BATTLETECH™
HEXPACKS

HEXPACK PROMOTION 1

LEVEL 1 LIGHT

LEVEL 2 HEAVY

LEVEL 2 MEDIUM

LEVEL 1 LIGHT

LEVEL 10 DROPSHIP

LEVEL 10 DROPSHIP

LEVEL 10 DROPSHIP

LEVEL 10 DROPSHIP

LEVEL 10 DROPSHIP

LEVEL 10 DROPSHIP

LEVEL 10 DROPSHIP

LEVEL 3 HEAVY

LEVEL 3 HEAVY

LEVEL 2 HARDENED

LEVEL 3 HARDENED
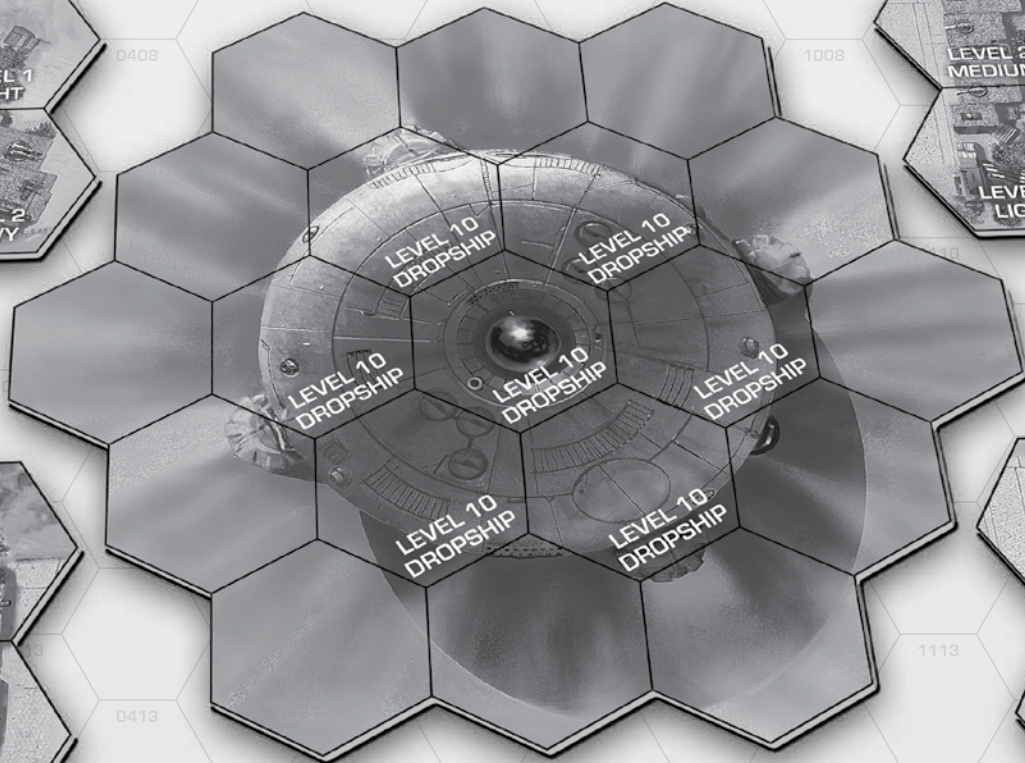
DESK JOCKEYS

Joel Bancroft-Connors

Eden
Salem, Crucis March
Federated Suns
20 August 3019

Two pillars of plasma marked the passage of the *Union* DropShips. The hulls of the two craft were barely visible in the darkening sky, even at the highest magnification the electronic binoculars offered.

"Come on," the man muttered. "Send the third one. You know you want to."

As if responding to his words, a third *Union* DropShip blasted free of the distant drop port.

"Yes!" Captain Max Masterson, commander of the mercenary company, Fire Masters, lowered the binoculars. Smiling, he turned to look at the man laying next to him. "Tell the boys we move out in an hour. That should give our employers enough time to tie up that battalion of FedRats that just lifted."

Masterson's XO nodded before scooting back down the hillside. Alone, Masterson turned to look down the expansive valley. With the battalion of Harlock's Warriors headed for the other side of the planet, this General Motors factory complex would only be defended by its corporate security force: eight light tanks and some jump infantry. He grinned. *Easy money*.

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The jeep came sliding in front of the squat building with a spray of gravel and an unhealthy shudder of the suspension. Even before it had stopped, men leapt clear of it to run pell-mell for the open door. The half-dozen men shouldered through the armored doorway and quickly spread out. Two headed down the central corridor. A third jumped down a short flight of stairs, pausing only long enough to wave his ID at the security reader before shoving through the door labeled GENERATOR. The remaining three dashed up the steep staircase that led to the second floor.

Over the cacophony of pounding feet, a voice blazed over the intercom. "Let's go, people! Incoming bravo mikes are three minutes out. If we don't stop them there won't be anyone to sign our paychecks."

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"Switching to infrared, the mag scanner is going apeshit over those buildings. Hell of a lot of metal for a fuel station and a convenience store."

Masterson sighed. Not for the first time the mercenary commander wondered if Wilkins was too paranoid for recon duty. "It's a company town, Wilkins. Half this stuff was probably built and used by GM at some point. You're looking for signs of tanks and crunchies, not a place to get a soykaf and a lube job."

"Aye aye, Cap'n," replied Wilkins.

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Jake snugged his restraints for the hundredth time. Even with the blast covers closed he felt almost naked in the ferroglass bubble perched beside the turret. He envied the pukes back at base. Their gun towers still had automated weapons controls that allowed the gunners to sit safely in the bowels of the structure and use vid displays to see their targets. He glanced to his left and took some comfort in the barrel of his heavy autocannon. Even Carl's side-by-side heavy lasers didn't have as much raw penetration as his big gun did.

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Gus stood slowly, making sure to duck his head until he'd reached the stairs leading down from his control console. Reaching the main floor he paced in the narrow space between his raised dais and the backs of the operators' chairs. The control room was a scant three meters wide. He could only manage three steps before having to turn around. When he did, his eyes looked to the main display. The wall panel had burnt out six months ago and maintenance had replaced

it with a wall projector and screen. He grumbled at the lack of clarity, but he didn't need clarity to see the mercs moving straight for his position. He opened a channel to his partner across the street. "Speedy Lube to Seven by Twenty-Four, you getting this, Sam?"

"Affirm, Speedy. We wait until their lead element has passed us by a hundred meters?"

"Affirm. Good shooting, Seven."

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"Movement on the rooftops!" Wilkins shouted.

Masterson tried uselessly to yank his head away from the speakers in his neurohelmet. "Then bloody well rake it with your machine guns, you idiot! It's the bloody infantry we've been expecting. I swear, Wilkins, did your mother raise you in a padded crib?"

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Angel's voice was soft as silk in Jake's headset. "Dropping blast covers in three, two, one..." The metal walls around Jake began to fold away, the false air conditioning unit giving way to his heavy autocannon turret.

Jake already had his gun aimed where he knew the target would appear. As soon as the walls cleared his weapons would join those of Carl's and the boys across the street in the Seven.

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Masterson had turned the gain down on his helmet speakers but that hardly seemed to matter as Wilkins screamed. "Multiple target locks! I've being targeted! Oh my god—"

Masterson would have blessed the sudden end to Wilkins screams were it not a result of the young recon pilot's *Phoenix Hawk* vanishing in a fusillade of weapons fire. The headless medium BattleMech dropped lifelessly to its knees before crashing full-length on the pavement.

"Buildings are live, the buildings are live, pull back and concentrate fire on the gas station." Masterson's voice was far calmer than his gut.

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Ferrocrete dust cascaded from the ceiling as fire slammed into the structure. Holding the back of Angel's chair, Gus keyed his com. "Command, this is Sierra Lima Two Four. Targets have been engaged. Request fire mission to grid 734. Main force is bunched up and prime for duck hunting."

"Affirm, Sierra Lima Two Four. Fire is on the way."

The building rumbled again, the projection screen showing dual blasts of the *Marauder*'s PPCs melting more than a ton of their protective armor. Leaning forward, he spoke to Angel "Have the boys concentrate on that MAD-3D. Odds are he's the unit commander." Standing straight again, Gus flipped channels and spoke again, "Barn Door, Barn Door: let the horses out."

Two blocks back from the disguised gun emplacements the doors of two barns swung open. Revealed behind the rustic exteriors were high-tech vehicle bays from which spat a swarm of armed SUVs. Two mechanized infantry platoons shot down a side street before turning to race toward the embattled gun emplacements.

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Masterson was backpeddling his *Marauder,* trying to get where his PPCs could reach the gun emplacements without their guns being able to reply in kind. The buildings were taking a toll on his men. His BattleMechs couldn't miss the stationary targets at this range, but each carried as much firepower as his heavy 'Mech and more than outmatched some of the smaller 'Mechs in his unit. To make matters worse, he'd already had to task what was left of Wilkin's lance to deal with the rolling crunchies trying the backstab them.

The words just slipped out. "What else can go wrong?"

"Incoming artillery!"

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The *Marauder* was futilely trying to use the stump of its remaining arm to prop itself up, but with its dorsal laser blasted away it was not a threat. And as the only BattleMech still in range of Jake's autocannon, it meant the fight was over. The battered remnants of the mercenary force were attempting to outrun the walking artillery fire that chased them back the way they had come.

"Score one for the desk jockeys!" Jake crowed.

The following is for use with the *DropShip Promotional Tile* and expands upon the rules sheet found with that product.

BUILDINGS

The following building stats are for use with the four building tiles; it is assumed players have access to the building rules from Total Warfare. While players can use the size descriptions below to best match with the tiles, ultimately it's up to the players to decide which stats represent which tiles.

Any rules/equipment that players do not recognize from the rulebooks they own simply ignore (complete rules are found in *TechManual* as well as *Tactical Operations*).

Eras: Each building includes several variants best used in specific eras, as noted in parenthesis after each name. Note that the "Age of War" Sub-Era of the Star League Era is used extensively in these rules; see the BattleTech Eras tab at http://www.masterunitlist.info/Home/GettingStarted for more information.

Armor: If a building hex is armored, non-infantry units may not enter the hex until the armor is gone. Attacks against an armored building from outside the structure will first reduce the armor; once the armor has been reduced to 0, then damage will be applied to the CF.

Indirect Power: If the building uses Indirect Power, as shown under Power Supply, then before game play the controlling player must secretly note another building on the map board, within 30 hexes, as the power generation building that provides this structure with its indirect power. If power generation building is destroyed, all non-energy weapons will cease operating and the turret will lock in its current position.

General Game Notes: Quarters represent common space and additional bunk space for off duty personnel. Infantry Foot Bays can be swapped for an equal number of Jump Infantry, Motorized, Mechanized or Battle Armor Bays with no change to any other stats. This must be noted on the Record Sheet at the start of game play. (Battle Value of structure does not include the BV for infantry in the infantry bays.)

HEAVY FIRE BASE (BUILDING 1)

The Heavy Fire Base is a classic first line of defense structure. Using the gun emplacement architecture makes for a compact package of weaponry capable of making even the largest BattleMech give pause. Designed to be self sufficient, the fire base could be built nearly anywhere. Commonly used at major crossroads or choke points, Fire Bases were often built close to other fire bases to provide overlapping fields of fire.

LEVEL 1
LIGHT

LEVEL 2
HEAVY

HEAVY FIRE BASE (AGE OF WAR)
Introduced: 2460 (Terran Hegemony)
Faction Usage: IS General, Periphery General

Technology Base: Inner Sphere
Building Classification: Gun Emplacement
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 277

Dimensions
Length: 30 Meters (1 Hex)
Width: 30 Meters (1 Hex)
Height: 6 Meters (1 Level)

Base Crew: 2 officers, 4 crew, 4 gunners, 6 bay personnel

Notes: 4 Search Lights (facings 1, 3, 4, 6), 2 Crew Quarters, Paramedic Equipment, Communications Equipment (3 tons), Field Kitchen, Power Generator (2 tons), Cargo (15 tons). Equipped with environmental sealing.

Weapons and Equipment	Hex/Location
1 AC/10	Turret
Ammo (AC) 40	Level 1
2 Large Lasers	Turret
2 Machine Guns	Turret
Ammo (MG) 200	Level 1
4 Machine Guns	Level 1
Ammo (MG) 200	Level 1

Weapons Facings: Non-turret machine guns face one each to hex side 2, 3, 5 and 6

Game Notes: The AoW Fire Base can be used in the Succession Wars by changing the power supply to Indirect and designating a power generator building per the normal rules. Power generator building must be within 30 hexes.

HEAVY FIRE BASE (CLAN INVASION)

Introduced: 3052 (Federated Commonwealth)
Faction Usage: IS General, Periphery General

Technology Base: Inner Sphere
Building Classification: Gun Emplacement
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 261

Dimensions
    Length: 30 Meters (1 Hex)
    Width: 30 Meters (1 Hex)
    Height: 6 Meters (1 Level)

Base Crew: 2 officers, 4 crew, 4 gunners, 6 bay personnel

Notes: 4 Search Lights (facings 1, 3, 4, 6), 2 Crew Quarters, Paramedic Equipment, Communications Equipment (3 tons), Field Kitchen, Guardian ECM Suite, Power Generator (2.5 tons), Cargo (10 tons), CASE. Equipped with environmental sealing.

Weapons and Equipment	Hex/Location
1 Large Pulse Laser	Turret
1 Medium Pulse Laser	Turret
1 LB 10-X AC	Turret
Ammo (LB-X) 40	Level 1
2 Machine Guns	Turret
Ammo (MG) 200	Level 1
4 Machine Guns	Level 1
Ammo (MG) 200	Level 1
1 Anti-Missile System	Turret
Ammo (AMS) 24	Level 1

Weapons Facings: Non-turret machine guns face one each to hex side 2, 3, 5 and 6

HEAVY FIRE BASE (JIHAD)

Introduced: 3070 (Word of Blake)
Faction Usage: IS General, Periphery General

Technology Base: Inner Sphere
Building Classification: Gun Emplacement
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 299

Dimensions
    Length: 30 Meters (1 Hex)
    Width: 30 Meters (1 Hex)
    Height: 6 Meters (1 Level)

Base Crew: 2 officers, 4 crew, 4 gunners, 6 bay personnel

Notes: 4 Search Lights (facings 1, 3, 4, 6), 2 Crew Quarters, Paramedic Equipment, Communications Equipment (3 tons), Field Kitchen, Guardian ECM Suite, Power Generator (2.5 tons), Cargo (10 tons), CASE. Equipped with environmental sealing.

Weapons and Equipment	Hex/Location
1 Snub-Nose PPC	Turret
1 LB 10-X AC	Turret
Ammo (LB-X) 40	Level 1
1 Light PPC	Turret
2 Machine Guns	Turret
Weapons and Equipment	**Hex/Location**
Ammo (MG) 200	Level 1
4 Machine Guns	Level 1
Ammo (MG) 200	Level 1
1 Anti-Missile System	Turret
Ammo (AMS) 24	Level 1

Weapons Facings: Non-turret machine guns face one each to hex side 2, 3, 5 and 6
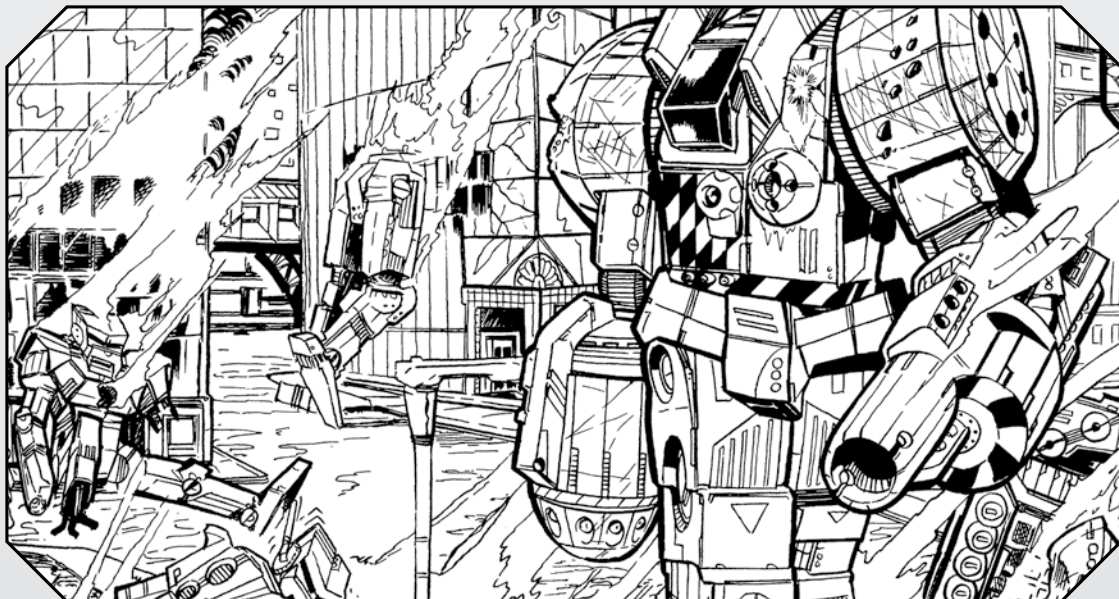
INFANTRY OUTPOST [BUILDING 2]

Infantry outposts serve as forward bases for quick response forces or security posts in urban centers. The structures are part barracks, part command post and part weapons emplacement. Fortified outposts are more commonly found outside of urban centers, capable of withstanding 'Mech-scale weapons barrages for a limited time. Their weapon loads are also greater than the standard outpost, able to threaten heavy vehicles and even lighter BattleMechs.

LEVEL 2
MEDIUM

LEVEL 1
LIGHT

STANDARD INFANTRY OUTPOST (ALL ERAS)
Introduced: 2475 (Terran Hegemony)
Faction Usage: Inner Sphere General, Periphery General

Technology Base: Inner Sphere
Building Classification: Standard Building
Building Type: Medium
Construction Factor (Per Hex): 40
Armor (Per Hex): None
Power Supply: Indirect
Battle Value: 12

Dimensions
Length: 30 meters (1 Hexes)
Width: 30 meters (1 Hexes)
Height: 12 meters (2 Levels)

Base Crew: 6 officers, 5 crew, 9 gunners, 9 bay personnel

Notes: 2 Search Lights (facings 1, 4), 10 Steerage Quarters, MASH, Field Kitchen, Communications Equipment (1 tons), Foot Infantry Bay, Cargo (8.5 tons).

Weapons and Equipment	Hex/Location
2 Heavy SRM launchers	Turret
Ammo (HSRM) 100	Level 1
1 Particle Cannon (Support)	Turret
2 Support Machine Guns	Pintle, Level 2
Ammo (Support MG) 600	Level 1

FORTIFIED INFANTRY BUNKER (AGE OF WAR)
Introduced: 2350 (Terran Hegemony)
Faction Usage: Inner Sphere General, Periphery General

Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Heavy
Construction Factor (Per Hex): 80
Armor (Per Hex): 80
Power Supply: Indirect
Battle Value: 105

Dimensions
Length: 30 meters (1 Hexes)
Width: 30 meters (1 Hexes)
Height: 12 meters (2 Levels)

Base Crew: 3 officers, 5 crew, 2 gunners, 9 bay personnel

Notes: 4 Search Lights (facings 2, 3, 4, 6), 6 Steerage Quarters, MASH, Field Kitchen, Communications Equipment (1 ton), Mechanized Infantry Bay, Cargo (8 tons).

Weapons and Equipment	Hex/Location
1 Large Laser	Turret
1 Medium Laser	Turret
2 Machine Guns	Turret
Ammo (MG) 200	Level 1
1 Machine Gun	Level 2
Ammo (MG) 200	Level 1

Weapons Facings: Non-turret machine gun faces hex side 3

FORTIFIED INFANTRY BUNKER (CLAN INVASION)

Introduced: 3052 (Federated Commonwealth)
Faction Usage: Inner Sphere General, Periphery General

Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Heavy
Construction Factor (Per Hex): 80
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 119

Dimensions
 Length: 30 meters (1 Hexes)
 Width: 30 meters (1 Hexes)
 Height: 12 meters (2 Levels)

Base Crew: 3 officers, 5 crew, 2 gunners, 9 bay personnel

Notes: 4 Search Lights (facings 2, 3, 4, 6), 5 Steerage Quarters, MASH, Field Kitchen, Communications Equipment (1 ton), Foot Infantry Bay, Power Generator (2.5 tons), Cargo (10 tons), CASE.

Weapons and Equipment	Hex/Location
2 Medium Pulse Lasers	Turret
2 Machine Guns	Turret
Ammo (MG) 200	Level 1
1 Machine Gun	Level 2
Ammo (MG) 100	Level 1
2 Anti-Missile Systems	Turret
Ammo (AMS) 72	Level 1

Weapons Facings: Non-turret machine gun faces hex side 3

FORTIFIED INFANTRY OUTPOST (FEDCOM CIVIL WAR)

Introduced: 3062 (Free Worlds League)
Faction Usage: Inner Sphere General, Periphery General

Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Medium
Construction Factor (Per Hex): 40
Armor (Per Hex): 40
Power Supply: Fusion
Battle Value: 131

Dimensions
 Length: 30 meters (1 Hexes)
 Width: 30 meters (1 Hexes)
 Height: 12 meters (2 Levels)

Base Crew: 3 officers, 5 crew, 2 gunners, 9 bay personnel

Notes: 4 Search Lights (facings 2, 3, 4, 6), 5 Steerage Quarters, MASH, Field Kitchen, Communications Equipment (1 ton), Mechanized Infantry Bay, Power Generator (2.5 tons), Cargo (10 tons), CASE.

Weapons and Equipment	Hex/Location
2 ER Medium Lasers	Turret
2 Machine Guns	Turret
Ammo (MG) 200	Level 1
1 Machine Gun	Level 2
Ammo (MG) 200	Level 1
2 Anti-Missile Systems	Turret
Ammo (AMS) 72	Level 1

Weapons Facings: Non-turret machine gun faces hex side 3

COMMAND POST [BUILDING 3]

Command posts are the heart of a defensive fortification. From here a battle can be coordinated, troops can be deployed, equipment repaired, and soldiers treated. Fortified command posts are capable of defending themselves from heavy combat units, as well as being able to provide supporting artillery fire to outlying structures or combat forces in the field. Their armor is essential to their defense, for if a command post falls usually the defender's commander has also fallen.

LEVEL 3 HEAVY

LEVEL 3 HEAVY

COMMAND POST (ALL ERAS)
Introduced: 2410 (Terran Hegemony)
Faction Usage: Inner Sphere General, Periphery General

Type: Command Post
Technology Base: Inner Sphere
Building Classification: Standard
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): None
Power Supply: ICE (Petrol/Natural Gas)
Battle Value: 23

Dimensions
    Length: 60 meters (2 Hexes)
    Width: 30 meters (1 Hexes)
    Height: 18 meters (3 Levels)

Base Crew: 10 officers, 8 crew, 5 gunners, 61 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 16 Crew Quarters (8 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchens (Hex 2), Communications Equipment (Hex 2, 7 tons), 2 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 1, 10 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), Fuel (Hex 2, 50 tons). Equipped with fuel for 50 days of operations.

Hex 1:

Weapons and Equipment	Hex/Location
1 Support Laser, Heavy	Turret
1 Machine Gun (Support)	Turret
Ammo (Support MG) 200	Level 1

Hex 2:

Weapons and Equipment	Hex/Location
1 Support Laser, Heavy	Turret
1 Recoilless Rifle, Heavy	Turret
1 Machine Gun (Support)	Turret
Ammo (Support MG) 200	Level 1

FORTIFIED COMMAND POST (AGE OF WAR)
Introduced: 2350 (None)
Faction Usage: Inner Sphere General, Periphery General

Type: Command Post
Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: ICE (Petrol/Natural Gas)
Battle Value: 400

Dimensions
    Length: 60 meters (2 Hexes)
    Width: 30 meters (1 Hexes)
    Height: 18 meters (3 Levels)

Base Crew: 8 officers, 8 crew, 4 gunners, 61 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 16 Crew Quarters (8 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchens (Hex 2), Communications Equipment (Hex 2, 7 tons), 2 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 1, 11.5 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), Fuel (Hex 2, 65 tons). Equipped with fuel for 65 days of standard operations or 3 hours of continuous weapons fire.

Hex 1:

Weapons and Equipment	Hex/Location
1 AC/5	Turret
Ammo (AC) 40	Level 1
1 Machine Gun	Turret
Ammo (MG) 200	Level 1
2 Large Lasers	Level 3
2 Medium Lasers	Level 3
4 Machine Guns	Level 2
Ammo (MG) 600	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 Thumper Artillery	Turret
Ammo (Thumper) 60	Level 1
1 AC/5	Turret
Ammo (AC) 40	Level 1
1 Machine Gun	Turret
Ammo (MG) 800	Level 1
4 Machine Guns	Level 2
Ammo (MG) 600	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 3 and 5

FORTIFIED COMMAND POST (CLAN INVASION)
Introduced: 3052 (Federated Commonwealth)
Faction Usage: Inner Sphere General, Periphery General

Type: Command Post
Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 535

Dimensions
    Length: 60 meters (2 Hexes)
    Width: 30 meters (1 Hexes)
    Height: 18 meters (3 Levels)

Base Crew: 10 officers, 8 crew, 8 gunners, 61 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 16 Crew Quarters (8 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchens (Hex 2), Communications Equipment (Hex 2, 7 tons), 2 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), Power Generator (Hex 1, 7 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4).

Hex 1:

Weapons and Equipment	Hex/Location
1 Gauss Rifle	Turret
Ammo (Gauss) 32	Level 1
4 Machine Guns	Level 1
Ammo (MG) 400	Level 1
4 Medium Pulse Lasers	Level 2
1 Anti-Missile System	Turret
Ammo (AMS) 48	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 Thumper Artillery	Turret
Ammo (Thumper) 60	Level 1
1 AC/5	Turret
Ammo (AC) 40	Level 1
4 Machine Guns	Level 2
Ammo (MG) 400	Level 1
1 Anti-Missile System	Turret
Ammo (AMS) 48	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 3 and 5
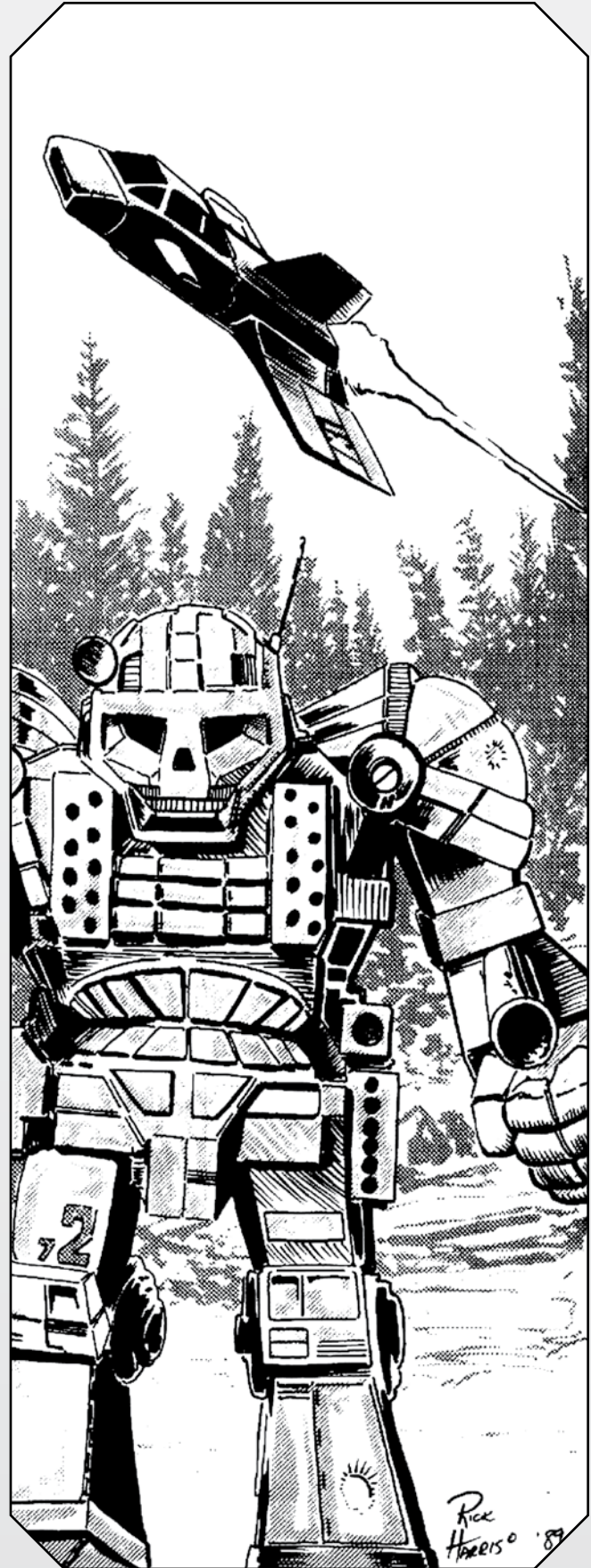
FORTIFIED COMMAND POST (FEDCOM CIVIL WAR)

Introduced: 3062 (Federated Commonwealth)
Faction Usage: Inner Sphere General, Periphery General

Type: Command Post
Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 537

Dimensions
   Length: 60 meters (2 Hexes)
   Width: 30 meters (1 Hexes)
   Height: 18 meters (3 Levels)

Base Crew: 10 officers, 8 crew, 8 gunners, 61 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 16 Crew Quarters (8 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchens (Hex 2), Communications Equipment (Hex 2, 7 tons), 2 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 2, 7.5 tons), Cargo (Hex 1, 20 tons; Hex 2 50 tons), Guardian ECM Suite, CASE.

Hex 1:

Weapons and Equipment	Hex/Location
1 LB 10-X AC	Turret
Ammo (LB-X) 40	Level 1
4 Machine Guns	Level 1
Ammo (MG) 400	Level 1
4 Medium Pulse Lasers	Level 2
4 ER Medium Lasers	Level 2
1 Anti-Missile System	Turret
Ammo (AMS) 48	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 Thumper Artillery	Turret
Ammo (Thumper) 60	Level 1
1 LB 5-X AC	Turret
Ammo (LB-X) 40	Level 1
4 Machine Guns	Level 2
Ammo (MG) 400	Level 1
1 Anti-Missile System	Turret
Ammo (AMS) 48	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 3 and 5

FORTIFIED COMMAND POST (JIHAD)

Introduced: 3072 (Capellan Confederation)
Faction Usage: Inner Sphere General, Periphery General

Type: Command Post
Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Heavy
Construction Factor (Per Hex): 90
Armor (Per Hex): 80
Power Supply: Fusion
Battle Value: 741

Dimensions
   Length: 60 meters (2 Hexes)
   Width: 30 meters (1 Hexes)
   Height: 18 meters (3 Levels)

Base Crew: 10 officers, 8 crew, 8 gunners, 61 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 16 Crew Quarters (8 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchen (Hex 2), Communications Equipment (Hex 2, 7 tons), 2 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 2, 10 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), Guardian ECM Suite, CASE.

Hex 1:

Weapons and Equipment	Hex/Location
1 Heavy PPC	Turret
2 ER Medium Lasers	Turret
4 Machine Guns	Level 1
Ammo (MG) 400	Level 1
4 Light PPC	Level 3
1 Anti-Missile System	Turret
Ammo (AMS) 48	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facings 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 Thumper Artillery	Turret
Ammo (Thumper) 60	Level 1
1 Plasma Rifle	Turret
Ammo (Plasma) 40	Level 1
2 ER Medium Lasers	Turret
4 Machine Guns	Level 2
Ammo (MG) 400	Level 1
1 Anti-Missile System	Turret
Ammo (AMS) 48	Level 1

*Weapons Facings:* Non-turret weapons evenly spaced to facings 3 and 5

HARDENED COMMAND FORT [BUILDING 4]

LEVEL 2 HARDENED

LEVEL 3 HARDENED

While hardened structures predate Castles Brian, by many decades, they are often thought of as the poor man's substitute for the Terran Hegemony's premiere defensive fortifications. The most critical places are defended by hardened forts. Possessing enough fire power to turn battles, and with their artillery even those kilometers away, these fortresses are often the first targets of an attacking force. Woe to the attacker who does not come prepared to deal with the hardened armor of these structures.
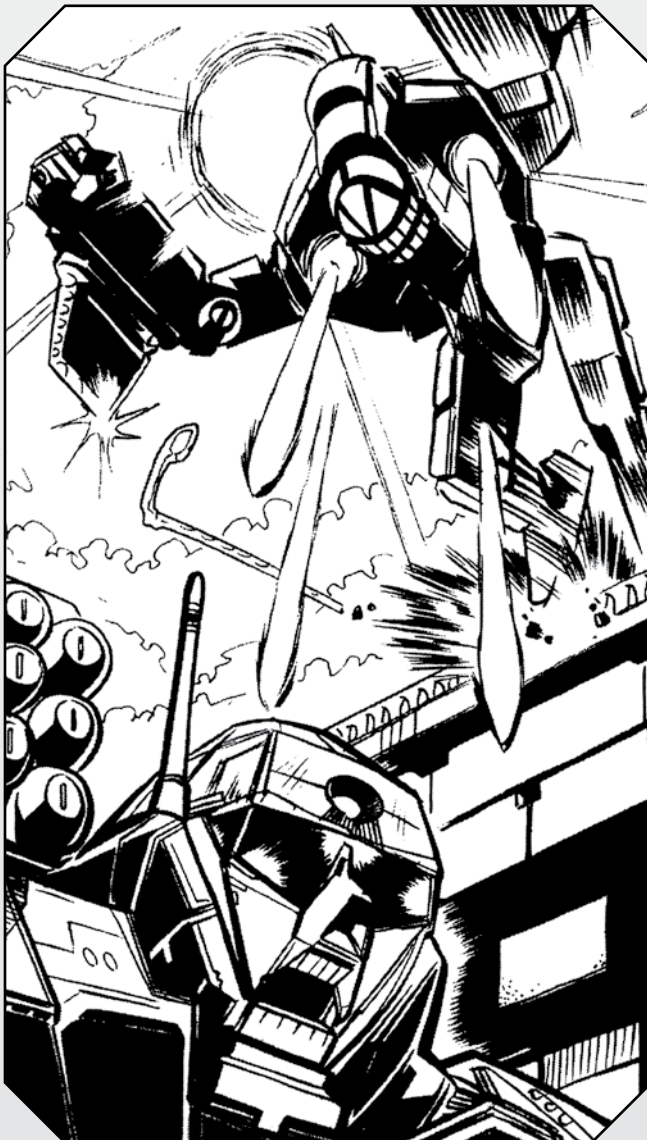
HARDENED COMMAND FORT (AGE OF WAR)
Introduced: 2500 (Terran Hegemony)
Factions Usage: Inner Sphere General

Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Hardened
Construction Factor (Per Hex): 150
Armor (Per Hex): 144
Power Supply: ICE (Petrol/Natural Gas)
Battle Value: 906

Dimensions
   Length: 60 meters (2 Hexes)
   Width: 30 meters (1 Hexes)
   Height: 12 meters (2 Levels)

Base Crew: 14 officers, 8 crew, 12 gunners, 58 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 24 Crew Quarters (12 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchens (Hex 2), Communications Equipment (Hex 2, 7 tons), 4 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 2, 13.5 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), Fuel (Hex 2, 100 tons). Equipped with fuel for 100 days of standard operation, or 3 hours of continuous weapons fire.

Hex 1:

Weapons and Equipment	Hex/Location
1 Sniper Artillery	Turret
Ammo (Sniper) 40	Level 1
6 Machine Guns	Level 2
Ammo (MG) 600	Level 1
3 Large Lasers	Level 2
3 Medium Lasers	Level 2

Weapons Facings: Non-turret weapons evenly spaced to facing 1, 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 AC/10	Turret
Ammo (AC/10) 40	Level 1
1 AC/2	Turret
Ammo (AC/2) 90	Level 1
6 Machine Guns	Level 2
Ammo (MG) 600	Level 1
3 PPC	Level 2
3 Medium Lasers	Level 2

Weapons Facings: Non-turret weapons evenly spaced to facings 3, 4 and 5

HARDENED COMMAND FORT (CLAN INVASION)
Introduced: 3052 (Federated Commonwealth)
Faction Usage: Inner Sphere General, Periphery General

Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Hardened
Construction Factor (Per Hex): 150
Armor (Per Hex): 144
Power Supply: Fusion
Battle Value: 1420

Dimensions
  Length: 60 meters (2 Hexes)
  Width: 30 meters (1 Hexes)
  Height: 12 meters (2 Levels)

Base Crew: 14 officers, 8 crew, 12 gunners, 58 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 24 Crew Quarters (12 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchen (Hex 2), Communications Equipment (Hex 2, 7 tons), 4 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 2, 9.5 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), Guardian ECM Suite, CASE.

Hex 1:

Weapons and Equipment	Hex/Location
1 Arrow IV Missile Launcher	Turret
Ammo (Arrow) 60	Level 1
6 Machine Guns	Level 2
Ammo (MG) 600	Level 1
3 ER PPC	Level 2
3 Medium Pulse Lasers	Level 2

Weapons Facings: Non-turret weapons evenly spaced to facings 1, 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 Gauss Rifle	Turret
Ammo (Gauss) 40	Level 1
1 ER Large Laser	Turret
6 Machine Guns	Level 2
Ammo (MG) 600	Level 1
3 ER Large Lasers	Level 2
3 Medium Pulse Lasers	Level 2

Weapons Facings: Non-turret weapons evenly spaced to facings 3, 4 and 5

HARDENED COMMAND FORT (JIHAD)
Introduced: 3072 (Word of Blake)
Faction Usage: Inner Sphere General, Periphery General

Technology Base: Inner Sphere
Building Classification: Fortress
Building Type: Hardened
Construction Factor (Per Hex): 150
Armor (Per Hex): 144
Power Supply: Fusion
Battle Value: 1,376

Dimensions
  Length: 60 meters (2 Hexes)
  Width: 30 meters (1 Hexes)
  Height: 12 meters (2 Levels)

Base Crew: 14 officers, 8 crew, 12 gunners, 58 bay personnel

Notes: 6 Search Lights (Hex 1 (facings 1, 2, 6) Hex 2 (facings 3, 4, 5), 24 Crew Quarters (12 per hex), MASH with 2 Theaters (Hex 1), 2 Field Kitchens (Hex 2), Communications Equipment (Hex 2, 7 tons), 4 Light Vehicle Bays (Hex 1), 6 Foot Infantry Bays (Hex 2), Mobile Field Base (Hex 2), 3 Bay Doors (Hex 1, facings 2 and 6, and Hex 2 facing 4), Power Generator (Hex 2, 9.5 tons), Cargo (Hex 1, 20 tons; Hex 2, 50 tons), Guardian ECM Suite, CASE.

Hex 1:

Weapons and Equipment	Hex/Location
1 Arrow IV Missile Launcher	Turret
Ammo (Arrow) 60	Level 1
3 Machine Guns	Level 2
Ammo (MG) 600	Level 1
3 Snub Nose PPC	Level 2
3 Medium Pulse Lasers	Level 2
3 ER Medium Lasers	Level 2

Weapons Facings: Non-turret weapons evenly spaced to facings 1, 2 and 6

Hex 2:

Weapons and Equipment	Hex/Location
1 Gauss Rifle	Turret
Ammo (Gauss) 40	Level 1
1 LB 2-X AC	Turret
Ammo (LB-X) 90	Level 1
3 Machine Guns	Level 2
Ammo (MG) 600	Level 1
3 Snub Nose PPC	Level 2
3 ER Medium Lasers	Level 2
2 Anti-Missile Systems	Turret
Ammo (AMS) 72	Level 1

Weapons Facings: Non-turret weapons evenly spaced to facing 3, 4 and 5.

BATTLETECH
HEXPACKS ™

BATTLETECH HEXPACK — LAKES AND RIVERS ™
A TERRAIN EXPANSION FOR THE INTRODUCTORY BOX SET

BATTLETECH HEXPACK — CITIES AND ROADS ™
A TERRAIN EXPANSION FOR THE INTRODUCTORY BOX SET

The *HexPacks* are a flexible map system aid from the *BattleTech* game system. Designed for use in conjunction with other pre-printed mapsheets (such as those for the *25th Anniversary Introductory Box Set*), the systems flexibility allows for easy modifications to existing mapsheets, increasing the enjoyment of a given scenario as players quickly change the terrain to bring new excitement to each game they play!

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BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
18 (180)

DROPSHIP DATA

Type: **Union (2708)**

Name:	Tonnage:	3600
Thrust:	Tech Base:	Inner Sphere (Intro)
Safe Thrust: 3	Year:	2708
Maximum Thrust: 5		
Fighters/Small Craft: 2 / 0	Launch Rate: 4 / 0	

Weapons & Equipment Inventory

Standard Scale

	Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
1	PPC	N	10	1 (10)	1 (10)	—	—
2	AC/5 [20 rnds]	N	2	1 (10)	1 (10)	—	—
2	LRM 20 [24 misl]	N	12	2 (24)	2 (24)	2 (24)	—
2	Medium Laser	N	6	1 (10)	—	—	—
1	PPC	FL/FR	10	1 (10)	1 (10)	—	—
2	AC/5 [40 rnds]	FL/FR	2	1 (10)	1 (10)	—	—
2	LRM 20 [24 misl]	FL/FR	12	2 (24)	2 (24)	2 (24)	—
1	Large Laser	FL/FR	8	0 (8)	0 (8)	—	—
2	Medium Laser	FL/FR	6	1 (10)	—	—	—
1	Large Laser	AL/AR	8	0 (8)	0 (8)	—	—
2	Medium Laser	AL/AR	6	1 (10)	—	—	—
1	Large Laser	A	8	0 (8)	0 (8)	—	—
2	Medium Laser	A	6	1 (10)	—	—	—

Cargo:
Mech - 4 units (2 doors)
Mech - 8 units (2 doors)
Aerospace Fighter Bay - 2 units (2 doors)
Cargo Space - 74.50 tons (2 doors)

Cost:	BV: 3,962

Left Damage Threshold (Total Armor)
18 (180)

Right Damage Threshold (Total Armor)
18 (180)

Structural Integrity: 11
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Aft Damage Threshold (Total Armor)
10 (100)

CREW DATA

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 42   Marines: 0
Passengers: 0
Other: 0   Battle Armor: 0
Life Boats/Escape Pods: 0/7

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5
FCS	+2	+4	D	Life Support	+2
Sensors	+1	+2	+5	K-F Boom	D
Thrusters				Docking Collar	D
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 90 (90) Single

Heat Generation Per Arc

Nose:	30	Aft:	14
Fore-Left:	38	Aft-Left:	14
Fore-Right:	38	Aft-Right:	14

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Union (3055)

Name:	
Thrust:	
Safe Thrust:	3
Maximum Thrust:	5

Tonnage: 3600
Tech Base: Inner Sphere
Year: 3055

Fighters/Small Craft: 2 / 0   Launch Rate: 4 / 0

Weapons & Equipment Inventory

Standard Scale

	Bay	Loc	Ht	SRV (1-6)	MRV (7-12)	LRV (13-20)	ERV (21-25)
1	ER PPC	N	15	1 (10)	1 (10)	1 (10)	—
1	Gauss Rifle [24 rnds]	N	1	1 (15)	1 (15)	1 (15)	—
2	LRM 20 [24 misl] w/Artemis IV FCS	N	12	2 (24)	2 (24)	2 (24)	—
2	Medium Laser	N	6	1 (10)	—	—	—
1	ER PPC	FL/FR	15	1 (10)	1 (10)	1 (10)	—
1	Gauss Rifle [24 rnds]	FL/FR	1	1 (15)	1 (15)	1 (15)	—
2	LRM 20 [24 misl] w/Artemis IV FCS	FL/FR	12	2 (24)	2 (24)	2 (24)	—
1	ER Large Laser	FL/FR	12	0 (8)	0 (8)	0 (8)	—
2	Medium Laser	FL/FR	6	1 (10)	—	—	—
1	ER Large Laser	AL/AR	12	0 (8)	0 (8)	0 (8)	—
2	Medium Laser	AL/AR	6	1 (10)	—	—	—
1	ER Large Laser	A	12	0 (8)	0 (8)	0 (8)	—
2	Medium Laser	A	6	1 (10)	—	—	—

Cargo:
Mech - 4 units (2 doors)
Mech - 8 units (2 doors)
Aerospace Fighter Bay - 2 units (2 doors)
Cargo Space - 72.50 tons (1 door)

Cost: BV: 4,977

ARMOR DIAGRAM

Standard Scale

Nose Damage Threshold (Total Armor) **18 (180)**

Left Damage Threshold (Total Armor) **17 (170)**

Right Damage Threshold (Total Armor) **17 (170)**

Structural Integrity: 11
○○○○○○○○○○○

Aft Damage Threshold (Total Armor) **12 (120)**

CREW DATA

Gunnery Skill: ____   Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 42   Marines: 0
Passengers: 0
Other: 0   Battle Armor: 0

Life Boats/Escape Pods: 0/7

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5
FCS	+2	+4	D	Life Support	+2
Sensors	+1	+2	+5	K-F Boom	D
Thrusters				Docking Collar	D
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	−1	−2	−3	−4	−5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 85 (170) Double

Heat Generation Per Arc		
Nose: 34	Aft: 18	
Fore-Left: 46	Aft-Left: 18	
Fore-Right: 46	Aft-Right: 18	

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BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Union (3070)

Name:

Thrust:

Safe Thrust: 3

Maximum Thrust: 5

Fighters/Small Craft: 2 / 0

Tonnage: 3600

Tech Base: Inner Sphere

Era: Jihad

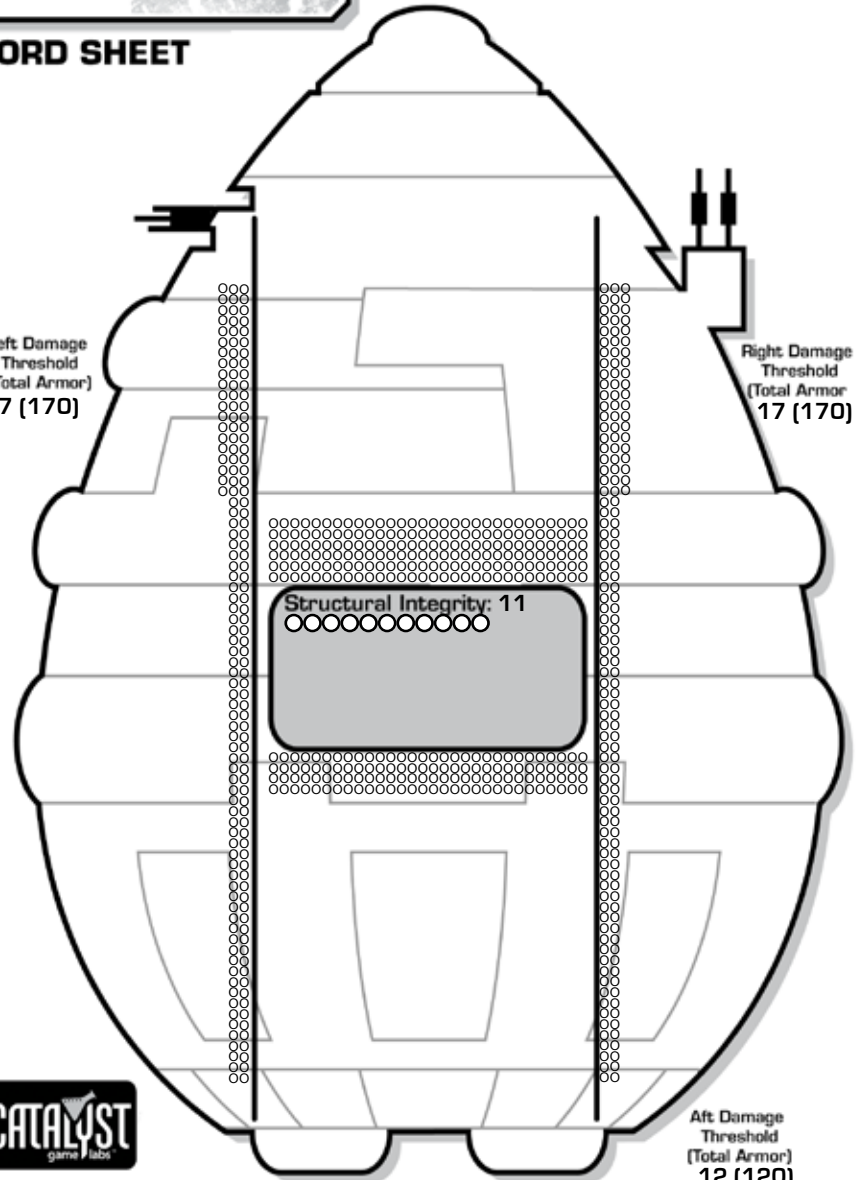Launch Rate: 4 / 0

Weapons & Equipment Inventory

	Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
	Bay	Loc	Ht	SRV	MRV	LRV	ERV
1	ER PPC	N	15	1 (10)	1 (10)	1 (10)	—
1	Gauss Rifle	N	1	1 (15)	1 (15)	1 (15)	—
	[24 rnds]						
3	MML 9	N	15				
	[33 SRM rnds]			4 (42)	—	—	—
	[39 LRM rnds]			2 (21)	2 (21)	2 (21)	—
	w/Artemis IV FCS						
2	ER Medium Laser	N	10	1 (10)	1 (10)	—	—
2	AMS	N	2	0 (6)	Point Defense		
	[36 rnds]						
1	ER PPC	FL/FR	15	1 (10)	1 (10)	1 (10)	—
1	Gauss Rifle	FL/FR	1	1 (15)	1 (15)	1 (15)	—
	[24 rnds]						
3	MML 9	FL/FR	15				
	[33 SRM rnds]			4 (42)	—	—	—
	[39 LRM rnds]			2 (21)	2 (21)	2 (21)	—
	w/Artemis IV FCS						
1	ER Large Laser	FL/FR	12	0 (8)	0 (8)	0 (8)	—
2	ER Medium Laser	FL/FR	10	1 (10)	1 (10)	—	—
1	ER Large Laser	AL/AR	12	0 (8)	0 (8)	0 (8)	—
2	ER Medium Laser	AL/AR	10	1 (10)	1 (10)	—	—
1	ER Large Laser	A	12	0 (8)	0 (8)	0 (8)	—
2	Medium Laser	A	6	1 (10)	—	—	—
2	AMS	A	2	0 (6)	Point Defense		
	[36 rnds]						

Cargo:
Mech - 4 units (2 doors)
Mech - 8 units (2 doors)
Aerospace Fighter Bay - 2 units (2 doors)
Cargo Space - 72.50 tons (2 doors)

BV: 5,094

ARMOR DIAGRAM

Standard Scale

Nose Damage Threshold (Total Armor)
18 (180)

Left Damage Threshold (Total Armor)
18 (180)

Right Damage Threshold (Total Armor
18 (180)

Structural Integrity: 11
○○○○○○○○○○○

Aft Damage Threshold (Total Armor)
12 (120)

CREW DATA

Gunnery Skill: ____   Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 42   Marines: 0

Passengers: 0

Other: 0   Battle Armor: 0

Life Boats/Escape Pods: 0/7

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5
FCS	+2	+4	D	Life Support	+2
Sensors	+1	+2	+5	K-F Boom	D
Thrusters				Docking Collar	D
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	−1	−2	−3	−4	−5	D

HEAT DATA

Heat Sinks: 80 (160) Double

Heat Generation Per Arc

Nose:	43	Aft:	20
Fore-Left:	53	Aft-Left:	22
Fore-Right:	53	Aft-Right:	22