *Behemoth* DropShip that requires two docking collars and so on. There are also illustrations of ‘Mechs that often fall far outside the norm, such as the *Stalker* that plainly doesn’t have arms, or the *Jenner* that has obvious difficulty torso twisting and so on.

However, game design and balance cannot be dictated by fiction or illustrations. Therefore, while such fiction is fun and believable and the wide variety of illustrations provides a wonderful diversity, not seeing such unique quirks play out on the field of battle—particularly when real-world vehicles provide so many existing quirks—lessens the connection between the universe and the game board.

Design quirks are a set of optional rules that allow players to bring the individuality of illustrations and story and sourcebook fiction—not to mention the uniqueness that can result from an endless series of field patches by a resourceful tech—to the gaming table.

**Numerical Values:** As these quirks are already assigned to each unit via *Technical Readout: Prototypes*, these rules do not include the numerical values for each quirk. For such values (so players can assign these quirks to their own designs), see the full Design Quirk rules in *Strategic Operations*.

**POSITIVE DESIGN QUIRKS**

The following positive design quirks each contain a rule that enhances how the design performs during a game, whether during movement or combat, a heat-related advantage and so on. When a quirk is applied to weapons grouped into a bay, all weapons receive the quirk.

**Accurate Weapon**

Being of exceptional design, a weapon or bay is more accurate than normal, and so all to-hit target numbers for that weapon or bay receive a –1 modifier.

**Quickdraw**

The arm actuators of ‘Mechs like the *Hatchetman* and *Enforcer* use large removable ammunition magazines that allow them to reload much faster than normal. Units with this quirk can reload in half the normal time.

**Hyper-Extending Actuators**

Some BattleMechs like the *Rifleman* have an advanced targeting system that can accurately target flying units: VTOLs, WiGEs, conventional and aerospace fighters, Fixed-Wing Support Vehicles, DropShips and units performing a combat drop (see p. 22, SO). All attacks against such units while airborne (not grounded) receive a –2 target number modifier. This bonus is only available when the unit itself is on the ground.

**Easy to Pilot**

Training units such as the *Chameleon* and *Crockett* are designed to be easier for a rookie MechWarrior or pilot to operate. A MechWarrior or pilot with a Piloting Skill of more than 3 will receive a –1 target number modifier for Piloting Skill rolls they have to make as a result of damage or underlying terrain. More skilled MechWarriors receive no benefit.

**Easy to Maintain**

Some units, such as the *Thorn*, are easier than others to maintain and repair. All repair or replacement rolls made for a unit with this quirk receive a –1 target number modifier.

**Extended Torso Twist**

Unlike most ‘Mechs, one with this quirk can turn its torso much further. When torso twisting, the ‘Mech can change its facing by one or two hexsides.

**Fast Reload**

BattleMechs like the *Hatchetman* and *Enforcer* use large removable ammunition magazines that allow them to reload much faster than normal. Units with this quirk can reload in half the normal time.

**Improved Cooling Jacket**

One weapon’s design incorporates a highly effective cooling jacket. When fired, this weapon generates 1 point less heat than normal (but never less than zero). The computer can aid the MechWarrior in managing heat levels, and each turn the unit will generate 4 points of heat less than normal (but never less than zero).

**Combat Computer**

The unit possesses an advanced combat computer like that installed in the *Stalker*. The computer can aid the MechWarrior or pilot in managing heat levels, and each turn the unit will generate 4 points of heat less than normal (but never less than zero).

**Atmospheric Flyer**

An aerospace unit with this quirk is exceptionally stable and maneuverable when operating in atmosphere. All control rolls receive a –1 target number modifier while in atmosphere.

**Anti-Aircraft Targeting**

Some BattleMechs, such as the *Rifleman* have an advanced targeting system that can accurately target flying units: VTOLs, WiGEs, conventional and aerospace fighters, Fixed-Wing Support Vehicles, DropShips and units performing a combat drop (see p. 22, SO). All attacks against such units while airborne (not grounded) receive a –2 target number modifier. This bonus is only available when the unit itself is on the ground.
Improved Communications

The unit has a powerful communications suite that can burn through standard electronic countermeasures. Hostile Guardian ECM or Clan ECM systems do not interfere with this unit, but Angel ECM (see p. 279, TO) still has its normal effect.

Improved Life Support

When determining damage to the MechWarrior or pilot as a result of heat following a life support critical hit, treat the unit’s heat level as being 5 points lower than normal (an example of this is the Shadow Hawk).

Improved Sensors

A unit with this quirk is treated as if it has an active probe (Range 4 for Inner Sphere units, Range 5 for Clan units). If it is equipped with an active probe, add 2 to the active probe's effective range.

Improved Targeting

The unit has advanced targeting capabilities in one range bracket. All ranged attack to-hit target numbers at the selected range bracket receive a –1 modifier.

Modular Weapons

Though lacking the flexibility of an OmniMech, a unit with modular weapons like the O-Bakemono can be repaired or customized more easily. A weapon can be replaced in half the normal time (though repairs in place take the usual amount of time). When using the Customization Rules (see p. 188, SO), half the time is required.

Multi-Track

A 'Mech with this quirk can track multiple targets and may attack any number of targets in its front and arm firing arcs in the same turn without adding the secondary-target modifier. Secondary targets in the rear arc are treated as normal.

Protected Actuators

Armor protection around the actuators is more effective, making a 'Mech with this quirk more resistant to Leg and Swarm attacks by conventional infantry and battle armor. The target number for such attacks receives a +1 modifier.

Reinforced Legs

Designed for executing the dreaded "Death From Above" attack, some 'Mechs (the Highlander, for example) suffer half the normal damage to the legs when performing Death From Above successfully.

Searchlight

Units such as the Warhammer, Loki, Guillotine, Defiance and Rifleman are equipped with high-power searchlights (see p. 57, TO). Each time a searchlight-equipped unit takes a hit in any torso location (Front or Rear), the player must roll 2D6 to determine if the searchlight is destroyed. A result of 7+ means the searchlight is destroyed, in addition to the normal effects of the attack.

Stable

'Mech designs such as the Dragon are exceptionally stable, receiving a –1 target number modifier when forced to make a Piloting Skill roll as a result of a physical attack.

Trailer Hitch

Available only to Tracked or Wheeled Combat Vehicles, the Trailer Hitch quirk is a common adaptation that enables the vehicle to tow another vehicle with a wheeled or tracked motive system that also has the Trailer Hitch quirk, in the same manner as a Support Vehicle with the Tractor chassis modification. Units with a Trailer Hitch can thus employ the rules for Tractors (see p. 205, TW).

VTOL Rotor Arrangement

All VTOLs in BattleTech have two rotors that rotate in opposite directions to counter each other’s torque. In most cases, they consist of a single main rotor and a smaller, tail-mounted rotor called a stabilizing rotor. However, VTOLs can also be built with dual or co-axial rotors. Players should only use this quirk if they are also using the advanced vehicle movement rules (see Vehicles, p. 24, TO).

Regardless of their actual arrangement, all rotors are treated the same way for purposes of armor and damage; the rotors’ hit location represents both rotors on a VTOL.

A VTOL with dual rotors mounts two rotors of equal size, both on top of the craft, either side-by-side or one in front of the other. The Karnov UR transport is an example of this arrangement, which offers greater stability at the cost of maneuverability. VTOLs with dual rotors cannot perform sideslip or bootlegger maneuvers (see Advanced Maneuvers, p. 25, TO). Additionally, dual rotors increase all of a VTOL’s turn modes by 1 (see p. 25, TO), but also apply a –1 target number modifier to all Piloting Skill rolls.

A VTOL with co-axial rotors mounts two rotors of equal size together on the same mast. The Warrior H7 attack helicopter is an example of such an arrangement, which grants greater maneuverability at the cost of reduced overall stability. The usual +2 modifier for VTOLs no longer applies to rolls on the Failed Maneuver Table (see p. 26, TO). However, each critical hit to the rotors (see Rotor Damage, p. 197, TW) adds a +1 modifier to all Piloting Skill rolls.

NEGATIVE DESIGN QUIRKS

The following negative design quirks each contain a rule detrimental to how the design performs during a game, whether during movement or combat, heat-related and so on. When a quirk is applied to weapons grouped into a bay, all weapons receive the quirk.

Ammunition Feed Problem

The ammunition feed for one ballistic or missile weapon or bay has a tendency to jam at inconvenient moments. After making a to-hit roll, roll 2D6. On a result of 10+ the weapon jams and cannot be fired again in this battle. On a roll of 12, the new round of ammunition explodes in the weapon for normal damage. Per normal rules, Gauss weapon ammunition will not explode, but the weapon itself does.

Atmospheric Flight Instability

An aerospace unit with this quirk is not very stable when flying within a planet’s atmospheric envelope. All control rolls receive a +1 target number modifier.
Bad Reputation
While perfectly sound, this unit type has acquired an unwarranted bad reputation (for example, the Blackjack during the Succession Wars). As a result, it is worth only half the normal resale value. Note that when buying this unit, players still must pay the normal value.

Cooling System Flaws
A design flaw can result in a 'Mech with this quirk generating excess heat. Whenever the 'Mech executes or receives a physical attack, falls, or is forced to make a Piloting Skill roll because it received 20 points or more damage, roll 2D6. On a result of 10+ the 'Mech will generate 5 points more heat each turn for the rest of the battle.

Crammed Cockpit
Poorly designed, the cockpit of units like the Wolverine and Stinger are very cramped. The unit is considered to have the equivalent of a Small Cockpit (see p. 211, TM), but it takes up the same weight and critical slots as a standard one.

Difficult Ejection
Certain designs have flaws in their emergency escape systems that can prove detrimental to the health of the MechWarrior or pilot. If the MechWarrior or pilot fails a Piloting Skill roll when ejecting, he or she suffers an additional point of damage (this is in addition to the standard damage taken).

Difficult to Maintain
Some units are harder to maintain and repair. All repair or replacement rolls made for this unit receive a +1 target number modifier (see Maintenance, Salvage, Repair and Customization, p. 166, SO).

Exposed Actuators
The actuators on some designs (such as the Commando) are poorly protected and more vulnerable to the effects of Swarm and Leg attacks. The target numbers for such attacks receive a –1 modifier.

EM Interference
An energy weapon is insufficiently shielded and causes interference with other delicate electronics. In the round after the weapon has been fired, the following equipment aboard the 'Mech will not function: Targeting Computer, any ECM, any Active Probe, Artemis IV FCS, Artemis V FCS, any C1, NARC, MASC, Cockpit Command Console, Chameleon LPS, Blue Shield PFD, Electronic Warfare Equipment, Streak Launchers, MRM FCS, Null Signature System, Supercharger, Void Signature System and any Stealth Armor.

Exposed Weapon Linkage
Some designs such as the Cygnus have the mechanics of a weapon dangerously exposed. When a location that holds such a weapon is hit, roll 2D6. On a roll of 10+ that weapon receives one critical hit on the first available slot. This quirk can be taken only once and only for a single weapon type, and affects all weapons of that type on the unit (for example, all AC/20s).

Gas Hog
The unit is very inefficient and consumes fuel at twice the normal rate when pushed above Cruising/Safe Thrust speed.

Hard to Pilot
This unit is hard to operate and MechWarriors, pilots or crew receive a +1 target number modifier for all necessary Piloting/Driving Skill rolls.

Inaccurate Weapon
Being of poor design, a weapon is less accurate than normal. All to-hit numbers for that weapon or bay receive a +1 modifier.

No/Minimal Arms
Some 'Mechs effectively have no arms, such as the Stalker and Locust, or arms that are totally ineffective in aiding a fallen 'Mech in regaining its feet. When making a Piloting Skill roll to stand up, such 'Mechs receive a +2 modifier to the target number; this is not cumulative with the advanced rules for attempting to stand (see p. 24, TO). In addition, the 'Mech cannot make physical attacks with its arms.

No Ejection System
Some BattleMechs and fighters—notably the Spider and Lucifer—lack an emergency escape system. The MechWarrior or pilot can never eject; that is, he or she cannot use the rules for Ejection and Abandoning Units (see p. 196, TO) or Ejection and Abandoning Ship (see p. 26, SO).

Non-Standard Parts
Because a 'Mech with this quirk is constructed with non-standard components—such as the Clint—it is more difficult to source parts for the unit. When attempting to locate replacement parts, add +2 to the target number.

Poor Performance
The unit cannot jump to maximum speed immediately. It must spend one turn expending MP equal to its Walking, Cruising or Safe Thrust rating before it can use MP up to its Running, Flanking or Maximum Thrust MP the following turn.

Poor Targeting (2, 3 or 4 Points)
The unit has poor targeting capabilities in one range bracket. All ranged attack to-hit numbers at the selected range bracket receive a +1 modifier.

Poor Workmanship
Not all manufacturers are equally dedicated to producing quality products. This unit is one quality step lower than normal (see p. 167, SO). In addition, all rolls for critical damage are modified by +1, making critical hits more likely. Results of 13 are treated as 12 (except if using Advanced Determining Critical Hits, in which case do not modify down; see p. 74, TO).

Un-streamlined
The unit cannot enter or operate in an atmosphere, such as the Achilles. If it accidentally enters an atmospheric hex, it is treated like a JumpShip (see p. 63, SO).

Weak Undercarriage
The aerospace unit has a flimsy undercarriage that cannot take much abuse. When making a landing, if the Piloting Skill roll's Margin of Failure is 3 or more, the gear will collapse. The unit takes 50 points of standard-scale damage to the nose (or rear of Spheroid Small Craft or DropShips) and the gear is destroyed.